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.

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