

# Circle of the Blighted Druid

## V2

Nature is more than growth, and those whose magic emulates nature must also accept this fact. Plants wither and die, animals carry disease, and the wilds are not immortal. Some druids particularly identify with this aspect of nature, forming circles that see beauty in the decay, and even altering it to serve their purpose. The withering of a great tree can provide mulch for new growth, and it is the duty of these druids to determine whether to cut the rotting branches, or let it fall.

### Invoke Blight

Starting at 2nd level when you choose this circle, you can use a bonus action to call down a supernatural disease upon an enemy you can see within 30 feet. That enemy becomes **blighted** for up to 1 minute, reducing its speed by 10 feet. When an enemy you have blighted takes damage for the first time each turn, that creature takes an extra 1d4 necrotic damage. You can only have one creature blighted at a time, if you blight another creature, the initial creature's blight ends. Undead and Constructs are immune to becoming blighted.

The damage dealt by this feature increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

Once you use this feature, you can't do so again until you finish a short or long rest, unless you expend a use of your Wild Shape.

### Shelter from Decay

Also at 2nd level, your control over blight allows you to shield yourself and allies from its withering touch. As an action, you can touch a creature and end a poisoned condition affecting it, or cure a disease it suffers from. The creature also gains temporary hit points equal to  $5 + \text{your Druid level}$ .

You can use this ability a number of times equal to your Wisdom modifier (Minimum of once), regaining all expended uses when you finish a long rest.

### Corrupted Form

At 6th level, your body shows the effects of long exposure to blighting magics. Dark veins show through your skin, your eyes turn white, and the air spoils around you. You gain proficiency in the Charisma (Intimidation) skill, and can add your Wisdom modifier to the result.

Additionally, you gain resistance to necrotic damage and poison damage. When you grant a creature hit points using your Shelter from Decay, they also gain these resistances as long as they have those hit points.



### Superior Blight

At 10th level, when you use your Invoke Blight feature, you can choose the form of decay you inflict upon your target. Choose from one of the following options to apply to that creature. These effects linger so long as that creature is blighted.

**Festerling Blight.** When the creature takes damage from this blight, it takes additional necrotic damage equal to your Wisdom modifier (minimum of 1).

**Spreading Blight.** When the creature is reduced to 0 hit points, you can choose another creature within 30 feet of that creature and apply this blight to that creature, without expending a use.

**Tormenting Blight.** When you blight a creature, it must succeed on a Wisdom saving throw against your Spell Save DC or become frightened of you for the duration of the blight. You have advantage on weapon and spell attacks against a creature frightened this way. A creature that succeeds on this save is immune to this effect for 24 hours.

### Plague Eater

At 14th level, you gain immunity to poison damage and the poisoned condition.

Additionally, as a reaction to your blight dealing damage, you can choose yourself or a creature you can see within 30 feet. If that creature is below half their total hit points, but has more than 0 hit points, they regain hit points equal to the damage dealt.

### Credits

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