

# DRUID: CIRCLE OF SPORES

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life.

These druids believe that life and death are portions of a grand cycle, with one leading to the other and then back again. Death is not the end of life, but instead a change of state that sees life shift into a new form.

## CIRCLE OF SPORES FEATURES

Druid Level	Feature
2nd	Circle Spells, Nature's Recycler's, Symbiotic Entity
6th	Efficient Exoenzymes
10th	Mycorrhizal Network
14th	Fungal Body

## CIRCLE SPELLS

Your symbiotic link to fungus and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the Chill Touch cantrip and you gain access to the Inflict Wounds spell. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

## CIRCLE OF SPORES SPELLS

Druid Level	Circle Spells
3rd	Gentle Repose, Warding Bond
5th	Life Transference, Vampiric Touch
7th	Blight, Death Ward
9th	Enervation, Rary's Telepathic Bond

## NATURE'S RECYCLER

Starting at 2nd level, you develop a bond with a symbiotic fungus that recycles discarded life force around you, sharing the bounty. Once per turn, if a small or larger creature dies within 10 feet of you, you may regain hit points equal to your Wisdom modifier.

# SYMBIOTIC ENTITY

At 2nd level, you gain the ability to channel magic into your symbiote. As a bonus action, you can expend a use of your Wild Shape feature to awaken that fungus. Rather than transforming into a beast form, you rally your fungal ally to your defence. The symbiote acts as a ward and has hit points equal to 5 times your Druid level + your Wisdom modifier. Whenever you take damage, the symbiote takes the damage instead. If this damage reduces the symbiote to 0 hit points, you take any remaining damage. While this feature is active, you gain the following benefits:

- When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 1d8 necrotic damage on a failed saving throw, and half as much damage on a successful one.
- You may use your action to spend a number of hit points up to half of your current hit points, the symbiote regains a number of hit points equal to twice the hit points spent, refreshing the ward up to a maximum of 5 times your Druid level + your Wisdom modifier.
- Your movement speed is increased by 10 feet.

These benefits last for 1 hour, until your symbiote's health pool is depleted, or until you use your Wild Shape again.

## EFFICIENT EXOENZYMES

Starting at 6th level, your link to the fungus allows you to become a siphon for energy. You have resistance to necrotic damage, and when you cast a spell that deals necrotic damage, you add your Wisdom modifier to one necrotic damage roll of that spell.

## MYCORRHIZAL NETWORK

At 10th level, you gain the ability to transmit energy using vast mycelial networks. While your Symbiotic Entity feature is active, whenever you deal necrotic damage to an enemy, you regain hit points equal to half the amount of necrotic damage dealt.

Whenever you gain life while your Symbiotic Entity feature is active, you may have an ally within 30 feet of you gain those hit points instead.

## FUNGAL BODY

At 14th level, the fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit, unless you are incapacitated.