

# Martyr

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# Martyr overview

## HIT POINTS

Hit Dice: 1d12 per martyr level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per martyr level after 1st

## PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

## EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) scale mail or (b) chain mail (if proficient)
- (a) a light crossbow and 20 bolts, or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A holy symbol

The Martyr				
Level	Proficiency bonus	Features	Max spell Level	Spell uses
1	+2	Mortal burden, Ordained Death	-	-
2	+2	Spellcasting, Sainted Reprisal, Mark of the Herald	1st	2

3	+2	Divine Healing, Torment	1st	3
4	+2	Ability Score Improvement	1st	3
5	+3	Extra Attack	2nd	6
6	+3	Mortal Burden feature	2nd	6
7	+3	Respite	2nd	7
8	+3	Ability Score Improvement	2nd	7
9	+4		3rd	9
10	+4	Undying Conviction	3rd	9
11	+4	Torment improvement	3rd	10
12	+4	Ability Score Improvement	3rd	10
13	+5		4th	11
14	+5	Mortal Burden feature	4th	11
15	+5	March Unto Destiny	4th	12
16	+5	Ability Score Improvement	4th	12
17	+6		5th	14
18	+6	Mortal Burden feature	5th	14
19	+6	Ability Score Improvement	5th	15

20	+6	Final Martyrdom	5th	15
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# Martyr features

## Mortal Burden

Beginning at 1st level, you are fated to perish in the name of a great ideal, cementing your name alongside others who have done the same. Choose a Mortal Burden, detailed at the end of the class description. Your choice grants you features at 1st level, and again at 6th, 14th, and 18th level.

**Burden of Atonement** - Aims to correct all the evils of their life through divine martyrdom

**Burden of Discord** - Spreads havoc and upsets the status quo

**Burden of the End** - One mission: prevent the end of the world

**Burden of Mercy** - Heals the sick and eases suffering of all

**Burden of Rebirth** - Tasked with preserving the balancing between civilization and the natural world

**Burden of Revolution** - Sent by the gods to spread freedom and crush despots

**Burden of Truth** - A prophet tasked with bringing a revolutionary truth to the world

**Burden of Tyranny** - Fated to become a king and rule with an iron fist

## BURDEN SPELLS

Each burden has a list of associated spells that you gain at the martyr levels specified in the burden description. Once you gain access to a burden spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain a burden spell that doesn't appear on the martyr spell list, the spell is nonetheless a martyr spell for you.

## Ordained Death

As a martyr, you have been predestined by the gods to perish for a great cause; there is no greater glory in death, and no greater joy in the afterlife. However, it is not yet your time. Starting at 1st level, when you fall to 0 hit points and begin to make death saving throws, you must fail 5 saving throws to die. Additionally, if a spell has the sole effect of restoring you to life (but not undeath), the caster doesn't need material components to cast the spell on you.

## Mark of the Herald

At 2nd level, your divine cause manifests itself upon you, forming a special mark or stigmata for all to see. You have advantage on ability checks you make to convince other creatures to assist you in service of your holy cause.

**Spellcasting**

Starting at 2nd level, you can leverage the power of your suffering to cast divine magic.

**CASTING SPELLS**

To cast one of your martyr spells of 1st level or higher, you must lose hit points to create and expend a spell slot greater than or equal to that spell’s level. The number of hit points is listed on the Hit Points Spellcasting table and can’t be reduced or avoided.

You don’t make Constitution saving throws to maintain concentration on spells as a result of losing these hit points.

The Martyr table shows the maximum level of spell slot you can create.

The Spell Uses column of the Martyr table shows how many spells you can cast. When you expend hit points to cast a spell, you expend one of these uses.

You regain all expended uses when you finish a long rest.

Hit point spellcasting	
Spell level	Point cost
1	5
2	10
3	20
4	30
5	45

**PREPARING SPELLS**

You prepare the list of martyr spells that are available for you to cast, choosing from the martyr spell list. When you do so, choose a number of martyr spells equal to your Wisdom modifier + half your martyr level, rounded down (minimum of one spell). Spells you choose must be of a level no higher than what’s shown on the Max Spell Level column for your level. You can change your list of

prepared spells when you finish a long rest.

