

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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