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.

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