Blood Domain

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[Macinfex](http://www.saltinwoundssetting.com/2015/06/the-church-of-macinfex.html), god of butchers, holds spilling of blood and the cutting of flesh as the essence of holiness. As such, many of his clerics opt to channel their god through the use of the Blood Domain, especially those with a more militant bend. Some clerics of this domain actively spread violence wherever they go (butchery of all), while others use its power to assure that bloodshed is rare and swiftly ended.

Domain Spells

1st: *false life, inflict wounds*

2nd: *enhance ability, protection from poison*

3rd: *feign death, vampiric touch*

4th: *compulsion, divination*

5th: *contagion, greater restoration*

*Blood for the Gods*

At 1st level when you choose this domain, you gain proficiency in all simple and martial weapons that deal piercing or slashing damage, and you gain proficiency in heavy armor.

*The Blood is the Life*

Also starting at 1st level, you gain temporary hit points equal to twice your cleric level when your current hit points fall below half of your maximum hit points. Once this occurs, it cannot happen again until you complete a short rest.

If your current hit points are below or equal to half your maximum hit points when you roll initiative, you gain temporary hit points equal to twice your cleric level.

*Channel Divinity: Bloodgift*

Starting at 2nd level, you can use your Channel Divinity to invoke divine favor upon those who bleed and suffer in battle. As an action, you call your deity's name. Up to two allies within 60 feet with current hit points at or below half of their maximum hit points may spend their reactions to make an attack with a piercing or slashing weapon. If these attacks hit, they add your Wisdom bonus to the damage dealt.

At 11th level, this power can affect up to three allies instead of two. At 17th level, this power can affect up to four allies instead of three.

*Mighty in Vengeance*

Starting at 6th level, when your current hit points are at or below half of your maximum hit points, you may treat any result of 1 or 2 as a 3 on dice rolled to determine damage or healing effects from weapons or spells (not attack rolls or saving throws, but effect values).

*Red Ruin*

Starting at 8th level, once per turn when you make a weapon attack with a piercing or slashing weapon, you deal an additional 1d8 damage of the same type. When you reach 14th level, the damage increases to 2d8.

Further, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

*Blood and Souls*

Starting at 17th level, when you deal damage that reduces a creature to 0 hit points, you regain an expended use of Channel Divinity, or you regain an expended spell slot. The spell slot's level is equal to half the Challenge Rating of the creature you damaged, or 5, whichever is lower. After you have used this ability twice, you may not do so again until you complete a long rest.