

Necronomicon: Cleric

This is Supplemental Material

Divine Domain

At 1st level, a cleric gains the Divine Domain feature. This is an option written by Odvaskar for that feature: The Blood Domain.

Blood Domain

The Blood Domain governs the forces of life and death, as well as the manipulation of creature's vitality. Deities of the blood domain include gods of life, death, and murder. Followers of good deities seek to heal the living, ease the suffering of the dying, and destroying the undead. On the opposite side followers of evil deities can seek to murder the masses and experiment on the living to find the secrets of vitality and death.

Blood Domain Spells

Cleric Level	Spells
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1st	<i>Inflict wounds, Sleep</i>
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2nd	<i>Suggestion, Ray of Enfeeblement</i>
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3rd	<i>Haste, Slow</i>
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4th	<i>Death Ward, Confusion</i>
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5th	<i>Antilife Shell, Hold Monster</i>
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Bonus Proficiency and Cantrip

1st-level Blood Domain feature

At 1st level, you gain proficiency with martial weapons. You also gain the *Crimson Blade* cantrip.

Ichor Manipulation

1st-level Blood Domain feature

At 1st level, you can manipulate the blood in creatures that fallen to severe wounds. When a creature falls unconscious or dies within 30 feet of you, you can use your reaction to control the creature through its open wounds. The creature immediately makes a single weapon attack

against a creature of your choice within its attack range.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Hemomancy

2nd-level Blood Domain feature

You can use your Channel Divinity to conjure a powerful creature from your life essence.

As an action, you take damage equal to your Cleric level to your maximum health. This reduction lasts until you complete a long rest. If this effect reduces your maximum hit points to 0, you die instantly. Using your blood loss, you can conjure a Blood Elemental within 60 feet of you that will follow your commands. The elemental has its own initiative in combat, is friendly you and your allies, follows your mental commands, dissipates after 1 minute or if you die.

Sanguine Transference

6th-level Blood Domain feature

Starting at 6th level, you can transfer the fleeting vitality of a dying creature to heal another. When an enemy you can see dies within 30 feet of you, you can use your reaction to choose one creature within 30 feet of you to regain hit points equal to your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Divine Strike

8th-level Blood Domain feature

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage. When you reach 14th level, the extra damage increases to 2d8.

Vascular Ward

17th-level Blood Domain feature

At 17th level, you can bless those around you with increased blood flow. As an action you can choose a number of creatures equal to your Wisdom modifier within 60 feet of you. Each target's hit point maximum and current hit points increase by a number equal to double your cleric level. Additionally, each affected creature has the benefits of the *Death Ward* spell. This feature lasts for eight hours.

Once you use this feature, you cannot use it again until you finish long rest.

Crimson Blade

Necromancy cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (A drop of blood, Ashes, and a piercing or slashing melee weapon)

Duration: 1 round

Coating the blade of a weapon with blood and ashes you are holding allows it to be coated in a layer of crystallized blood. The next time you hit with the weapon the target takes 1d4 Necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. The damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Blood Elemental

Medium elemental, neutral

Armor Class 14 natural armor

Hit Points 10 + 5 time your cleric level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities poison

Damage Resistance acid, fire

Damage Immunities necrotic, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages all the languages you know

Blood Form. The elemental can enter a hostile creature's space and stop there. It can move through a space narrow as 1 inch wide without squeezing.

Dilution. If the elemental is completely submerged in water, it instantly dies.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Slam. Melee Weapon Attack: +7 to hit, Reach 5 ft., one target. Hit: (1d8 + 4) bludgeoning damage

Blood Drain (Recharge 4-6). Each creature in the elemental's must make a DC 15 Strength saving throw. On a failure, a target takes (2d8+4) necrotic damage. If it is Medium or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Medium or two smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) necrotic damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 check and succeeding.

Undead, plants, elementals, and constructs are immune to this ability.