

# COMPLETE MARTYR



The Definitive  
Sacrificial Divine Class  
by Mage Hand Press



# CREDITS

**Designers** Michael Holik, Benjamin Ghita

**Cover Illustrator** Agustín Marceillac

**Graphic Design** Michael Holik

**Interior Illustrations** Lucas Ferreira CM



## ON THE COVER

Agustín Marceillac illustrates a martyr channeling their divinely-inspired magic, drawing forth blood as a sacrifice for the miracles to be cast.

*Disclaimer: Literally anyone can be a martyr. If you're having a bad day, maybe it's because you stepped on a grasshopper martyr and invoked the wrath of the ancient grasshopper god, Leapmorius, who has brought down the full fury of their grasshopper wrath upon you.*

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## CORE MARTYR TRAITS

<b>Primary Ability</b>	Strength or Dexterity and Wisdom
<b>Hit Point Die</b>	D12 per Martyr level
<b>Saving Throw Proficiencies</b>	Strength and Wisdom
<b>Skill Proficiencies</b>	Choose 2: Athletics, History, Insight, Intimidation, Medicine, Persuasion, and Religion
<b>Weapon Proficiencies</b>	Simple and Martial weapons
<b>Armor Training</b>	Light armor and Shields
<b>Starting Equipment</b>	Choose A, B, or C: (A) Chain Mail, Shield, Longsword, 6 Javelins, Holy Symbol, Priest's Pack, and 29 GP; (B) Studded Leather Armor, 2 Daggers, 2 Shortswords, Longbow, 20 Arrows, Quiver, Holy Symbol, Priest's Pack, and 11 GP; or (C) 170 GP

Martyrs are implements of the gods, handpicked to die in service of a divine cause. Such an end is inevitable, for once a martyr is chosen, their fate is fixed in the heavens.

### FATED TO DIE

Martyrs are chosen by the gods, predestined to die for a great cause. They are prophets and oracles, great priests and liberators. Some Martyrs struggle against their destiny, but from the moment they are chosen, invisible strings of fate pull them onward. The gods may settle for a lesser Martyr if the one chosen is unwilling, but they always prefer to uplift their Martyr to the heights of sainthood before their inevitable demise.

### SACRIFICE

The gods invest their Martyr with deep wellsprings of power, but this power demands sacrifice. Drawing upon divine magic scorches a Martyr with radiance and wracks their body with pain. But the gods will never kill their charge early, and so offer healing in equal measure. Their Martyr shall meet their fate at the preordained time, and not a moment sooner.

### BECOMING A MARTYR...

#### AS A LEVEL 1 CHARACTER

- Gain all of the traits in the Core Martyr Traits table.
- Gain the Martyr's level 1 features, which are listed in the Martyr Features table.

#### AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Martyr Traits table: Hit Point Die, proficiency with the Martial weapons, and training with Light armor and Shields.
- Gain the Martyr's level 1 features, which are listed in the Martyr Features table.



## MARTYR FEATURES

Level	Proficiency Bonus	Features	Prepared Spells	Max Spell Levels	Spell Uses
1	+2	Armor of Faith, Spellcasting, Weapon Mastery	2	1	2
2	+2	Miraculous Healing, Reprisal	3	1	2
3	+2	Martyr subclass, Sacrifice	4	1	3
4	+2	Ability Score Improvement	5	1	3
5	+3	Extra Attack	6	2	6
6	+3	Subclass feature	6	2	6
7	+3	Sacrifice Foe	7	2	7
8	+3	Ability Score Improvement	7	2	7
9	+4	Divine Respite	8	3	9
10	+4	Undying	8	3	9
11	+4	Improved Sacrificial Strike	10	3	10
12	+4	Ability Score Improvement	10	3	10
13	+5	Divine Respite	11	4	11
14	+5	Subclass feature	11	4	11
15	+5	March Unto Destiny	12	4	12
16	+5	Ability Score Improvement	12	4	12
17	+6	Divine Respite, Improved Sacrificial Strike	14	5	14
18	+6	Subclass feature	14	5	14
19	+6	Epic Boon	15	5	15
20	+6	Final Martyrdom	15	5	15

## MARTYR CLASS FEATURES

As a Martyr, you gain the following class features when you reach the specified Martyr levels. These features are listed in the Martyr Features table.

