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## 1 Moon Druid Features

- 3 cantrips
- Spell slots: 4-3-3-1
  - 11 prepared spells (WIS + druid level)
  - Spell save DC 15 (8 + WIS + proficiency)
  - Ritual casting

### 1.1 Spells (as of 3/13/21, 8/11 prepared)

#### 1.1.1 Cantrips

- Guidance
- Produce Flame
- Thorn Whip

#### 1.1.2 1st Level

- Healing Word
- Snare
- Goodberry
- Thunderwave

#### 1.1.3 2nd Level

- Flaming Sphere
- Healing Spirit

#### 1.1.4 3rd Level

- Dispel Magic
- Conjure Animals

### 1.2 Wild Shape

- 2 per long rest
  - **Bonus action** to use
- While wild shaped, can use a **bonus action** and a spell slot to restore 1d8 HP per level of the spell slot
- Max CR 2

- No flying speed, but swimming speed OK
- Wild Shape attacks count as magical for overcoming resistance/immunity

### 1.3 Wild Companion (Tasha's)

- As an **action**, you can cast Find Familiar without material components by expending a use of Wild Shape
- The familiar is a fey instead of a beast, and it disappears after 3 hours (druid level / 2).

## 2 Feats

### 2.1 Chef

- As part of a short rest, you can cook special food for up to 7 creatures (4 + PB)
  - If a creature eats the food and uses Hit Dice to regain HP, they regain an extra 1d8
- In 1 hour of work or at the end of a long rest, you can cook 3 treats (PB)
  - Must be consumed within 8 hours
  - Creature can eat a treat as a **bonus action** to gain 3 temp HP (PB)

## 3 Magic Items

### 3.1 Orb of the Ancestral Forest

#### Description

This greenish-gold resin orb has been used by generations of druids to imbue their wild-shaped forms with enhanced power and agility.

#### Usage (requires attunement)

This item has 5 charges, and recharges 1d4 charges after a long rest.

If you are attuned to this item, you gain the following benefits while wild shaped:

- Your unarmed strikes and natural weapons gain a +1 to attack and damage rolls
- As a bonus action, you can consume 2 charges of the orb to dash, disengage, or dodge.