

# DRUID CIRCLE OF THE PLAGUE

All druids preserve the delicate balance of nature. Some by granting and protecting life, and others by baring death. A druid of the plague must have great respect for the cycle that is life, otherwise, one wouldn't be able to responsibly wield the life-ending power of a druid of the plague, who stifles the limits of fellow humanoids for the greater benefit of the world at large.

## CIRCLE SPELLS

Your connection to the plague grants you capabilities other Druids don't have. At level 3, 5, 7, and 9, your spell list gains the following spells. They are Druid spells for you. You can't unlearn these spells, and they don't count against the number of spells you can have in your spell list.

## PLAGUEBEARER SPELLS

Ranger Level	Spell
3rd	Acid Arrow, Ray of Enfeeblement
5th	Remove Curse, Vampiric Touch
7th	Blight, Sickening Radiance
9th	Contagion, Greater Restoration

## PLAGUEBEARER

At 2nd level, you can infect your enemies when they're exposed to your damage. Once per round, when you make an attack that makes a spell attack, if the attack hits, the enemy must make a Constitution saving throw against your Druid spell DC. On a failed save, the enemy takes a d4 of poison damage for each level of spell slot used, to a maximum of 5d4. An enemy who is immune to the effects of disease does not take this damage.

These damage dice are increased to d6s at level 10, and may deal necrotic or poison damage. The maximum roll for this effect is raised to 5d6.

## PURIFIER

At 6th level, you learn how to reverse or amplify the effects of disease more precisely. As a reaction to someone making a saving throw against poison or necrotic damage and/or effects that would blind, deafen, paralyze, petrify, or poison them, you may impose advantage or disadvantage (your choice) on the roll. You may use this ability a number of times equal to your Wisdom modifier (minimum of 1).

## IMMUNITY

At level 6, you become immune to poison and disease.

## CRIPPLING PLAGUE

By level 10, your plagues are debilitating. When a creature fails a save against your Plaguebearer ability, it becomes blinded. An affected creature rerolls the save at the end of its turn to end this effect, otherwise ending it at the end of one minute.

## GROW CONTAGIOUS

At 14th level, your disease effects become contagious. If an enemy failed the save against the Plaguebearer ability, that enemy is contagious until it succeeds on the save at the end of its turn. If someone gets within the unarmed strike range of a contagious creature, they must make the Constitution saving throw from the Plaguebearer ability. If they fail, they undergo the effects of the Plaguebearer effect as it happened to the original creature. They, too, become contagious if they fail the save. When a creature succeeds on the saving throw, it ceases being contagious and cannot become contagious until you finish a long rest, at which point your disease has adapted past learned immunities.

At the end of a long rest, you can designate any number of creatures to be immune to your plague until the end of your next long rest. They also cannot become contagious with it.

You may use the plaguebearer effect any number of times per round.