

THE MARTYR

The Martyr understands that suffering is the ultimate path to self-realization. They obtain their powers through a profound connection to either the Sun or the Moon, aligning with paths of Mercy or Vengeance. Whether channeling the benevolent radiance of the Sun for healing and protection, or the wrathful shadows of the Moon for inflicting suffering, a Martyr's power is forged in sacrifice. Depending on their chosen path, they bear stigmata, spiritual wounds that glow with either moonlight or sunlight, a testament to their sacred pact.

THE ART OF DYING

The Martyr's unique connection allows them to convert their own vitality into a potent resource. Those aligned with the **Moon** delve into the grim truth that suffering is a prelude to judgment, wielding power through Vengeance to punish their foes. Their path might lead them to pacts with spectres of the Blood Moon: Acilla Tem (Conquest), Egam Hetad (War), Xerthana (Famine), and Reyulsa (Death).

Martyrs of the **Sun**, however, embrace the idea that suffering can lead to redemption and healing. They channel Mercy, sacrificing their own well-being to restore allies and protect the innocent. Their light is a beacon against destruction, and their sacrifice a shield for those in need.

CREATING A MARTYR

As you create your Martyr, consider the nature of their suffering. Is it a self-inflicted discipline, a burden taken on for others, or a consequence of a profound experience? What led them to this path of channeling power through pain or sacrifice? Do they truly believe suffering is the ultimate path, or is it merely a means to an end?

What deity or philosophy do they align with? Is it a specific sun god or moon deity, or a more abstract concept of cosmic balance or primal force? How do these beliefs shape their actions and interactions with the world?

QUICK BUILD

You can make a Martyr quickly by following these suggestions. First, make your highest ability score **Constitution**, which will fuel your abilities and determine your spellcasting modifier. Your next highest score should be **Wisdom**, which is crucial for many of your saving throws and for understanding the deeper truths of your path.

CLASS FEATURES

As a Martyr, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d10 per Martyr level
- **Hit Points at 1st Level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Martyr level after 1st

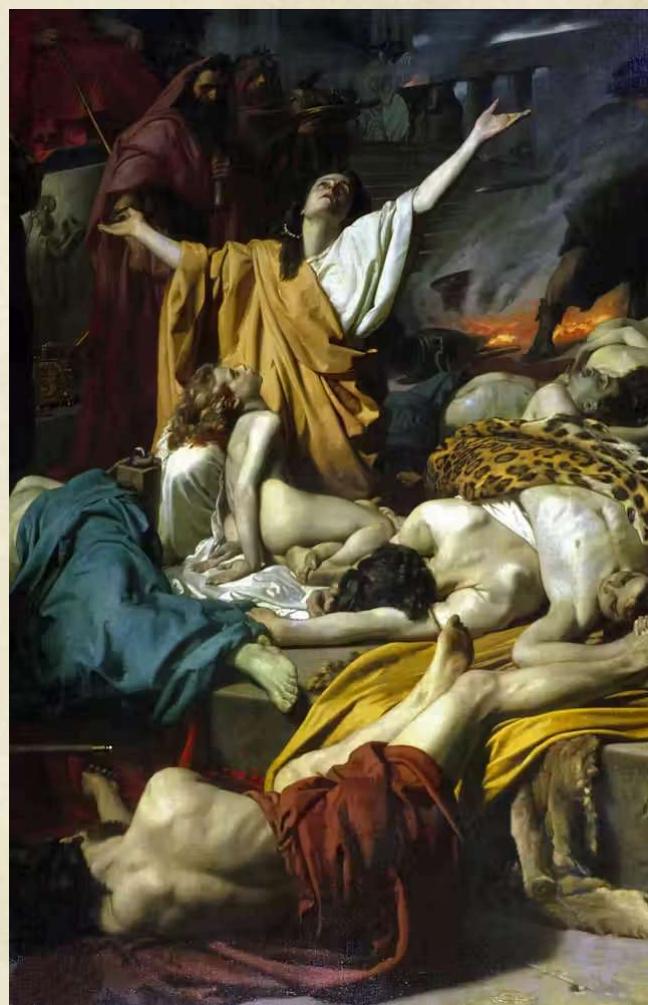
PROFICIENCIES

- **Armor:** Light armor, Medium armor, Shields
- **Weapons:** Simple weapons, Greatsword, Maul, Heavy Crossbow
- **Tools:** None
- **Saving Throws:** Constitution, Wisdom
- **Skills:** Choose two from Athletics, Intimidation, Medicine, Persuasion, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greatsword or (b) a heavy crossbow
- (a) a priest's pack or (b) an explorer's pack
- Chain Shirt
- A wooden idol or holy symbol



