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.

Revision #1

Created 17 January 2022 20:49:56 by Andrej

Updated 5 November 2025 04:57:38 by Andrej