

NAME **Yanggu & Mowu**

INIT **+2** PROF. BONUS **+4** SPEED **30ft.** PASS PERCEP **14**

STR **+0**  +0 SAVING THROWS  +4 ATHLETICS  
**11**

DEX **+2**  +2 SAVING THROWS  +2 ACROBATICS  +2 SLEIGHT OF HAND  +2 STEALTH  
**14**

CON **+3**  +3 SAVING THROWS  
**16**

INT **-1**  +3 SAVING THROWS  -1 ARCANA  -1 HISTORY  -1 INVESTIGATION  +3 NATURE  -1 RELIGION  
**9**

WIS **+4**  +8 SAVING THROWS  +8 ANIMAL HANDLING  +4 INSIGHT  +4 MEDICINE  +4 PERCEPTION  +8 SURVIVAL  
**18**

CHA **+2**  +2 SAVING THROWS  +2 DECEPTION  +2 INTIMIDATION  +2 PERFORMANCE  +2 PERSUASION  
**14**

CLASS **Druid 10** SUB CLASS **Circle of the Shepherd**

RACE **Human & Mastiff** ALIGN **Neutral Good**



**ACTIONS**  
NAME RANGE HIT/DC DAMAGE  
Quarterstaff . . . . . 5ft. . . . . +4 · 1d6/1d8 Bludgeoning

**SPELLS**  
Cast a Spell . . . . . see spell . . . . . see spell . . . . . see spell

MAGIC THE GATHERING  
DUNGEONS & DRAGONS

HP CURRENT MAX 83 TEMP AC **13**

DEATH SAVES SUCCESS FAILURE INSP XP **64k**

SPELL CASTING ABILITY **WIS** SAVE DC **16** ATTACK BONUS **+8**

SPELL SLOTS

|   | MAX | USED |   | MAX | USED |   | MAX | USED | NOTES |
|---|-----|------|---|-----|------|---|-----|------|-------|
| 1 | 4   |      | 4 | 3   |      | 7 |     |      |       |
| 2 | 3   |      | 5 | 2   |      | 8 |     |      |       |
| 3 | 3   |      | 6 |     |      | 9 |     |      |       |

SPELLBOOK

| LVL | NAME                    | RANGE | CONCENTRATION | CASTING TIME |
|-----|-------------------------|-------|---------------|--------------|
| 0   | Guidance                | Touch | Yes           | Action       |
| 0   | Resistance              | Touch | Yes           | Action       |
| 0   | Shillelagh              | Touch | No            | Bonus Action |
| 0   | Thunderclap             | 5ft.  | No            | Action       |
| 1st | Animal Friendship       | 30ft. | No            | Action       |
| 1st | Beast Bond              | Touch | Yes           | Action       |
| 1st | Cure Wounds             | Touch | No            | Action       |
| 1st | Detect Poison & Disease | Self  | Yes           | Action       |
| 2nd | Enhance Ability         | Touch | Yes           | Action       |
| 2nd | Enlarge/Reduce          | 30ft. | Yes           | Action       |
| 2nd | Healing Spirit          | 60ft. | Yes           | Bonus Action |
| 3rd | Aura of Vitality        | Self  | Yes           | Action       |
| 3rd | Conjure Animals         | 60ft. | Yes           | Action       |
| 3rd | Revivify                | Touch | No            | Action       |
| 4th | Charm Monster           | 30ft. | No            | Action       |
| 4th | Polymorph               | 60ft. | Yes           | Action       |
| 5th | Commune with Nature     | Self  | No            | 1 Minute     |
| 5th | Greater Restoration     | Touch | No            | Action       |

**DRUID FEATURES**

**Druidic.** You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages.

**Spellcasting.** You can cast prepared druid spells using Wisdom as your spellcasting ability and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus. See the Player's Handbook for further details.

**Wild Shape.** As an action, you can magically assume the shape of a beast or CR 1 or less that you have seen before twice per short rest. You can stay in beast shape for 5 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die). See the Player's Handbook for further details.

**Druidic Circle** (Circle of the Shepherd)

**Speech of the Woods.** You learn to speak, read, and write Sylvan, and beasts can understand your speech, and you gain the ability to decipher their noises and motions.

**Spirit Totem.** As a bonus action, you can magically summon a spirit to a point you can see within 60 ft. that lasts for 1 minute (or until you're incapacitated). The spirit creates an aura in a 30-ft. radius around that point and can be moved up to 60 ft. as a bonus action. The spirit's aura effect depends on its type:

**Bear.** You and your allies gain 15 temporary hit points and have advantage on Strength checks and saving throws.

**Hawk.** You and your allies have advantage on Perception checks and you can use your reaction to give an ally advantage on an attack against an enemy in the aura.

**Unicorn.** You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

**Mighty Summoner.** Any beast or fey you conjure appears with more HP than normal (2 extra HP per Hit Die) and the damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance.

**Guardian Spirit.** Your Spirit Totem safeguards the beasts and fey that you call forth with your magic. When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

**ARMOR**

Light Armor  
Medium Armor  
Shields

**WEAPONS**

Club  
Dagger  
Dart  
Javelin  
Mace  
Quarterstaff  
Scimitar  
Sickle  
Sling  
Spear

**TOOLS**

Flute  
Herbalism Kit

**LANGUAGES**

Common  
Druidic  
Elvish  
Sylvan

Leather Armor

Quarterstaff

Druidic Focus.