THE MARTYR TABLE

Level	Proficiency Bonus	Features
1st	+2	Vengeance, or Mercy Resource, Martyr's Insight
2nd	+2	Double-Edged Blade, Martyr Spellcasting
3rd	+2	Mortal Devotion, Retribution
4th	+2	Ability Score Improvement
5th	+3	Exact Vengeance/Merciful Patience
6th	+3	Mortal Devotion feature
7th	+3	Crimson Omen/Radiant Omen
8th	+3	Ability Score Improvement
9th	+4	Improved Sufferance
10th	+4	Blood and Thunder/Sacrifice and Atonement
11th	+4	Mortal Devotion feature
12th	+4	Ability Score Improvement
13th	+5	Indomitable Presence
14th	+5	Improved Retribution
15th	+5	Mortal Devotion feature
16th	+5	Ability Score Improvement
17th	+6	Vindictive Divinity
18th	+6	Mortal Devotion feature
19th	+6	Ability Score Improvement
20th	+6	Apocalyptic Affinity

Lvl	Power	Action / Cost	Range	Summary
1	Flesh Bolt	Action • 5 Vengeance	80 ft • V,S	2d8 necrotic; heal $\frac{1}{4}$ dmg. 3d8 @ 11th, 4d8 @ 20th.
1	Gabriel's Trumpet	Action • 10 Vengeance	60 ft cone • V,S	WIS save: 1d4 force + taunt (fail) or taunt (save).
1	The Devil's Leverage	Bonus & Reaction • 5 Vengeance	Self • S	Next attack adv.; forfeit reaction next round.
1	Veil of Suffering	Free • 5 Vengeance	Self • —	After a hit, Intimidation vs. WIS; on success target is taunted.
2	Dark Penance	Reaction • 5 Vengeance	5 ft • V	As part of an OA: target bleeds 1 HP / 5 ft moved for 1 min; trail is easy terrain for you/allies.
3	Bloodreign	Action • 10 Vengeance	60 ft cyl 20 ft • V,S	Outdoor; lasts 4 rds. Bonus action each rd → WIS save 1d6 necrotic ($\frac{1}{2}$ save); heal $\frac{1}{2}$ dmg. 2d6 @ 11th.
4	Spiteful Maneuver	Bonus • 15 Vengeance	Self • V	If you already hit this turn, make one extra attack.
5	Flesh Storm	Action • 20 Vengeance	20 ft self • V,S	WIS save or 5d8 necrotic ($\frac{1}{2}$ save); heals you $\frac{1}{2}$ dmg.
6	Absolution	Action • 30 Vengeance	Self • V,S	You take 6d10 lightning. Enemies 30 ft: WIS save → force dmg = $\frac{1}{2}$ (fail) or $\frac{1}{4}$ (save) of self-dmg; fail = push 20 ft & prone.
7	Altar of Sacrifice	Action • 40 Vengeance	30 ft • V,S	Conjure altar (HP = d6×Wis mod). 1 target ≤ 15 ft dragged 5 ft/rd for 3 rds; if altar survives, target takes 6d6 necrotic.
8	Ghosts of War	Action • 40 Vengeance	40 ft • V,S	10 ft radius zone 1 min: OA for 2d4 bludge; zone = difficult terrain; start/end in zone → CON save or frightened (paralyzed if witnessed ally death).
9	Deconstruct Flesh	Action • 40 Vengeance	40 ft • V,S	CON save; fail = 5d8 necrotic + 1 exhaustion, save = 2d8.
10	Death's Hand	Action • 30 Vengeance	Touch • V,S	CON save or frightened; 4d6 necrotic ($\frac{1}{2}$ save); heal self $\frac{1}{2}$ dmg.
12	Uncompromising Purity	Bonus • 60 Vengeance	Self • V	Remove all negative conditions & levels of exhaustion.
14	Call of Terror	Bonus • 60 Vengeance	100 ft rad • V,S	Repeat: pick random creature, roll d100 ≥ 51 → that creature CON save or blinded 1 rnd; repeat until roll ≤ 50.
16	Decauterize	Action • 60 Vengeance	120 ft • V,S	If target has been healed this combat: CON save or take 3d4 necrotic each round and gains "Curse of the Moon" (can't heal) for fight.
18	Edge of Mortality	Reaction • 80 Vengeance	Self • —	When an effect would drop you to 0 HP, redirect that damage to the source; 1/long rest.
20	Vindicate	Action • 120 Vengeance	60 ft • V,S	Only if moon/sun visible. Any number of enemies that dealt ≥ 50 dmg to you: WIS save or be struck by celestial bolt and slain outright.

