



DRUID CIRCLE

CIRCLE OF CONSUMPTION

In the depths of the wood and bog, there are secrets no mortal is meant to know. One such is the Circle of Consumption - druids who long ago pledged themselves, body and soul, to serving the cause of rot and decay. Their humanity is questionable, at best, as they seek to ensure the cycle of decay and rebirth is preserved.

Circle of Consumption druids are rarely good-aligned, though they may come from any background. Even when they have noble goals, their methods are often brutal. They tend to revile civilization, and often ally themselves with so-called "shadow druids", in opposition to settled societies. Their ideals often include ensuring ample fodder for the next generation to grow upon.

CIRCLE OF CONSUMPTION FEATURES

Druid Level	Feature
2nd	Circle Spells, Swarmshape
6th	Decay and Rebirth
10th	Hunger of the Swarm
14th	All-Consuming

CIRCLE OF CONSUMPTION SPELLS

At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Consumption Spells table. Once you gain access to a circle spell, 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.

Spells marked with a ^K are by KibblesTasty and are included at the end of this document.

Druid Level	Spells
2nd	<i>cause fear</i>
3rd	<i>poison dart^K</i>
5th	<i>spider bite^K</i>
7th	<i>stinging swarm^K</i>
9th	<i>antilife shell</i>

SWARM SHAPE

At 2nd level, when you use your Wild Shape feature, you can assume the form of a Swarming Menace, using the statistics printed here. While you are in your Swarming Menace form, you can cast your Circle spells. When you do so, you lose 2 hit points per level of the spell slot expended.

When you use your Wild Shape in this way, you can do so as a bonus action.

DECAY AND REBIRTH

At 6th level, your Swarming Menace form gains the following traits.

- **Magic Strikes.** Your attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Multiattack.** When you take the Attack action, you can make two attacks.
- **Corpse Consumption.** When you end your turn in the same space as a corpse of size Small or Medium, you can consume it as a bonus action to refresh your swarm. You recover 1d6 hit points, and may expend a spell slot to recover an additional 1d6 hit points per level of the slot.

SWIFT SWARMING

At 10th level, assuming your Swarm Shape is second nature to you. When you Wild Shape into your Swarming Menace form, you can do so as a reaction before you suffer damage. If you Swarm Shape as a reaction, you gain resistance to all damage until the start of your next turn.

HUNGER OF THE SWARM

At 14th level, when you use your Swarm Shape feature, you may choose three of the following traits for your Swarming Menace form.

- **Buzzing.** You gain a 30-foot fly speed, with hover. Creatures within your Consuming Cloud are deafened.
- **Overwhelming.** You are size Large, your attacks do an additional die of damage, and your melee attacks gain a 10-foot reach.
- **Ravenous.** Your Corpse Consumption trait now can consume Large and Huge corpses. You recover 2d6 and 3d6 hit points, respectively, and the corpse is simply reduced one size category, rather than being entirely consumed.
- **Enveloping.** Creatures within your Consuming Cloud are blinded, and Consuming Cloud's damage is doubled.
- **Poisonous.** Enemies damaged by your Sting and Stinging Bolt abilities must make a Constitution saving throw against your spell save DC or take 1d8 poison damage and be poisoned until the end of their next turn.

SWARMING MENACE

Medium swarm of Tiny beasts, Unaligned

Armor Class 13+PB (natural armor)

Hit Points 4+4 times your druid level

Speed 30 ft.

12

14

16

STR(+1)

DEX(+2)

CON(+3)

Saving Throws Dexterity +2 plus PB, Constitution +3 plus PB

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities grappled, restrained

Senses blindsight 10 ft., passive Perception 11+PB

Languages Understands Druidic

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. It cannot be healed or receive temporary hit points except through your subclass features.

Consuming Cloud. Anytime a creature starts its turn in your space, they immediately take piercing damage equal to your PB, and you recover hit points equal to half the damage dealt.

Actions

Sting. Melee Weapon Attack: your spell attack modifier to hit, reach 0 ft., one target. *Hit:* 2d6 + your Wisdom modifier piercing damage. If you are below half your maximum hit points, this deals 1d6 + your Wisdom modifier piercing damage.

Stinging Bolt. Ranged Weapon Attack: your spell attack modifier to hit, range 60 ft., one target. *Hit:* 1d6 + your Wisdom modifier piercing damage.

CIRCLE OF CONSUMPTION QUIRKS

The following are some optional quirks for a player of this Domain to choose from.

d6 Quirk

1 You address most humanoids as "meat".

2 You are more excited for spoiled food than fresh.

3 You prefer to take meals while Swarm Shaped.

4 You forget to blink unless reminded.

5 You refer to other druids as "squirrel-huggers".

6 You think others' burial practices are barbaric, and insist on using the meat.

APPENDIX: SPELLS

POISON DART

2nd-level transmutation

Classes: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

SPIDER BITE

3th-level transmutation

Classes: Druid, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M

Duration: Instantaneous

You prick a target with a tiny magical fang of venom. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn. (You may make subsequent attempts until you hit or lose concentration)

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

STINGING SWARM

4th-level conjuration

Classes: Druid, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 2d12 poison damage on failure.

CHANGELOG

V1.0

- Updated art and license

V0.3

- Replaced *rain of spiders* with *spider bite*
- Moved bonus-action swarmshaping from 10th to 2nd level
- Buffed Hunger of the Swarm (added Poisonous option, and made it 3/5 options instead of 2/4)

V0.2

- Fix some formatting issues
- Remove Skills from the Swarming Menace's statblock

V0.1

- First Draft

CREDITS & REFERENCES:

Circle of Consumption created by [somanrobots](#)
[Discord](#) | [Patreon](#)

Inspiration from DrGoo282

Spells

- Poison Dart, Spider Bite, and Stinging Swarm created by KibblesTasty

Art

- Circle of Consumption Druid, by [Duong Thanh Lam](#)

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