

Chaotic Wild Shape Table [\[edit\]](#)

Roll 1d20	Wild Shape CR Limit
1	<i>Stuck in Wild Shape for 1d4 days. DM's choice of form, Druid is wild.</i>
2-3	<i>CR 0</i>
4-5	<i>CR 1/8</i>
6-7	<i>CR 1/4</i>
8-9	<i>CR 1/2</i>
10-11	<i>CR 1</i>
12-13	<i>CR 2</i>
14-15	<i>CR 3</i>
16-17	<i>CR 4</i>
18-19	<i>CR 5</i>
20	<i>CR 6(or 6+, DM's discretion). DM's choice of form.</i>

Exotic Performance [\[edit\]](#)

At 2nd level, the Druid hones their ability to enthrall unsuspecting minds with images of daring feats and a silver tongue. The Druid gains proficiency in the Perform skill and gains the spell 'Minor Illusion' as a bonus cantrip.

Circle Spells [\[edit\]](#)

At 3rd, 5th, 7th, and 9th level you gain access to circle spells of talents that you've honed in front of audiences over the years. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	<i>charm person, silent image</i>
5th	<i>hypnotic pattern, major image</i>
7th	<i>charm monster, hallucinatory terrain</i>
9th	<i>seeming, animate objects</i>

Rabbit Out Of A Hat [\[edit\]](#)

At 6th level, the Druid channels their arcane energy into acts of conjuration and showmanship. As an action, the Druid can operate their arcane focus like a Bag of Tricks and conjure an animal from it (refer to the Gray Bag of Tricks table). The creatures operate under the same rules as described by the Bag of Tricks. This feature is expended after 2 uses and can be used again after a Long Rest.

Beast Tamer [\[edit\]](#)

At 10th level, the Druid has developed a fundamental connection with all beasts and can use this to charm or coerce the animals they encounter. Firstly, the Druid gains proficiency in Animal Handling and resistance to Slashing damage from Natural Weapon Attacks. Secondly, the Druid can use this feature as an action on a hostile beast as if using the spell 'Dominate Beast'. The Druid can use the feature on a friendly beast and gain the beast as a companion as per 'Ranger's Companion' Ranger Class Feature for 1d2 days. This feature can be used once before a long rest is required.

Master of the Sideshow [\[edit\]](#)

At 14th level, your consistent mastery of exploiting the chaos of nature's gifts has evolved your arcane talents. Firstly, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. Secondly, your Wild Shape ability expands to new limits, refer to the 'Upgraded Wild Shape' table. Thirdly, your adventuring has exposed you to creatures of mystical and arcane origin, a Druid may pick one of the following benefits:

- **Experienced Arcanist:** Your Spell DC increases by 1 and if your Wild Shape can speak, you can cast spells.
- **Exotic Forms:** You can add one of the following creature types to your list of Wild Shapes: *Aberrations, Celestials, Constructs, Elementals Fiends, Monstrosities, Oozes, Undead*. If the chosen form possesses one of the following abilities, those abilities are not gained:

Spellcasting, Innate Spellcasting, Shapechanger, Change Shape, Rejuvenation, Regeneration, Teleport, Telepathy(any).

- **Lord of The Feral Wood:** Add +1 CR to the maximum CR that is rolled when using the Wild Shape feature, as per 'Carnival of Chaos'.

Fourthly, your ability to exert your will over nature and reality allows for more options for the 'Rabbit Out Of A Hat' feature, refer to 'Upgraded Rabbit Out Of A Hat' table.

Evolved Chaotic Wild Shape Table [\[edit\]](#)

Roll 1d20	Wild Shape CR Limit
1	<i>Stuck in Wild Shape for 1d4 days. DM's choice of form, Druid is wild.</i>
2-3	<i>CR 0</i>
4-5	<i>CR 1/4</i>
6-7	<i>CR 1/2</i>
8-9	<i>CR 1</i>
10-11	<i>CR 2</i>
12-13	<i>CR 3</i>
14-15	<i>CR 4</i>
16-17	<i>CR 5</i>
18-19	<i>CR 7</i>
20	<i>CR 8(or 8+, DM's discretion). DM's choice of form.</i>

Upgraded Rabbit Out Of A Hat Table [\[edit\]](#)

Roll 1d12	Conjured Creature
1	<i>4x Psionic Al-Mi'raj (only hostile to the Druid)</i>
2	<i>Honey Badger</i>
3	<i>Pixie</i>
4	<i>Giant Constrictor Snake</i>
5	<i>Dire Wolf</i>
6	<i>Giant Spider</i>
7	<i>Giant Crocodile</i>
8	<i>Giant Ape</i>
9	<i>Flock of Doves</i>
10	<i>Black Pudding</i>
11	<i>Froghemoth</i>
12	<i>Unicorn</i>

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound. You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 Hit Points.

The creature is friendly to you and your companions, and it acts on Your Turn. You can use a Bonus Action to Command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to Attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its Nature.

Once three fuzzy Objects have been pulled from the bag, the bag can't be used again until the next dawn.

Gray Bag of Tricks

d8	Creature
1	Weasel
2	Giant Rat
3	Badger
4	Boar
5	Panther
6	Giant Badger
7	Dire Wolf
8	Giant Elk