VENGEANCE AND MERCY

At 1st level, the Martyr learns to channel their own vitality into a unique resource. When you choose your Mortal Devotion at 3rd level, you commit to either the Path of the Moon (Vengeance) or the Path of the Sun (Mercy). You have a number of Vengeance or Mercy points equal to your Martyr level.* Your Constitution modifier. You do not have a limit at level 20.

Any excess fades when you finish a long rest.

You gain points in the following ways:

- **Vengeance (Path of the Moon):** When you take damage, you gain a number of Vengeance points equal to half the damage taken, up to your maximum. This gain is applied after resistances or vulnerabilities.
- **Mercy (Path of the Sun):** When an ally within 30 feet of you takes damage, you can use your reaction to gain a number of Mercy points equal to half the damage they took, up to your maximum.

You can only gain a maximum of 7 points per turn.

You can use these points to fuel various Martyr abilities and spells. When you spend Vengeance or Mercy points, they are gone until you regain them. You can't gain Vengeance and Mercy points simultaneously; your chosen path dictates which resource you use.

MARTYR'S INSIGHT

Starting at 1st level, your understanding of suffering grants you unique insights. You gain proficiency in one of the following skills of your choice: Medicine, Intimidation, or Religion.

DOUBLE-EDGED BLADE

At 2nd level, you learn to imbue your attacks with your life force. Before you make an attack roll, you can choose to take necrotic damage (for Martyr of the Moon) or radiant damage (for Martyr of the Sun) equal to your Constitution modifier (minimum 1). If the attack hits, you add an additional amount of the chosen damage type equal to your Chosen modifier to the damage roll. This can only be used once per turn.

MARTYR SPELLCASTING

Also at 2nd level, you gain the ability to cast spells as a Martyr. See chapter 10 for the general rules of spellcasting and the end of this document for the Martyr spell list.

Spell Slots: You do not gain normal spell slots. Instead you prepare blood magics as described in the Blood-Magic Spellcasting table. A Martyr can only cast one bonus action or reaction spell per round.

Spells Known of 1st Level and Higher: You know two 1st-level spells of your choice from the Martyr spell list. The Spells Known column of the Martyr table shows when you learn more Martyr spells of your choice. Each

of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level. Additionally, when you gain a level in this class, you can choose one of the Martyr spells you know and replace it with another spell from the Martyr spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability: Charisma or Wisdom is your spellcasting ability for your Martyr spells, this will depend on your alignment to your deity (Moon = Charisma, Sun = Wisdom) and be referred to as your Chosen modifier. You use this modifier whenever a spell refers to your spellcasting ability. In addition, you use this modifier when setting the saving throw DC for a Martyr spell you cast and when making an attack roll with one.

- **Spell save DC** = 8 + your proficiency bonus + your chosen modifier
- **Spell attack modifier** = your proficiency bonus + your chosen modifier

MORTAL DEVOTION

At 3rd level, you devote yourself to a specific path, gaining features at 3rd, 6th, 11th, and 15th level. Choose **Disciple of the Moon** or **Disciple of the Sun**, both detailed at the end of the class description.

RETRIBUTION

Also at 3rd level, your suffering teaches you to respond to threats. When a creature targets you or an ally within 30 feet with an attack, you can use your reaction and expend a number of Vengeance or Mercy points (maximum 5) up to your Chosen modifier.

- **Path of the Moon:** The attacking creature takes necrotic damage equal to the Vengeance points spent.
- **Path of the Sun:** The target of the attack regains hit points equal to the Mercy points spent.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXACT VENGEANCE, MERCIFUL PATIENCE

Starting at 5th level, you can channel your accumulated resource into a powerful burst.

- **Exact Vengeance (Path of the Moon):** After you hit a creature with a weapon attack, you can expend all of your Vengeance points (minimum 10). The creature takes additional necrotic damage equal to half the Vengeance points expended. Once you use this feature, you can't use it again until you finish a short or long rest.
- **Merciful Patience (Path of the Sun):** After you cast a spell that restores hit points to a creature, you can expend all of your Mercy points (minimum 10). The creature regains additional hit points equal to half the Mercy points expended. Once you use this feature, you can't use it again until you finish a short or long rest.

