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## DRUID:

### CIRCLE OF FLESH

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Druids of the Circle of Flesh are not as concerned with the natural order of things as other druids are. While other druids shy away from necromancy and reanimating the dead, druids of this circle embrace the practice wholly. They ignite the spark of life in corpses and allow them to be the vessels for wild spirits of beasts and humanoids alike. Druids of this circle are also experts in the stitching and mending of flesh, able to graft the parts of beasts onto the bodies of those they reanimate.

#### NOVICE NECROMANCER

*2nd-level Circle of Flesh feature*

When you join this circle, your connection to necromantic magic deepens. Your connection grants you access to spells that would otherwise be inaccessible. Whenever you prepare your spells, you may choose two necromancy spells from any class's spell list (they needn't be from the same list). They count as Druid spells for you and still count against your total number of spells prepared.

You may have an additional necromancy spell prepared in this way when you reach 6th, 10th, and 14th levels.

Art by [Billy Christian](#)

#### WILD REANIMATION

*2nd-level Circle of Flesh feature*

You are able to impart life into the bodies of the dead, allowing them to serve as vessels for beasts and men alike. As an Action, you can expend a use of your Wild Shape and fill a corpse that is Large or smaller that you are touching with necromantic energy allowing a wild spirit to inhabit it. The corpse reanimates as a wild revenant which is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Wild Revenant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the wild revenant acts on your turn. It can move and use its reaction on its own, but 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 an action in its stat block or some other action. You can also sacrifice one of your attacks whenever you take the Attack action to command the wild revenant to take the Furious Strike action. If you have the Incapacitated condition, the revenant acts on its own and isn't limited to the Dodge action.

If the revenant has died in the last hour, you can take an Action to touch it and expend a spell slot. The revenant returns to life after 1 minute with all of its hit points.

You can only have one wild revenant created with this feature and any attempts to create another one fail unless you dismiss the previous one. When a revenant is dismissed, it falls to the ground lifeless.



## FLESH SCULPT

*2nd-level Circle of Flesh feature*

Through your druidic magic and surgical skills you are able to create and attach specialized organs and limbs to your revenant. Whenever you take a Short or Long rest with your wild revenant, you can spend 10 minutes modifying its form. When you do so, choose a speed, sense, action, trait, or damage resistance of a Beast you can transform into with your Wild Shape. For example a constrictor snakes constrict, an elks charge, a giant frogs swim speed, or a giant wolf spiders blindsight.

The wild revenant gains the chosen sense, action, trait, or damage resistance until you give it another option with this feature again. If you chose an action with this feature, it uses the bonuses of your wild revenant instead of the beasts. In addition, a trait chosen this way treats your wild revenant as the original creature.

## SCULPTOR ADEPT

*6th-level Circle of Flesh feature*

Your mastery of mending flesh has greatly increased. Whenever you modify the form of your wild revenant with your *Flesh Sculpt* feature, you may choose to either grant your wild revenant one additional speed, sense, action, trait, or damage resistance; or modify another willing creature you are touching with your *Flesh Sculpt* feature.

A willing creature modified this way loses the modification whenever it takes a Short or Long rest.

## RESTLESS BOND

*10th-level Circle of Flesh feature*

You have placed within yourself and your revenant extra organs which assist in recuperating from what would normally be lethal blows. If damage would reduce you or your wild revenant to 0 hit points, you may as a Reaction have you or your wild revenant make a Constitution saving throw with a DC of 5 + the damage taken. On a success, you or your wild revenant drops to 1 hit point and regains a number of hit points equal to your Druid level instead.

Once either you or your wild revenant succeed on a Constitution saving throw with this feature, you cannot do so again until you finish a short or long rest. You may also expend a spell slot of 5th level or higher to regain your use of this feature.

## MASTER OF FLESH

*14th-level Circle of Flesh feature*

Your mastery of necromancy and the mending of flesh has increased your necromantic knowledge. You learn the *create undead* spell and always have it prepared. It counts as a Druid spell for you and it doesn't count against the number of spells you can have prepared.

You can cast it once with this feature without expending a spell slot or requiring material components.

Once you cast it in this way, you cannot do so again until you finish a long rest.

## WILD REVENANT

*Medium Undead, Same as its creator*

**Armor Class** 13 + PB (natural armor)

**Hit Points** 5 + five times your Druid level (the wild revenant has a number of hit dice [d8s] equal to your Druid level)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-1)	11 (0)	6 (-2)

**Saving Throws** Str +3 plus PB, Con +3 plus PB

**Damage Immunities** Poison

**Condition Immunities** Charmed, Frightened, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Understands and can speak the languages you know but only in simple phrases

**Challenge** None (XP 0; PB equals your Proficiency Bonus)

## ACTIONS

**Furious Strike.** *Melee Weapon Attack:* +3 plus PB to hit, reach 5ft., one target. *Hit:* 1d6 plus PB bludgeoning damage.