

Circle of the Moonshroom

Improved Spore Shape

When you choose this circle at 2nd level, you gain the ability to use Spore Shape on your turn as a bonus action, rather than as an action.

The rites of your circle grant you the ability to transform into more dangerous mushroom forms. Starting at 2nd level, you can use your Wild Shape to transform into a plant (fungus type) with a challenge rating as high as 1.

Starting at 6th level, you can transform into a spore shape with a challenge rating as high as your druid level divided by 3, rounded down.

Circle Spells

Your symbiotic link to fungi 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.

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
2nd	Chill Touch
3rd	Blindness/Deafness, Gentle Repose
5th	Animate Dead, Gaseous Form
7th	Blight, Confusion
9th	Cloudkill, Contagion

Halo of Spores

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. You can still use this feature in your Spore Shape. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Primal Strike

Starting at 6th level, your attacks in spore form count as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage.

Spreading Spores

At 10th level, you gain the ability to seed an area with deadly spores. As a bonus action you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again or if you dismiss them as a bonus action.

Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

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 instead, unless you're incapacitated.