IMPROVED SUFFERANCE

Beginning at 9th level, your resilience grows. When you gain Vengeance or Mercy points, you gain an additional 1 point.

BLOOD AND THUNDER, SACRIFICE AND ATONEMENT

At 10th level, your resource expenditure causes a secondary effect.

- **Blood and Thunder (Path of the Moon):** When you expend Vengeance points to cast a spell or use a class feature, you can choose one creature within 30 feet of you. That creature takes 1d4 thunder damage. This damage increases to 2d4 at 15th level and 3d4 at 20th level.
- **Sacrifice and Atonement (Path of the Sun):** When you expend Mercy points to cast a spell or use a class feature, you can choose one creature within 30 feet of you. That creature regains 1d4 hit points. This healing increases to 2d4 at 15th level and 3d4 at 20th level.

INDOMITABLE PRESENCE

Beginning at 13th level, you can impose your will upon others. As a bonus action, you can choose any number

of creatures within 60 feet of you. Each chosen creature must succeed on a Wisdom saving throw against your spell save DC or become **taunted** until the end of your next turn. A taunted creature has disadvantage on attack rolls against any target other than you. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

IMPROVED RETRIBUTION

At 14th level, your ability to retaliate grows stronger. When you use your Retribution feature, the amount of Vengeance or Mercy points you can expend is increased to your Chosen modifier + your proficiency bonus. Additionally, the range of the feature increases to 60 feet.

VINDICTIVE DIVINITY

Starting at 17th level, you can briefly channel the raw power of your chosen deity. As an action, you can activate this feature. For 1 minute, you gain one of the following benefits based on your path:

- **Path of the Moon:** Your weapon attacks deal an additional 1d8 necrotic damage. When you hit a creature with a weapon attack, you can expend 5 Vengeance points to force the target to make a Wisdom saving throw against your spell save DC. On a failed save, they are frightened of you until the end of their next turn.
- **Path of the Sun:** Whenever you cast a spell that restores hit points, the healing is maximized. As a bonus action on your turn, you can restore hit points to one creature within 30 feet of you equal to your Martyr level.

Once you use this feature, you can't use it again until you finish a long rest.

APOCALYPTIC AFFINITY

Upon reaching 20th level, your mastery over suffering is complete. When an ally within 30 feet of you takes damage, you can use your reaction to reduce the damage they take to 0. You then take the same amount of damage that the ally would have taken. This damage cannot be reduced in any way. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MORTAL DEVOTIONS



HE PATH OF THE MARTYR LEADS TO A PROFOUND understanding of life, death, and suffering. Your devotion shapes your powers, aligning them with the harsh judgments of the Moon or the benevolent embrace of the Sun.

DISCIPLE OF THE MOON

Disciples of the Moon see death as the ultimate judgment and suffering as the inevitable journey towards it. Your power grows as you inflict pain and witness the demise of others.

BONUS PROFICIENCY

When you choose this devotion at 3rd level, you gain proficiency with heavy armor.

HELLBENT

At 3rd level, your bond with suffering makes you resistant to death. When you are reduced to 0 hit points but not killed outright, you can instead choose to regain a number of hit points equal to your current Vengeance points (minimum 1). You can't use this feature again until you finish a long rest.

BANE OF SISYPHUS

Starting at 6th level, you draw power from the suffering of your enemies. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Chosen modifier + your Martyr level.

IMPENDING CONVICTION

At 11th level, your words carry the weight of your chosen path. When you make a Charisma (Intimidation) check, you can expend up to 5 Vengeance points. For each point spent, you gain a +1 bonus to the roll.

BURDEN OF EXISTENCE

Starting at 15th level, you can sacrifice your own vitality to ward off death from an ally. As an action, you can touch a creature that has 0 hit points and is making death saving throws. You can expend all your Vengeance points, and the creature regains hit points equal to half the Vengeance points expended. This feature can't be used to revive a creature killed outright. Once you use this feature, you can't use it again until you finish a long rest.

ASPECT OF DEATH

At 18th level, you embody death's judgment. While you are wielding a sickle, you can use your action to choose one creature within 5 feet of you. This can't be used on undead or constructs. That creature must make a Wisdom saving throw against your spell save DC. On a

failed save, if the creature has fewer hit points than your current Vengeance points, it instantly drops to 0 hit points. On a successful save, the creature takes 8d8 necrotic damage. Once you use this feature, you can't use it again until you finish a long rest.

