

# DRUID - CIRCLE OF LEECHES

*In the darkest corners of the natural world, a unique subset of druids has formed a bond with the insidious power of the Leechdepth. Drawing on the leeches' ability to drain and absorb life force, these druids have honed their skills to manipulate vitality. As members of the Circle of Leeches, they weave their connection with these parasitic creatures into their magic, manipulating life energy, draining their enemies, and renewing their allies' powers.*

## Bloodletting

At 2nd level, you've found a way to draw infected or poisoned blood, curing creatures of their ailments. You always have the *lesser restoration* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. You can cast it without expending a spell slot. When you cast the spell in this way, the spell's casting time becomes 1 minute.

You can do so a number of times equal to your Wisdom modifier (minimum of one), and you regain all expended uses when you finish a long rest.

## Sanguine Transfusion

Also at 2nd level, you've learned that for each ounce of blood paid, another creature grows. When you use a spell or ability that restores hit points on a creature other than yourself, you can choose to take damage equal to the hit points restored. If you do, the creature gains extra hit points equal to the damage you take.

## Weakening Leech

Beginning at 6th level, you've learned how to precisely drain the vitals of your foes so that they fall to your attacks. When a creature fails a saving throw against one of your spells, you can implant the creature with a magical leech as part of casting the spell. For the next minute, the creature has disadvantage on ability checks and saving throws made with one ability of your choice. At the end of each of its turns, the creature must make a Constitution saving throw against your spell save DC, ignoring the disadvantage from this feature, and ending the effect on a successful save.

## Improved Bloodletting

Starting at the 10th level, your bloodletting has become strong enough to end many more illnesses, doing so at a greater speed. When you cast the lesser restoration spell using your Bloodletting feature, the casting time becomes 1 bonus action.

Additionally, you always have the greater restoration spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. You can cast it without expending a spell slot or requiring material components. Once you do so, you can't cast it in this way again until you finish a long rest.

## Magical Transfusion

By 14th level, you not only drain life but magic too. At the start of each of its turns, a creature afflicted by your Weakening Leech must expend a spell slot of the highest level it can cast if it has any. If it doesn't, you recover an expended spell slot of 3rd level or lower.

