

CLERIC: BLOOD DOMAIN

The blood domain finds a niche in many pantheons, often following gods of life, medicine, knowledge, or death, but shunned by other followers of the same gods for their darker magic. Such gods include Apollo, Diancecht, Isis, Osiris, and Nurta. Blood priests often form their own sects or find themselves alone in their faith, wandering as exiles. Their magic combines the manipulation of life and death with the capability of divination of omens and truths in blood.

Domain Spells

You gain domain spells at the cleric levels listed in the Blood Domain Spells table. See the Divine Domain class feature for how domain spells work.

Blood Domain Spells

Cleric Level	
1 st	<i>bane, command</i>
3 rd	<i>augury, hold person</i>
5 th	<i>feign death, vampiric touch</i>
7 th	<i>compulsion, locate creature</i>
9 th	<i>antilife shell, scrying</i>

Red Healer

At 1st level, you are capable of preserving the life force of creatures with your manipulation of blood. You learn the *spare the dying* cantrip, which doesn't count against the number of cleric cantrips you know.

Additionally, you gain proficiency in the Medicine skill.

Sanguine Manipulation

Starting at 1st level, you are able to manipulate the spilling of blood in minor ways. Whenever a creature within 30 feet of you takes damage, you can increase or decrease the damage taken by an amount up to your cleric level + your Wisdom modifier as a reaction. You take necrotic damage equal to

your cleric level when you do so. The damage you take ignores resistance and immunity.

Channel Divinity: Undying Hold

Starting at 2nd level, you can use your Channel Divinity to stave off the clutches of death.

As a reaction when a creature within 30 feet of you falls to 0 hit points, you prevent their blood from being spilled completely. They are reduced to 1 hit point instead.

Channel Divinity: Auramancy

Beginning at 6th level, you can use your Channel Divinity to conduct a 1-minute ritual. Upon completing the ritual, you can see auras around all creatures within 30 feet of you for the next hour.

You can sense each creature's name, creature type and subtype, alignment, and maximum hit points in relation to yours – greater than, equal to, or less than.

Seeing creature's auras reveals shapeshifters and invisible creatures to you, allowing you to see their true form.

This feature does not reveal constructs to you. It penetrates most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Red Omen

At 17th level, you can cast out an omen of death as an action to up to 3 creatures within 60 feet of you. For the next minute, whenever any of those creatures is hit by an attack, they take necrotic damage equal to your Wisdom modifier. They take this damage only once per turn.