DISCIPLE OF THE SUN

Disciples of the Sun believe that suffering can be transcended through compassion and healing. You channel benevolent light, taking on burdens to uplift and protect your allies.

BONUS PROFICIENCY

When you choose this devotion at 3rd level, you gain proficiency in the Medicine skill. If you are already proficient in it, you gain proficiency in a different skill from the Martyr skill list.

UNDERTAKER'S SIGH

At 3rd level, your presence stabilizes the dying. When a creature within 30 feet of you is reduced to 0 hit points, you can use your reaction to stabilize them. They immediately become stable and conscious at 1 hit point, instead of falling unconscious. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CUSP OF GREATNESS

Starting at 6th level, your willingness to sacrifice invigorates your allies. When you cast a spell that restores hit points to an ally, that ally can immediately use their reaction to move up to half their speed without provoking opportunity attacks.

FORGIVENESS

At 11th level, your compassion can quell aggression. As a reaction when a creature hits you or an ally within 30 feet with an attack, you can expend up to 5 Mercy points. The attacking creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature is charmed by you until the end of its next turn. A charmed creature can't willingly attack the charmer.

HEAVIEST MATTER OF THE UNIVERSE

Beginning at 15th level, your benevolent aura can impede your foes. As a bonus action, you can create a shimmering sphere of light in a 10-foot radius centered on a point you can see within 60 feet. For 1 minute or until you lose concentration (as if concentrating on a spell), any hostile creature that starts its turn within the sphere or enters it for the first time on a turn must succeed on a Strength saving throw against your spell save DC or have its speed reduced to 0 until the start of its next turn. Once you use this feature, you can't use it again until you finish a long rest.

RADIANT INTERVENTION

At 18th level, your protective embrace can divert even the most lethal strikes. When an ally within 60 feet of you takes damage, you can use your reaction to absorb

up to half of that damage. You take the absorbed damage as radiant damage, and your ally takes the remaining damage. This damage taken by you cannot be reduced in any way. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

MARTYR SPELL LIST



OUR CHOSEN PATH, WHETHER MOON (VENGEANCE) or Sun (Mercy), influences the flavor and typical usage of your spells, but you draw from the same core list. Some spells have specific benefits or damage types depending on your Mortal Devotion.

CANTRIPS (0 LEVEL)

- *Chill Touch* (Moon) / *Guidance* (Sun)
- *Sacred Flame* (Sun) / *Toll the Dead* (Moon)
- *Resistance*
- *Spare the Dying* (Sun Only)
- *Poison Spray* (Moon Only)

1ST LEVEL

- *Bane* (Moon) / *Bless* (Sun)
- *Command*
- *Cure Wounds* (Sun)
- *Detect Evil and Good*
- *Detect Magic*
- *Dissonant Whispers* (Moon)
- *Healing Word* (Sun)
- *Inflict Wounds* (Moon)
- *Shield of Faith* (Sun)
- *Wrathful Smite* (Moon)

2ND LEVEL

- *Aid* (Sun)
- *Blindness/Deafness* (Moon)
- *Hold Person*
- *Lesser Restoration* (Sun)
- *Misty Step*
- *Protection from Poison* (Sun)
- *Spiritual Weapon*
- *Suggestion* (Moon)
- *Warding Bond* (Sun)

3RD LEVEL

- *Animate Dead* (Moon)
- *Bestow Curse* (Moon)
- *Fear* (Moon)
- *Mass Healing Word* (Sun)
- *Protection from Energy*
- *Revivify* (Sun)
- *Spirit Guardians*
- *Vampiric Touch* (Moon)

4TH LEVEL

- *Aura of Purity* (Sun)
- *Blight* (Moon)
- *Compulsion* (Moon)
- *Death Ward* (Sun)
- *Freedom of Movement*

- *Guardian of Faith* (Sun)
- *Phantasmal Killer* (Moon)

5TH LEVEL

- *Antilife Shell* (Moon)
- *Circle of Power* (Sun)
- *Contagion* (Moon)
- *Destructive Wave*
- *Dispel Evil and Good*
- *Geas*
- *Greater Restoration* (Sun)
- *Holy Aura* (Sun)
- *Raise Dead* (Sun)
- *Scrying* (Moon)
- *Wrath of Nature* (Moon)

MARTYR SPELLS - EXPANDED DESCRIPTIONS

1ST LEVEL

FLESH BOLT (*MOON ONLY*)

Necromancy • Action • 5 Vengeance • 80 ft • V, S
You hurl a lance of necrotic power. Make a ranged spell attack; on a hit the target takes **2d8 necrotic** damage, and you regain hit points equal to $\frac{1}{4}$ of the damage dealt.
At Higher Levels. 3d8 at 11th level; 4d8 at 20th.

