**Poisonous 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, you gain access to fallowing forms at 2nd, 6th, 12th and 18 level, you do not have to fallow any of the restriction for these forms. aslo aslo if any of these Wild Shape makes a creature makes constitution saving throw, you use you spell modified for the saves instead.

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 the Poison Spray cantrip, you already know this cantrip you may one additional druid cantrip of your choice instead, you aslo learn Ray of Sickness. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Venom Spellstable.

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 Circle Spells

3rd Protection from Poison

5th Stinking Cloud

7th Giant Insect

9th Cloudkill

**Bonus Proficiency**

You gain proficiency with poisoners kits and Stealth, you already have proficiency in Stealth ir poisoners kit, Your Proficiency Bonus is doubled for any ability check you make that uses either of the chosen Proficiencies.

**Venom Master**

Starting at 6th level, poison spells and attacks ignore poison resistance. In addition, and any creature that is immune poison damage to takes half damage instead. Also your spells and attacks can apply the poison condition to creature that are normally are immune, they roll with advantage on saves.

In addition, when druid spell lets you choice a damage type such as elemental bane or absorb elements you may choose poison even if it is not listed as a choice.

**Twin Fang**

At 10th level, You create Two of Fangs made of posine and hurl them at targets within 100 feet of you . You can hurl them at one target or two. Make a ranged spell useing your spell attack modifer for each Fang. On a hit, the target takes 2d6 poison damage and must make a Constitution saving throw vs 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 posined. 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**

At 14th level, At the start of you turn, you can have a poisoned creature within 100 feet of you that you can take poison damage equal to you half your druid level.