



## CIRCLE OF GEOMETRY NPCs

The following stat blocks can be used to describe non-player character druids who follow the circle of geometry or have abilities similar to a druid of that circle. You can choose the stat block that best aligns with the power level of the NPC.

To further customize your NPC, apply the racial traits of whichever humanoid race you've chosen for it. You can also replace any of its known spells with spells of an equivalent level from the druid spell list.

### CREATING FRACTAL CREATURES

If you wish you add fractal creatures in your adventures to accompany your geometric druids, you can apply the following traits to any beast to turn it into a fractal creature.

- Its creature type changes to elemental
- It is immune to disease, poison damage, and the exhausted, paralyzed, petrified, poisoned, and unconscious conditions.
- All its attacks deal force damage
- It gains the Leyline Invocation feature of the Geometry Druid above

### ART CREDIT

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## GEOMETRY DRUID

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather)

**Hit Points** 36 (8d8)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	14 (+2)	16 (+3)	8 (-1)

**Saving Throws** Intelligence +4, Wisdom +5

**Skills** Arcana +4, Nature +4, Perception +5

**Senses** passive Perception 15

**Languages** any two languages

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Bonus Actions

**Leyline Invocation** The druid creates a glowing point where it is standing. It does not impede movement and lasts for 10 minutes but ends early if the druid falls unconscious, dies, moves than 120 feet away from it, or it dismisses it (no action required.)

### Actions

**Spellcasting.** The druid is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13 +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, thorn whip*

1st level (3 slots): *entangle, cure wounds, thunderwave*

**Leyline Blast.** The druid causes beams of light to connect all the points it and other allies have created using the Leyline Invocation feature, creating a momentary glowing shape. All creatures of the druid's choice that it can see in the shape at the time of its creation take 9(2d8) force damage.

**Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands.

# ARCH GEOMETRY DRUID

Medium humanoid (any race), any alignment

**Armor Class** 14 (leather)

**Hit Points** 88 (16d8 + 16)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	18 (+4)	8 (-1)

**Saving Throws** Intelligence +5, Wisdom +7

**Skills** Arcana +5, Nature +5, Perception + 7

**Senses** passive Perception 17.

**Languages** any two languages.

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

## Bonus Actions

**Leyline Invocation** The druid creates a glowing point where it is standing. It does not impede movement and lasts for 10 minutes but ends early if the druid falls unconscious, dies, moves than 120 feet away from it, or it dismiss it (no action required.)

## Actions

**Spellcasting.** The druid is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15 +7 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): *druidcraft, thorn whip, thunderclap*

1st level (4 slots): *entangle, cure wounds, thunderwave*

2st level (3 slots): *moonbeam, flaming sphere*

3rd level (3 slots): *erupting earth, dispel magic*

**Leyline Blast.** The druid causes beams of light to connect all the points it and other allies have created using the Leyline Invocation feature, creating a momentary glowing shape. All creatures of the druids choice that it can see in the shape at the time of its creation take 9(2d8) force damage.

**Quarterstaff.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands.

## Reactions

**Velocity Shift** (3/Day) When a creature the druid sees starts its turn or moves into a space within 30 feet of it, it can force that creature to make a DC 15 Charisma saving throw, which the creature can choose to fail. On a failure, the creature is teleported to an unoccupied space of the druid's choice that it can see within 30 feet of it.

The druid can also use this feature if it sees a creature start its turn or move into the space with a shape created by its Leyline Invocation feature or that of an ally. The teleported creature is moved to any location of the druid's choice within that shape.