GABRIEL'S TRUMPET (*MOON ONLY*)

Evocation • Action • 10 Vengeance • 60 ft cone • V, S
Each creature in the cone must make a Wisdom saving throw.
Fail: **1d4 force** damage and the creature is **taunted** until the end of its next turn.
Success: the creature is taunted but takes no damage.

THE DEVIL'S LEVERAGE (*MOON ONLY*)

Transmutation • Bonus Action **and** Reaction • 5 Vengeance • Self • S
Until the end of the turn, your next weapon attack roll has advantage.
You forfeit your reaction during the following round.

EAGLEHEART (*SUN ONLY*)

Conjuration • Action • 10 Mercy • 30 ft • V, S, M (a feather)
A spectral eagle weaves through up to three allies you can see. Each regains **1d4 + your Chosen modifier** hit points. You take **1d10 necrotic** damage.

CRUCIFIXION (*SUN ONLY*)

Enchantment • Action • 10 Mercy • Self (30-ft radius) • V, S
Spectral chains pierce your hands; you fall prone and take **1d6 piercing** damage.
Each enemy in the radius makes a CON save:
Fail: stunned for 1 round.
Success: frightened of you for 1 round.

2ND LEVEL

VEIL OF SUFFERING

Enchantment • Bonus Action • 5 points • 30 ft • V, S
After you hit a creature with a weapon attack, it must make a Wisdom save.
Fail: the target is **taunted** until the end of its next turn.
(*A Martyr can cast at most one Free- or Bonus-action blood magic per round.*)

DARK PENANCE (*MOON ONLY*)

Necromancy • Reaction • 5 Vengeance • 5 ft • V
When you hit with an opportunity attack, the target begins to bleed: it takes **1 HP per 5 ft** it moves for 1 minute.

The bloody trail is **difficult terrain** for everyone except you and your allies.
The effect ends early if the creature teleports or finishes a rest.

3RD LEVEL

BLOODREIGN (*MOON ONLY*)

Necromancy • Action • 10 Vengeance • 60 ft cylinder (20 ft r, 20 ft h) • V, S • Concentration, up to 1 minute
Must be outdoors. Crimson clouds gather; beginning on your next turn and each round thereafter, you may (no action) summon rain of blood. Every hostile creature in the area makes a Wisdom save, taking **1d6 necrotic** damage on a failure, half on a success. You heal $\frac{1}{2}$ the damage dealt each round.
2d6 at 11th level; 3d6 at 17th.

4TH LEVEL

SPITEFUL MANEUVER (*MOON ONLY*)

Evocation • Bonus Action • 15 Vengeance • Self • V
If you have already hit a creature with a weapon attack this turn, you may immediately make one additional weapon attack.

5TH LEVEL

FLESH STORM (*MOON ONLY*)

Necromancy • Action • 20 Vengeance • Self (20 ft radius) • V, S
A whirlwind of ethereal flesh erupts around you. Each hostile creature in the area makes a Wisdom save.
Fail: **5d8 necrotic** damage.
Success: half damage.
You regain hit points equal to $\frac{1}{2}$ the total damage dealt.

6TH LEVEL

ABSOLUTION

6th-level evocation (Blood Magic)

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S
- **Cost:** 30 Vengeance
- **Duration:** Instantaneous

A sky-splitter bolt pierces your heart; you suffer **6d10 lightning** damage. Each enemy within 30 feet must make a Wisdom save. *On a failure:* takes force damage equal to $\frac{1}{2}$ the lightning you took, is pushed 20 feet directly away, and knocked prone.

On a success: takes force damage equal to $\frac{1}{4}$ the lightning; no push or prone.

7TH LEVEL

ALTAR OF SACRIFICE

7th-level conjuration (Blood Magic)

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Cost:** 40 Vengeance
- **Duration:** 3 rounds

A gore-slick pillar (hit points = **d6 × Wis modifier**) erupts from the ground.

