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.

Revision #1
Created 17 January 2022 20:15:50 by Andrej
Updated 5 November 2025 04:57:38 by Andrej