## **HEALING MAGIC**

Because your power is derived from mortal suffering, you can't regain hit points from any spell you cast.

## **SPELLCASTING ABILITY**

Wisdom is your spellcasting modifier for martyr spells, since your power originates in the devotion used overcome your trials and tribulations. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom 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 Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

## **SPELLCASTING FOCUS**

You can use a holy symbol as a spellcasting focus for your martyr spells.

## **Sainted Reprisal**

Also at 2nd level, you can reprimand those who draw your blood. When a creature you can see within 5 feet of you hits you with a melee attack, you can use your reaction to deal that creature 1d6 necrotic or radiant damage (your choice).

The damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## **Divine Healing**

Starting at 3rd level, you can utter a prayer to the gods for mercy. As an action, you can spend Hit Dice and regain hit points as if you had just finished a short rest. When you use this ability, you can spend a number of Hit Dice up to your proficiency bonus.

## **Torment**

By 3rd level, you have learned to curry the gods' favor through anguish and mortal trials. Once on each of your turns when you hit a creature with a melee weapon attack, you can lose 5 hit points to deal a bonus +10 bonus necrotic or radiant damage (your choice) to the target. You don't make Constitution saving throws to maintain concentration on spells as a result of losing these hit points.

Starting at 11th level, you can lose 10 hit points to deal an additional +20 damage to the target.

## 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.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## Respite

Beginning at 7th level, you regain all spent Hit Dice when you finish a long rest, instead of only half of them.

## Undying Conviction

Beginning at 10th level, when you drop to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

## March Unto Destiny

At 15th level, your inevitable end draws nearer, and nothing can hold you from it. You do not need to eat or drink, and cannot be paralyzed, petrified, or stunned.

## Final Martyrdom

At 20th level, you have at last reached your predestination: you will die in eternal glory. You can use your action to become immune to all damage for 10 minutes. During this duration, you can't be blinded, charmed, deafened, exhausted, frightened, incapacitated, poisoned, restrained, or rendered unconscious. You have advantage on all ability checks, attack rolls, and saving throws. Additionally, during this duration, you can cast the wish spell once, without spending a spell slot or hit points. If you use the spell produce any effect other than duplicating another spell, the stress of casting it doesn't reduce your Strength or cause you to take necrotic damage.



At the end of this duration, you die. No force, short of divine intervention can prevent your death, and you can't be returned to life by any means.

# Burden of Atonement

For all the wrong you have done in your life, the gods have graced you with an undeserved second chance. Your burden is to atone, to undo all the evils you have done in your life, and to seek redemption before the gods. How you accomplish this is your choice, so long as you remove any dark marks you leave behind. Ultimately, your final martyrdom might be a grand act, averting a great disaster or banishing a force of evil, or it might be as humble as redirecting the life of an evil person and causing them to seek redemption, passing the torch to a new martyr of atonement.

## **BURDEN SPELLS**

You gain burden spells at the martyr levels listed.

### Martyr Level Spells

3rd cure wounds, sanctuary

5th calm emotions, lesser restoration

9th remove curse, speak with dead

13th death ward, fire shield

17th greater restoration, mass cure wounds

## **BONUS PROFICIENCIES**

Starting at 1st level, you gain proficiency in heavy armor.

## **SELF-SACRIFICE**

Also at 1st level, you can dive in the way of an attack. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to change the target of the attack to yourself instead. Once you use this ability, you can't use it again until you finish a short or long rest.

## **BLOODED REPRIEVE**

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

## **DRAW AGGRESSION**

Beginning at 14th level, as a bonus action on your turn, you can invoke the ire of your foes to protect your allies. Until the beginning of your next turn, each hostile creature you choose within 5 feet of you that can see you has disadvantage on attack rolls against creatures other than you, and advantage on attack rolls against you.

