

# **Druidic Circle**

## **Circle of Staves and Swords** by Cal Ebethan

Druids of the Circle of Staves and Swords are staunch guardians of their wilderness enclaves, preserving the ecology of their homeland from the *civilizations* that would despoil both its mundane resources and fonts of natural magic. You differentiate yourself from other druidic circles: You are not *connected* to nature, you are *part* of nature. You are not her raging tempests or roving panthers, you are a human, an elf, a mortal. You are what nature made you, *not* the other way around. There is a reason she dulled your instincts and gave you sapience instead, and you must use her gifts as she intended you to.

### **Fighting Style**

Upon reaching 2nd level, you gain your choice of one of the following fighting styles:

- Archery: Consult the PHB.
- Duelist: Consult the PHB.
- Hunter: You add half your Wisdom modifier, rounded down, to the damage of all thrown-weapon attacks.
- Nature's Grace: When wearing no armor, light armor, or hide armor, you add +1 to your Armor Class and Dexterity saving throws.
- Two-Weapon Fighting: Consult the PHB.

### **Sylvan Sentinel**

At 2nd level, nature has selected you as one of her mortal guardians. You may cast the *Hunter's Mark*, *Jump*, or *Longstrider* spell without spending a spell slot or components. You may use this feature twice per day, all uses reset after a long rest.

### **Primeval Warrior**

At 6th level, you blend the gifts of nature with those of your civilized side. Whenever you use your action to attack, you may cast a Druid cantrip as a bonus action, even if that cantrip states that it requires an action to cast.

### **Extra Attack**

At 10th level, when you use your action to attack, you attack twice.

### **Primeval Paragon**

At 14th level, you learn to balance nature's fury with your own. When you use your action to cast a druid spell, you may make a single weapon attack as a bonus action.

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