

DRUID CIRCLE OF THE GUARDIANS

Druids who join the Circle of the Guardians is a conclave that was formed in the earliest ages to protect and preserve the world from extraplanar forces, especially demonic and fiendish forces. Any extraplanar entity that threatens to enslave, destroy, or manipulate the races of the earth are their enemies, and the druids who dedicate themselves to defending the Prime Material Plane from these extraplanar forces are particularly dour and skilled in dealing with these threats.

This is a niche subclass: it will excel in campaigns like *Descent into Avernus*, anything involving the Shadowfell, and any campaign involving extraplanar travel. If you are not facing creatures from other planes, this subclass will be unique, but will not fulfill its full potential. So be aware of that. But if you are going to face these threats in your campaign, consider joining the Circle of the Guardians.

OATH OF THE GUARDIANS

Starting when you choose this path at 2nd level, your decision to join the conclave of The Guardians results in greater martial training to destroy foreign threats. You gain proficiency with all martial weapons, and may take 1 cantrip from the cleric or sorcerer spell list.

In addition, you always benefit from the effects of the *Protection from Evil and Good* spell so long as you are conscious. This does not require your concentration, and may not be dispelled as long as you are loyal to the Circle.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. This feature is replaced by Multiattack if you wild shape into a creature with Multiattack.

DEFIANCE OF THE DEVOTED

Starting at 6th level, your training in the Circle grants you greater resilience to ill effects. You gain advantage on all Intelligence, Wisdom, and Charisma saving throws, and gain proficiency (or expertise, if already proficient) with the Wisdom (Insight) skill.

NATURE'S REVENGE

Starting at 10th level, you channel your magical connection with nature to empower your strikes. When dealing weapon damage (including attacks in wild shape), you may add 1d8 acid, cold, fire, lightning, poison, or thunder damage to your attack. When dealing damage with a druid cantrip, you add 1 additional die to the damage of the cantrip, selecting one of the damage types from the list above.

WARDEN OF THE WORLD

Starting at 14th level, you have become a powerful defender of the world against extraplanar threats, wielding the might of your homeworld to great effect. You ignore resistances on extraplanar creatures (fiends, celestials, fey, etc.), and if an extraplanar creature has immunity to a specific kind of damage, it grants the creature resistance to the damage you deal instead.