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.

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