## SIN EATER

Starting at 18th level, you can use your action to transfer negative effects from any number of willing creatures within 60 feet to yourself. You can transfer one of the following effects from each creature:

- One level of exhaustion
- One disease or poison
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum
- The blinded, charmed, deafened, paralyzed, petrified, or poisoned condition

The effect ends for the creature and targets you as if you were the original target, with the effect's original duration. You can transfer multiple negative effects of the same type to yourself, affecting you only once each time you use this ability.

# Burden of Discord

Martyrs of Discord are chosen at random to sow chaos and stoke evil wherever they travel. They light things on fire, commit petty crimes, and even murder when the fancy strikes. Given to their own predilections, martyrs of discord are unified only by their charge to disrupt the status quo as much as possible.

No one is certain why the gods make martyrs of Discord in the first place. Perhaps, it is at the whim of one capricious or evil god, or perhaps the gods desire a balance between chaos and law, and must sometimes stoke the fire to restore this balance.

## BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd hideous laughter, inflict wounds

5th knock, shatter

9th lightning bolt, stinking cloud

13th confusion, polymorph

17th animate objects, passwall

## CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the shocking grasp and thaumaturgy cantrips, and one other cantrip of your choice from the cleric spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting modifier for these spells.

## HAVOC!

Also at 1st level, you can stoke the flames of chaos with your sword. When you hit a hostile creature with a melee weapon attack, you can roll on the table to the right to trigger an additional effect.

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

### **d10 Effect**

1 You trade places with the target.

- 2 Lightning strikes you and the target, dealing 3d6 lightning damage to each of you.
- 3 The target must vocalize their innermost thoughts for the next minute.
- 4 You cast darkness, centered on the target.
- 5 You become invisible until the end of your next turn, as per the spell invisibility.
- 6 The target bursts into flames, taking 1d4 fire damage. The target continues to take 1d4 fire damage at the beginning of their turns until a creature extinguishes the flames as an action.
- 7 The target's skin transforms into a brittle glass until the end of its next turn, reducing its AC by 3.
- 8 The target comically falls prone.
- 9 Something explodes in the distance, dealing 8d6 fire damage to any creature within a 20-foot radius of the exploding object.
- 10 Roll on this table twice and apply both results. If you get this result on one or both secondary rolls, ignore it.

## BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

## COIN OF CHAOS

At 14th level, you have a coin blessed with the tides of chaos. Whenever you or a creature you can see makes an attack roll, ability check, or saving throw, you can flip a coin to add a bonus to the roll. The bonus equals +4 on a heads, or +1 on a tails. Once you use the coin, the coin goes to the GM, who can use it to enhance any roll made by an NPC or monster. Once the GM has used the coin, it passes back to you, and so on. When you finish a long rest, you regain the coin, whether or not the GM has used it.

## PANDEMONIUM

At 18th level, you can use your Havoc! ability whenever you make an attack roll or cast a spell targeting a hostile creature, without taking a rest.

# Burden of the End

The gods have seen a great cataclysm on the horizon and have tasked their martyr with protecting the world from catastrophe. The exact nature of the coming End may vary: sometimes the awakening or arrival of an evil entity, sometimes the discovery and abuse of a powerful artifact, and sometimes it is a singularly destructive event that endangers the gods themselves, but the martyr must be dedicated to give their lives to stop it. To this end, the gods imbue their martyr with ancient and powerful spells, tools once gifted only to prophets.

When the coming cataclysm threatens the world, a martyr would be ill-served to ignore their call, for the cataclysm imperils them directly, as well as the lives of their family and their companions. The life of a martyr is always forfeit, but the rest of the world can yet be saved.

## **BURDEN SPELLS**

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd guiding bolt, protection from evil  
and good

5th blindness/deafness, darkness

9th call lightning, counterspell

13th blight, control water

17th flame strike, insect plague

## **CANTRIPS**

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the sacred flame and thaumaturgy cantrips, and one other cantrip of your choice from the cleric spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting modifier for these spells.