Choose one creature within 15 ft of it; the target is restrained and dragged 5 ft toward the altar at the start of each of its turns.

If the pillar still stands after 3 rounds, the creature takes **6d6 necrotic** as flesh fuses to stone.

Destroying the altar ends the effect early.

8TH LEVEL

GHOSTS OF WAR

8th-level conjuration (Blood Magic)

- **Casting Time:** 1 action
- **Range:** 40 feet
- **Components:** V, S
- **Cost:** 40 Vengeance
- **Duration:** Concentration, up to 1 minute

You summon spectral soldiers in a 10-ft-radius zone. The area is **difficult terrain**.

- A creature that enters or ends its turn inside provokes a spectral opportunity attack (melee spell attack, **2d4 bludgeoning**).
- At the start and end of its turn inside, a creature must succeed on a CON save or be frightened for 1 round (paralyzed instead if it has witnessed an ally die this combat).

9TH LEVEL

DECONSTRUCT FLESH (MOON ONLY)

9th-level necromancy (Blood Magic)

- **Casting Time:** 1 action
- **Range:** 40 feet
- **Components:** V, S
- **Cost:** 40 Vengeance
- **Duration:** Instantaneous

A creature with flesh makes a CON save.

Fail: **5d8 necrotic** and gains one level of exhaustion.

Success: **2d8 necrotic**.

10TH LEVEL

DEATH'S HAND

10th-level necromancy (Blood Magic)

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Cost:** 30 Vengeance
- **Duration:** Instantaneous

Make a melee spell attack. On a hit, the target makes a CON save.

Fail: frightened of you until the end of its next turn and takes **4d6 necrotic**.

Success: half damage, no fear.

You heal $\frac{1}{2}$ the damage dealt.

12TH LEVEL

UNCOMPROMISING PURITY

12th-level abjuration (Blood Magic)

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V
- **Cost:** 60 Vengeance
- **Duration:** Instantaneous

All negative conditions, spells, curses, and levels of exhaustion affecting you end immediately.

14TH LEVEL

CALL OF TERROR

14th-level illusion (Blood Magic)

- **Casting Time:** 1 bonus action
- **Range:** 100-ft radius
- **Components:** V, S
- **Cost:** 60 Vengeance
- **Duration:** Instantaneous

Choose up to your **Chosen modifier** creatures you can see within 100 ft.

Each must make a CON save or be **blinded** until the end of its next turn.

16TH LEVEL

DECAUTERIZE

16th-level necromancy (Blood Magic)

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Cost:** 60 Vengeance
- **Duration:** Concentration, up to 1 minute

Target a creature that has been healed during this combat.

It makes a CON save.

Fail: takes **3d4 necrotic** now and at the end of each of its turns; gains **Curse of the Moon** (can't heal) for the duration.

Success: half initial damage, no curse.

18TH LEVEL

EDGE OF MORTALITY

18th-level abjuration (Blood Magic)

- **Casting Time:** 1 reaction, when damage would reduce you to 0 HP
- **Range:** Self (120-ft redirect)
- **Cost:** 80 Vengeance
- **Duration:** Instantaneous

Reduce the incoming damage to **0** and redirect the same amount (after resistances) to the original source within 120 ft. Usable once per long rest.

20TH LEVEL

VINDICATE

20th-level evocation (Blood Magic)

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Cost:** 120 Vengeance
- **Duration:** Instantaneous — only if the sun or moon is visible to you

You invoke final judgment upon foes who have truly harmed you.

Choose any number of enemies within 60 ft that have dealt **50 HP or more** damage to you since your last long rest.

Each must make a WIS save.

Fail: a solar/lunar bolt erases the creature, dropping it to 0 HP with no death saves.

Success: it instead takes **12d10 radiant or necrotic** (your choice).

MARTYR — QUICK-REFERENCE

① CORE LOOP & RESOURCES

Step	Moon (Vengeance)	Sun (Mercy)
Trigger	You take damage	Allies ≤ 30 ft takes damage (reaction)
Gain	↑ Vengeance = ½ damage (max 7 / turn)	↑ Mercy = ½ damage (max 7 / turn)
Spend	Fuel Blood Magics , class features, Retribution	Fuel Blood Magics , class features, Retribution
Cap	Level × Con mod (unlimited @ 20)	Level × Con mod (unlimited @ 20)

Action Economy per turn — 1 Action · 1 Bonus Action · 1 Reaction · 1 Free/Bonus Blood-Magic (max 1); spellcasting uses points, **no slots**.

