

DRUID CIRCLE

CIRCLE OF THE VENOM

Druids of the Circle of Venom revere nature's most subtle and deadly creatures. To them, the brute strength of mighty beasts is less impressive than the lethal poisons of smaller, more unassuming creatures.

These druids see the venom produced by poisonous creatures as the ultimate expression of nature's deadly potential. They spend their training learning how to maximize the lethality of these poisons, and even use them against creatures that would otherwise be resistant or even immune to their effects.

VENOMOUS FORMS

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, when you choose this circle at 2nd level, you gain access to the following wild shape forms at 2nd, 4th, and 8th level. The usual restrictions as to what you can wild shape into do not apply to these forms.

Druid Level	Spells
2nd	Black Mamba*, Wandering Spider*
6th	Poison Dart Frog*, Fat-tailed scorpion*
12th	King Cobra*
16th	Giant Scorpion*

CIRCLE SPELLS

At 2nd level, you learn your choice of the *Poison Spray* or *Infestation* cantrips.

You also learn *Ray of Sickness*, and always have that spell prepared and it doesn't count against the number of spells you can prepare each day. It counts as a druid spell for you.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Venom Spells table.

Once you gain access to one of these spells, 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	Protection from Poison
5th	Stinking Cloud
7th	Giant Insect
9th	Cloudkill

POISON SAVANT

At 2nd level, you gain proficiency with Poisoner's Kits, and poisons applied to your weapons carry over to your natural weapons when they meld with you while using Wild Shape.

Additionally, upon completing a long rest, you may chose a creature type other than Constructs to focus your poisons against.



Until you complete another long rest, your spells and attacks ignore poison resistance possessed by creatures of that type, and deal half damage to creatures of that type who are immune to poison damage. You can also apply the poisoned condition to creatures of the chosen type that are normally immune. These creatures make their saves against your poison with advantage.

VENOM MASTER

Starting at 6th level, you no longer have to choose a creature type to focus your poisons against. Your Poison Savant feature now applies to all creatures types other than constructs at all times.

Additionally, when you roll damage for an attack or spell that deals poison damage, you can treat any 1 on a damage die as a 2.

Finally, when a druid spell lets you choose a damage type (such as *Elemental Bane* or *Absorb Elements*) you may choose poison damage even if it is not listed as a choice.

TWIN FANG

Starting at 10th level, you can use an action to create two fangs made of poison and hurl them at targets within 100 feet of you. You can hurl them both at one target or at two separate targets.

Make a ranged spell attack for each fang. On a hit, the target takes 2d6 poison damage and must make a Constitution saving throw against your spell save. On a failed save, it is also poisoned until the end of your next turn. If the creature hit this way is already poisoned, the attack deals 4d6 poison damage instead.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

AMPLIFY TOXIN

Starting 14th level, at the start of your turn, you can force a poisoned creature you can see within 100 feet of you to take poison damage equal to you half your druid level.

*See the end of the document for new and revised creature stats

NEW WILDSHAPE STATS

DIAMONDBACK RATTLESNAKE

Small beast, unaligned

Armor Class 13

Hit Points 5 (1d6+1)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	10 (0)

Skills Stealth +5, Perception +3, Intimidation +2

Condition Immunities Prone

Senses Blindsight 30 ft., passive Perception 13

Challenge 1/2 (100 XP)

Slither. The snake can move through a space as narrow as half a foot wide without squeezing. Additionally, it counts as one size smaller for the purposes of moving though an enemy creature's space

Venom (Recharges after a Long Rest). When the snake hits with its bite attack, it can have the attack deal an additional 2 (1d4) poison damage and force the target to make a DC 14 Constitution saving throw. On a failed save, the target is poisoned for the next hour. At the start of each of its turns until the poison ends, the target must make a constitution saving throw with disadvantage. On a failed save, it takes 2 (1d4) poison damage. On a successful save, the poison ends. The target or a creature within 5 feet of it can use an action to make a DC 14 Wisdom (Medicine) check to end the effect.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 piercing damage.

KING COBRA

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8+2)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	13 (+1)	2 (-4)	12 (+1)	2 (-4)

Skills Stealth +6, Perception +3, Intimidation +3

Condition Immunities Prone

Senses blindsight 30 ft., passive Perception 13

Challenge 2 (450 XP)

Slither. The snake can move through a space as narrow as 1 foot wide without squeezing. Additionally, it counts as one size smaller for the purposes of moving though an enemy creature's space

Venom (Recharges after a Long Rest). When the snake hits with its bite attack, it can have the attack deal an additional 6 (1d12) poison damage and force the target to make a DC 16 Constitution saving throw. On a failed save, the target is poisoned for the next hour. At the start of each of its turns until the poison ends, the target must make a constitution saving throw with disadvantage. On a failed save, it takes 6 (1d12) poison damage. On a successful save, the poison ends. The target or a creature within 5 feet of it can use an action to make a DC 16 Wisdom (Medicine) check to end the effect.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

FATTAIL SCORPION

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+1)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses passive Perception 9

Challenge 1/2 (100 XP)

Venom (Recharges after a Long Rest). When the scorpion hits with its sting attack, it can have the attack deal an additional 4 (1d8) poison damage and force the target to make a DC 15 Constitution saving throw. On a failed save, the target is poisoned for the next hour. At the start of each of its turns until the poison ends, the target must make a constitution saving throw with disadvantage. On a failed save, it takes 4 (1d8) poison damage. On a successful save, the poison ends. The target or a creature within 5 feet of it can use an action to make a DC 15 Wisdom (Medicine) check to end the effect.

Actions

Sting. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

ANIMAL FORMS UNDER DEVELOPMENT

Many of the animal forms listed in the Venomous Forms feature are still being developed, but can be made available by the time of play testing

ART CREDIT

- Alchemist's Gift - Magic the Gathering - Wizards of the Coast.