Circle of Decay



Deathly, deleterious decay that destroys life may seem dire however this process is as much a part of nature as the beautiful blazing blooms of spring. Decay renews the cycle of life and nature, a fact that druids of decay are well acquainted with and use to their benefit. Using the process of decomposition they bolster their own bodies and break down their foes, necrotizing and returning them to nature.

Circle Spells

You gain the following spells at the Druid levels listed. These spells are always prepared and do not count toward the total of spells you can prepare. If a spell listed does not appear on the Druid spell list, it is nonetheless a Druid spell for you.

Circle of Decay Spells	
Druid Level	Spells
2nd	False Life, Inflict Wounds
3rd	Gentle Repose, Wither & Bloom
5th	Life Transference, Vampiric Touch
7th	Blight, Shadow of Moil
9th	Antilife Shell, Contagion

Decayed Form

Beginning at 2nd level, your body has begun to wistfully wither but as decomposers radically renew the ecosystem, so to do they keep you hearty and healthy. You become immune to disease and resist poison damage. You also have advantage on saving throws made against poison.

Withering Blight

Also at 2nd level you may use your Wild Shape to try and rot away a creature. As an action you may make a melee spell attack roll against a creature within your reach. On a hit that creature takes necrotic damage equal to 1d12 + your Wisdom modifier. A creature afflicted by this blight takes this damage again at the start of each of their turns for the next minute or until you lose concentration as if you were concentrating on a spell.

At 6th level this damage increases to 2d12 and at 14th level this damage increases to 3d12.

Rotting Force

At 6th level you may add your Wisdom modifier to the damage of any spell that deals necrotic damage. Additionally, you may use your Withering Blight from up to 15 ft. away.

Life from the Loam

At 10th level you learn to leech and live off of your foe's dismal, deliberate decomposition. When you deal necrotic damage through a spell you gain HP equal to your Wisdom modifier. Additionally, when a creature takes damage from your Withering Blight for the first time, you gain temporary HP equal to half the damage dealt (rounded down) and you gain resistance to necrotic damage.

Form of Rot

At 14th level, your blighted body becomes a host for dubious decomposers and repulsive rot that you can draw upon to empower yourself. When you use your Withering Blight feature, your own form begins to rot away. While you are concentrating on Withering Blight, you have immunity to necrotic damage and when a creature within 15 ft. of you damages you, they take your Withering Blight damage.

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