## **HERALD OF THE END**

Also at 1st level, your magic is empowered with foreknowledge of the end times, heightening its force. When you cast a martyr spell that deals damage, you can choose to reroll all of its damage dice, and must keep the new rolls. Once you use this ability, you can't use it again until you finish a

short or long rest.

## SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell, if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

## EMBRACE THE INEVITABLE

Starting at 14th level, once on each of your turns, when you cast a martyr spell of 1st level or higher which calls for a saving throw to resist its effects, you can spend additional hit points equal to half the cost of the spell to cause the creature to roll its first save against the spell with disadvantage.

## HALT APOCALYPSE

By 18th level, the gods have blessed you with precious time enough to forestall catastrophe. At the end of your turn, you can choose to take another turn immediately. Once you use this ability, you can't use it again until you finish a long rest.

# Burden of Mercy

When the suffering of the world grows too heavy, and the cries of the anguished grow too loud, the gods deliver a martyr to ease the strife and bring peace to the masses. This burden, however, has no end. A martyr may spend all their days healing the sick and driving demons out of the possessed, but they will scarcely impact the world at large. Indeed, the onus upon them is not to mend every wound or comfort every widow, but to provide hope in the darkest of times that the gods have not forsaken their people, that peace will soon reign, and that light will be victorious.

## **BURDEN SPELLS**

You gain burden spells at the martyr levels listed.

### Martyr Level Spells

3rd healing word, sanctuary

5th enhance ability, lesser restoration

9th remove curse, revivify

13th death ward, freedom of movement

17th mass healing word, raise dead

## **CANTRIPS**

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the spare the dying and thaumaturgy cantrips, and one other cantrip of your choice from the cleric spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting modifier for these spells.

## **BALM**

Also at 1st level, you can use a bonus action to restore 1 hit point to a creature within 60 feet or remove the blinded, deafened, or poisoned condition from a willing creature you touch. Once you use this feature, you must finish a short or long rest before you can use it again.

## **SACROSANCT SPELL**



At 6th level, when you cast a spell with a casting time of 1 minute or longer or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell, if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

## SHARED RESPITE

Beginning at 14th level, when you use your Respite ability to expend hit dice and regain hit points, one willing creature you choose within 60 feet can also regain hit points equal to the highest number rolled on a hit die + your Constitution modifier.

## ANOINTED HEALER

By 18th level, your status as a divine healer is enshrined in sainthood. Whenever you restore hit points to a creature, you can add your martyr level to the number of regained hit points. You can add this additional healing to a creature once, and regain the ability to do so for each creature when you finish a long rest.

# Burden of Rebirth

When the natural world is threatened by the needs of growing industry, the ravages of war, or a catastrophic event the gods may choose a martyr to protect the wild places of the world. Martyrs with this burden don't seek to prevent the destruction of the world; that would be impossible given the number of factors that threaten it. Instead, those tasked with the Burden of Rebirth give their lives to regenerate what has been razed, ushering in new life in places devastated by death.

## BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd entangle, goodberry

5th pass without trace, spike growth

9th plant growth, speak with plants

13th conjure woodland beings, hallucinatory terrain

17th awaken, reincarnate

## CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the druidcraft and shillelagh cantrips, and one other cantrip of your choice from the druid spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting modifier for these spells.

## FRIEND OF THE FOREST

Also at 1st level, you can cast the speak with animals spell without losing hit points to cast it. When you do so, you have advantage on Charisma ability checks made against beasts for the duration of the spell.

Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

## SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell, if you cast it at its

lowest level.

## VERDANT RESILIENCE

Beginning at 14th level, as a bonus action on your turn you can enter a state of natural regeneration for 1 minute. When you do so, and again at the start of each of your turns during this time, you regain hit points equal to your Wisdom modifier. Also during this time you have resistance to bludgeoning, piercing, and slashing damage and you cannot cast martyr spells. You can use a bonus action to end your verdant resilience early.

