

Necronomicon: Druid

This is Supplemental Material

Druid Circle

At 2nd level, a druid gains the Druid Circle feature. This is an option written by Odvaskar for that feature: The Circle of Bones.

Circle of Bones

The Druids from the Circle of Bones harness power from death and realm of spirits. Many druid circles understand that the circle of life requires death, but druids from circle of bones seek to truly understand death and the cycle of souls. Through communing with spirits and meditating in areas suffused with death or where death is constant, these druids form a connection with Ethereal Plane that allows them to summon spirits of dead animals and conjure necrotic energy. Druids of this circle usually adorn themselves with bones of beasts and revere death

Circle Spells

2nd-level Circle of Bones feature

Your connection with death gives you access to some spells when you reach certain levels in this class, as shown in the Circle of Bones Spells table. Once you gain 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 Bones Spells

Druid Level	Spells
2nd	<i>Bane, Inflict Wounds</i>
3rd	<i>Augury, See Invisibility</i>
5th	<i>Speak with Dead, Spirit Guardians (necrotic)</i>
7th	<i>Blight, Faithful Hound</i>
9th	<i>Contact Other Plane, Raise Dead</i>

Spirit Summoning

2nd-level Circle of Bones feature

The rites of your circle grant you the ability to summon the spirits of beasts that have died to aid you. Starting at 2nd level, you expend two uses of your Wild Shape feature to perform a 10 minute ritual to summon a bestial spirit. You must have physical remains of the dead beast, like a bone, in order to summon it. Your druid level determines the spirit you can summon, as shown in the Spirit Summoning table.

Once the ritual is finished, the spirit appears in an unoccupied space of your choice that you can see within 5 feet of you.

The spirit is friendly to you and your companions, and it obeys your verbal commands. In combat, the spirit shares your initiative count, but takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be on in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use the feature again, or you die.

Spirit Summoning

Level	Max. CR	Example
2nd	1/4	Wolf
4th	1/2	Crocodile
6th	1/2	Ape
8th	1	Giant Eagle
9th	2	Cave Bear
12th	3	Killer Whale
15th	4	Elephant
18th	5	Triceratops

All spirits summoned with this feature have the following ghostly traits:

Ghostly Fortitude. The spirit has damage resistance to acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks and damage immunities to cold, necrotic, and poison.

Incorporeal. The spirit can move through other creatures and objects as if they were difficult terrain. It takes 1d10 force damage if it ends its turn inside an object. Additionally, its immune to following conditions exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained.

Touch of Death. All the damage the spirit deals is necrotic.

Beckoner of Death

6th-level Circle of Bones feature

Your time spent around areas suffused with death and lingering spirits allows you to siphon vitality from fleeting souls and manipulate necrotic energy. When your summoned spirit kills a creature, you gain temporary hit points equal to that creature's CR (minimum of 1). When you cast a spell that deals damage within 30 feet of your summoned spirit, the spirit can use its reaction to infuse the spell with its ghostly essence, causing the spell's damage type to become necrotic damage.

Ethereal Attunement

10th-level Circle of Bones feature

At 10th level, you are able to attune your soul with the ethereal plane to allow the spirits you summon to travel through the planes with ease.

You can now summon spirits with an action instead of the ritual, but spirits summoned with an action only manifest for 10 minutes.

All spirits you summon with your Spirit Summon feature can use their action to enter the Ethereal Plane from the Material Plane, or versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affect by anything on the other plane.

Monstrous Phantasms

14th-level Circle of Bones feature

When you reach 14th level, you can summon the spirits of [monstrosity](#) type creatures using your Spirit Summoning feature. The monstrosities you summon most have bestial attributes and can't be humanoid in shape. For example you can't summon Yuan-ti or mimics.