

Martyr spell list

Martyrs can choose from the following spells each time they prepare spells following a long rest.

1st Level

Bless SRD

[Blood Print](#)

[Boomerang](#)

[Burnt Offering](#)

Command SRD

Cure Wounds SRD

Detect Evil and Good SRD

Detect Magic SRD

Detect Poison and Disease SRD

Guiding Bolt SRD

Heroism SRD

[Indemnify](#)

Inflict Wounds SRD

[Instant Replay](#)

Protection from Evil and Good SRD

Purify Food and Drink SRD

Sanctuary SRD

Shield of Faith SRD

[Transient Bulwark](#)

2nd Level

Aid SRD

Augury SRD

[Curse Ward](#)

Gentle Repose SRD

[Halo of Flame](#)

Hold Person SRD

Lesser Restoration SRD

Locate Object SRD

Magic Weapon SRD

[Protection from Ballistics](#)

Protection from Poison SRD

[Stone Bones](#)

Warding Bond SRD

Zone of Truth SRD

3rd Level

Create Food and Water SRD

Daylight SRD

Dispel Magic SRD

Magic Circle SRD

[Pillar of Salt](#)

[Polybrachia](#)

Protection from Energy SRD

Remove Curse SRD

Revivify SRD

[Snakestaff](#)

Speak with Dead SRD

Tongues SRD

4th Level

Banishment SRD

Death Ward SRD

Divination SRD

Locate Creature SRD

Stoneskin SRD

5th Level

Commune SRD

Dispel Evil and Good SRD

Flame Strike SRD

Geas SRD

Greater Restoration SRD

Hallow SRD

Insect Plague SRD

Mass Cure Wounds SRD

Raise Dead SRD

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