KEY CLASS FEATURES (MILESTONES)

- **Double-Edged Blade (2)** – Self-damage = Con mod ⇒ weapon +Chosen mod damage.
- **Retribution (3)** – R 5 pts ⇒ Moon: necrotic dmg / Sun: healing.
- **Exact Vengeance / Merciful Patience (5)** – dump ≥ 10 pts for burst.
- **Vindictive Divinity (17)** – 1-min over-drive.
- **Apocalyptic Affinity (20)** – reaction body-block; redirect damage to self.

BLOOD-MAGIC COST LADDER

Tier	Level req	Cost Example
I	1st	5 pts Flesh Bolt, Devil's Leverage
II	2nd	10 pts Bloodreign
III	4th	15 pts Spiteful Maneuver
IV	5th	20 pts Flesh Storm
V	6th	30 pts Absolution
VI	7-10	40 pts Altar of Sacrifice, Ghosts of War
VII	12-16	60 pts Uncompromising Purity, Decauterize
VIII	18	80 pts Edge of Mortality
IX	20	120 pts Vindicate

② BLOOD-MAGICS (SHORTHAND)

1ST-LEVEL (*COST 5-10 PTS*)

- **Flesh Bolt** — Ranged 80 ft; 2d8 necrotic & self-heal $\frac{1}{4}$; +1d8 @11/20. (Moon)
- **Gabriel's Trumpet** — 60 ft cone; WIS save → 1d4 force + taunt / taunt. (Moon)
- **Devil's Leverage** — B + reaction; next attack adv.; lose reaction next round. (Moon)
- **Eagleheart** — Heal 3 allies 1d4+Chosen; you take 1d10 necrotic. (Sun)
- **Crucifixion** — Self AoE; you prone +1d6; enemies CON save → stunned / frightened. (Sun)

2ND-LEVEL (*COST 5 PTS*)

- **Veil of Suffering** — B; after hit, WIS save → taunt.
- **Dark Penance** — R; OA hit → bleed 1 HP/5 ft for 1 min; trail difficult. (Moon)

3RD-LEVEL (*COST 10 PTS*)

- **Bloodreign** — Outdoor zone; each round WIS save 1d6 (\uparrow) necrotic; you heal $\frac{1}{2}$. (Moon)

4TH-LEVEL (*COST 15 PTS*)

- **Spiteful Maneuver** — B; after hit, make one extra weapon attack. (Moon)

5TH-LEVEL (*COST 20 PTS*)

- **Flesh Storm** — 20 ft burst; WIS save 5d8 necrotic ($\frac{1}{2}$); heal $\frac{1}{2}$ total. (Moon)

6TH-LEVEL (*COST 30 PTS*)

- **Absolution** — Self 6d10 lightning; foes 30 ft WIS save → $\frac{1}{2}/\frac{1}{4}$ force; push 20 ft + prone.

7TH-LEVEL (*COST 40 PTS*)

- **Altar of Sacrifice** — Conjure altar HP =d6×Wis; drag target; 6d6 necrotic if survives.
- **Ghosts of War** — 10 ft zone; OA 2d4; frightened/paralyzed on CON save.

9TH-LEVEL (*COST 40 PTS*)

- **Deconstruct Flesh** — 40 ft; CON save 5d8 necrotic + exhaustion / 2d8.

10TH-LEVEL (*COST 30 PTS*)

- **Death's Hand** — Touch; CON save 4d6 necrotic ($\frac{1}{2}$) & fear; heal $\frac{1}{2}$.

12TH-LEVEL (*COST 60 PTS*)

- **Uncompromising Purity** — B; cleanse all debuffs & exhaustion.

14TH-LEVEL (*COST 60 PTS*)

- **Call of Terror** — B; up to Chosen mod targets CON save or blinded 1 rd.

16TH-LEVEL (*COST 60 PTS*)

- **Decauterize** — 120 ft; if healed this fight, CON save → 3d4/turn & no healing.

18TH-LEVEL (*COST 80 PTS*)

- **Edge of Mortality** — Reaction; cancel fatal damage, reflect to source; 1/LR.

20TH-LEVEL (*COST 120 PTS*)

- **Vindicate** — 60 ft; vs foes that dealt ≥ 50 dmg; WIS save → annihilate / 12d10 rad/nec.

(Need the full text of a spell? Flip to the detailed section in the main PDF.)