

DRUID CIRCLE OF BLOOD

Druids who join the Circle of Blood unite to preserve life from destructive forces. Their philosophy centers heavily around the importance and power of blood as a preserving agent, regenerative agent, and empowering agent for creatures, and from the blood of beasts and persons they derive their greatest strengths.

BLOOD OATH

Starting when you choose this path at 2nd level, you may spend a hit dice when performing an attack (melee, ranged, or spell attack): add the hit dice to the to-hit roll. You may choose to add the hit dice after rolling but before the DM tells you whether you successfully hit the target.

BLOOD INFLUENCE

Starting at 6th level, whenever you deal damage to a target in melee combat (which includes dealing damage to a target while in beast shape), note the creature(s) that you have damaged. When you perform attacks against that creature in the future, you may reroll failed to-hit rolls against the target, and when rolling for damage you may reroll the damage dice (and must choose the second result) so long as you still have their blood on you.

BLOOD TRACING

Starting at 10th level, you may cast the Scrying spell at will without using a spell slot if you have the blood of the person on you (most commonly wiped on a scrap of cloth that can be easily marked or labeled for future use). It counts as a firsthand or familiar knowledge (depending on your relation to the person whose blood you use) and as a strong connection (inflicting a -10 to the saving throw) for the purposes of the scrying attempt.

In addition, any time you would deal melee damage to a target, you may instead inflict 1 damage to them and drink the blood off the weapon. If you do this, you automatically know the location of that person so long as they are within 300 feet of you, so long as they remain on the same plane as you. If the person moves to another plane while within 300 feet of you, you are alerted to the fact that they moved to another plane.

LIFE STEAL

Starting at 14th level, whenever you deal damage to a target with a melee attack, you regain hit points equal to the damage you dealt to the target. If you do 5 or more damage to the target, you may spend 5 of these hit points to remove the poisoned effect or one active curse or disease effect on yourself. If you deal 10 or more damage to the target, you may spend any number of the hitpoints you would receive in intervals of 5 to remove multiple effects, curses, or diseases on yourself.