Once you use this feature, you must finish a short or long rest before you can use it again.

## TURN OF THE WHEEL

Starting at 18th level, you can cast the reincarnate spell without providing material components or losing hit points. When you do, you can choose which race the target reincarnates as rather than the GM rolling randomly. If you wish, instead of targeting a dead humanoid with this spell you can target yourself. Once you cast the spell using this feature you can't do so again until you finish a long rest.

If you die without using your Final Martyrdom feature, you can return to life 24 hours after you die as if you were targeted by the reincarnate spell. You can choose which race you reincarnate as instead of the GM rolling randomly. Once you return to life in this way, you cannot do so again for 100 days.

# Burden of Revolution

Kings and leaders are bound by an unspoken covenant to the gods to govern their people justly and peacefully. When a monarch turns their back on the gods, embraces tyranny, or uses cruel measures against their own people, a martyr is called to end their reign. Rarely, does a Martyr of Revolution come with peaceful measures, for when a king must fall, only the sword can provide the necessary leverage. Such martyrs are not only called to battle kings; any person of influence that oppresses others and abuses their power might wrong the gods enough to earn the ire of a martyr. In dark times, a martyr might be tasked with clearing a continent of despots and oppressors, calling for a full-scale military campaign of liberation.

## BURDEN SPELLS

You gain burden spells at the martyr levels listed.

New spells are marked with an asterisk.

Martyr Level Spells

3rd command, heroism

5th hold person, magic weapon

9th haste, pillar of salt\*

13th stoneskin, wall of fire

17th hold monster, telepathic bond

## BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor.

## BULWARK OF REBELLION

Also at 1st level, you can use a bonus action to gain temporary hit points equal to 1d10 + your martyr level, which last for 1 hour. Once you use this feature, you must finish a short or long rest before you can use it again.

## BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

## UNYIELDING BANNER

At 14th level, your banner is a symbol of resistance. You and friendly creatures within 10 feet of you can add your Wisdom modifier to initiative rolls, and are immune to being charmed or frightened.

## KINGSLAYER

By 18th level, you are the bane of despots, usurper of tyrants. When you reduce a hostile creature to 0 hit points, choose one of the following effects:

- All of the creature's spells and effects immediately end, including all spells with permanent effects. Spells contingent on the target's death do not trigger.
- Each creature within 120 feet of the target which is aligned with it and has a lower challenge rating than it must make a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute.
- You can use your bonus action to move up to 15 feet and make another melee weapon attack.

# Burden of Truth

Tasked with unveiling the world's deceptions and delivering to the people a profound truth, martyr's tasked with the Burden of Truth face an endless battle with the disillusionment and lies. Such a martyr must earn the peoples' hearts and minds, turning their favors away from evil influences and toward divine ones. It is an uphill battle, but one that rarely requires grievous violence, except in the most dire of circumstances. Martyrs of Truth are often deemed prophets, for their gods entrust them with knowledge of the future, insights into the past, and sagacious perspective on the present. Such information is proof of their messages' divine origin, and is a necessary balm, for the truths such martyrs are called to preach are often a bitter pill for listeners to swallow.

## **BURDEN SPELLS**

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd charm person, identify

5th augury, detect thoughts

9th sending, speak with dead

13th divination, freedom of movement

17th legend lore, scrying

## **MORAL ERUDITION**

Starting at 1st level, you can add your Wisdom modifier instead of your Charisma modifier to Charisma (Persuasion) checks. Additionally, others can naturally sense when you are telling the truth.

## **MAXIM OF TRUTH**

Also at 1st level, your force of personality compels others to truthfulness. You can use your bonus action to cast the spell zone of truth (DC equals 8 + your proficiency bonus + your Wisdom modifier), centered on yourself with a 5-foot radius area. This effect lasts for 1 minute. Once you cast this spell in this way, you can't use it again until you finish a short or long rest.

## SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer or a spell that has the sole effect of restoring hit points, you lose no hit points from casting the spell, if you cast it at its lowest level. Casting the spell still counts against your total number of spell uses.

## FORETOLD ESCAPE

Starting at 14th level, when an attacker that you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the attack.

## EYES OF PROPHECY

By 18th level, you are entrusted with glimpses of the future, allowing you to replace the roll of one attack roll, ability check, or saving throw you make with a 20. Once you use this feature, you can't use it again until you finish a long rest.

# Burden of Tyranny

When malevolent gods find the world pacified and defenseless, they send a martyr of tyranny to conquer its kingdoms, subjugate the weak, and spread misery with their blade. Once unleashed, this martyr stops at nothing to establish an empire to rule over with an iron fist. They demand bloodshed from their foes and pledges of absolute fealty from their allies, taking gleeful satisfaction with every power grab and malicious turn. It is not enough to rule: they must be feared, and any resistance must cower in their shadows. Only then will the gods let them die, likely stabbed in the back by someone crueler or more pitiless.

## BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd bane, command

5th find steed, hold person

9th bestow curse, fear

13th banishment, dominate beast

17th dominate person, geas

## BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor.

## DIABOLIC ULTIMATUM

Also at 1st level, you can drive your enemies to harsh choices with a glance. Choose one creature you can see which can see you within 60 feet to make a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the creature is charmed or frightened by you (the target's choice) for up to 1 minute. It can repeat this saving throw on each of its turns, ending the effect on a success.

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

## BLOODED REPRIEVE



Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

## CRUSH RESISTANCE

By 14th level, your strikes drain the vitality of others. Once on each of your turns, when you hit a hostile creature with a melee weapon attack, you gain 1d8 temporary hit points. Alternatively, if you reduce a charmed or allied humanoid to 0 hit points with a melee weapon attack, you gain 3d8 temporary hit points. Temporary hit points gained from this ability last for 1 minute.

## TOTALITARIAN

By 18th level, you can demand complete fealty from dire enemies. You can cast the spell dominate person once without using hit points or counting against your total number of martyr spells per day. Whenever you cast dominate person, the target has disadvantage on its saving throw and does not make a new Wisdom saving throw against the spell when it takes damage. Once you cast this spell without using hit points, you can't do so again until you finish a long rest.

# Martyr spell list

Martyrs can choose from the following spells each time they prepare spells following a long rest.

## 1st Level

Bless SRD

[Blood Print](#)

[Boomerang](#)

[Burnt Offering](#)

Command SRD

Cure Wounds SRD

Detect Evil and Good SRD

Detect Magic SRD

Detect Poison and Disease SRD

Guiding Bolt SRD

Heroism SRD

[Indemnify](#)

Inflict Wounds SRD

[Instant Replay](#)

Protection from Evil and Good SRD

Purify Food and Drink SRD

Sanctuary SRD

Shield of Faith SRD

[Transient Bulwark](#)

## 2nd Level

Aid SRD

Augury SRD

[Curse Ward](#)

Gentle Repose SRD

[Halo of Flame](#)

Hold Person SRD

Lesser Restoration SRD

Locate Object SRD

Magic Weapon SRD

[Protection from Ballistics](#)

Protection from Poison SRD

[Stone Bones](#)

Warding Bond SRD

Zone of Truth SRD

### **3rd Level**

Create Food and Water SRD

Daylight SRD

Dispel Magic SRD

Magic Circle SRD

[Pillar of Salt](#)

[Polybrachia](#)

Protection from Energy SRD

Remove Curse SRD

Revivify SRD

[Snakestaff](#)

Speak with Dead SRD

Tongues SRD

### **4th Level**

Banishment SRD

Death Ward SRD

Divination SRD

Locate Creature SRD

Stoneskin SRD

### **5th Level**

Commune SRD

Dispel Evil and Good SRD

Flame Strike SRD

Geas SRD

Greater Restoration SRD

Hallow SRD

Insect Plague SRD

Mass Cure Wounds SRD

Raise Dead SRD