

SACRIFICE DOMAIN

Sacrifice is focused on a balance of life and death. To power up healing or to decimate foes, the cost however comes at great price, ones own life. This domain is not alignment or god specific. Any one in life may experience sacrifice, and thus all walks of life may find their place in this domain. However, regardless of alignment, most Sacrifice clerics are known for being radical or chaotic beings. Clerics of the sacrifice domain are infused with a natural balance to their destructive forces, they often teeter on the edge of death, one step from self ruin.

SACRIFICE DOMAIN SPELLS

Cleric Level Spells

1st	<i>False Life, Bless</i>
2nd	<i>Lesser Restoration, Blindness/Deafness</i>
3rd	<i>Beacon of Hope, Vampiric Touch</i>
4th	<i>Death Ward, Blight</i>
5th	<i>Mass Cure Wounds, Antilife Shel</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor and improvised weapons.

CHANNEL DIVINITY: BLOOD FOR BLOOD

Starting at the 2nd level, you have learned how to empower your spells by using your own blood as tribute. As a bonus action, you can expend a number of hit die. Every hit die spent is treated as if you rolled the max number, and you take the amount of damage rolled. For every hit die spent this way, you may raise a spell of your choice by an equal amount of spell levels, capping out at your highest spellcasting level.

CHANNEL DIVINITY: EYE FOR AN EYE

At the 6th level, you can mutilate yourself to regenerate others wounds or to cripple them. As an action, you may make a Constitution saving throw verses your own spellcasting DC. On a failure, you take $Xd8$ necrotic damage, and half on a save, with X equaling your cleric levels. After this damage is done, you can force a target creature to roll on the lingering wounds table, or you can choose to heal them of a lingering wound.

DIVINE WEAPON

At the 8th level, you can expend a hit die as a bonus action. This hit die is treated as if you rolled the max number, and you take that amount of damage. You then summon any weapon and gain proficiency in it as long as it is the blood weapon you are using. You add your Wisdom modifier to attack rolls and damage with this weapon in addition to your ability modifier and proficiency bonus. Starting at the 14th level, your blood weapon is more powerful than ever before. When it strikes a target, you may take half the damage dealt and roll another damage die.



THE MIRACLE OF FLAYING

At the 17th level, you can perform miracles by flaying yourself. As an action, roll a hit die. You instantly fall to that number of hit points, and cannot heal more than that for 1 minute. Additionally, roll on the lingering wounds table in the Dungeon Master's Guide. After suffering this lingering wound, you may choose one creature and impose onto it one of the following effects for 1 minute.

Crippled Body: Target creature automatically fails every saving throw or check it makes.

Exposed Tissue: The target creature's flesh is exposed, and thus has vulnerability to all types of damage.

Ruined: The target's body is ruined internally, and thus can only deal half damage with any damaging rolls it makes.