### LEVEL 1: ARMOR OF FAITH

Your divine connection shields you from harm. You gain one of the following benefits of your choice.

**Anointed Armor.** You have training with Medium armor. While you are wearing armor, you can add your Wisdom modifier, instead of your Dexterity modifier, to your Armor Class.

**Unarmored Defense.** While you aren't wearing any armor, your base Armor Class equals 10 plus your Dexterity and Wisdom modifiers. You can use a Shield and still gain this benefit.

### LEVEL 1: SPELLCASTING

The gods demand that you sacrifice Hit Points to cast divine magic.

**Hit Point Spellcasting.** To cast one of your level 1+ Martyr spells, you take Radiant damage to create a spell slot for that spell, which is immediately expended to cast it. The amount of Radiant damage you take is listed in the Damage column on the Hit Point Spellcasting table. This damage ignores Resistance and Immunity and bypasses Temporary Hit Points.

When you cast a Martyr spell, you choose the level of spell slot that you create, whose level is no higher than what's shown in the Max Slot Level column of the Martyr Features table for your level.

### HIT POINT SPELLCASTING

Spell Slot Level	Damage
1	5
2	10
3	20
4	30
5	40

**Spell Uses.** When you cast one of your level 1+ Martyr spells, you expend one use of your spell uses in addition to taking Radiant damage. You can cast a total number of spells up to the number listed in the Spell Uses column of the Martyr Features table. You regain all spell uses when you finish a Long Rest.

**Prepared Spells of Level 1+.** You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Martyr spells. *Command* and *Guiding Bolt* are recommended.

The number of spells on your list increases as you gain Martyr levels, as shown in the Prepared Spells column of the Martyr Features table. Whenever that number increases, choose additional Martyr spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level no higher than what's shown in the table's Max Slot Level column for your level.

If another Martyr feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Martyr spells for you.

**Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can replace one spell on your list with another Martyr spell for which you have spell slots.

**Concentration.** When a Martyr feature causes you to take Radiant damage, you don't make Constitution saving throws to maintain Concentration as a result of taking this damage.

**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 ability for your Martyr spells.

**Spellcasting Focus.** You can use a Holy Symbol as a Spellcasting Focus for your Martyr spells.

### LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Javelins and Longswords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose.

### LEVEL 2: MIRACULOUS HEALING

As a Bonus Action, you can heal your own wounds. Roll one of your unexpended Hit Point Dice and regain a number of Hit Points equal to the roll's total plus your Constitution modifier. This die is then expended.

As you gain Martyr levels, you can expend more dice each time you use this feature, adding your Constitution modifier to each Hit Point Die you roll. The number of Hit Point Dice you can expend equals half your Martyr level, round down.

### LEVEL 2: REPRISAL

When you take damage from a creature you can see within 5 feet of yourself, you can take a Reaction to halve the damage taken. The creature takes 1d6 Necrotic or Radiant damage (your choice).

**At Higher Levels.** The damage increases by 1d6 when you reach Martyr levels 5 (2d6), 11 (3d6), and 17 (4d6).

### LEVEL 3: SACRIFICE

The gods demand that you undergo trials to curry their favor, granting you the following benefits.

**Sacrificial Strike.** When you deal damage to a creature with a Melee weapon or Unarmed Strike, you can take a Bonus Action to enhance the strike. You take 5 Radiant damage and the target takes an extra 10 Radiant damage. This damage ignores your Resistance and Immunity, and bypasses your Temporary Hit Points.

**Sacrificial Skill.** Once per turn when you fail a D20 Test, you can take 10 Radiant damage to gain a +5 bonus to that roll, potentially turning it into a success. This damage ignores your Resistance and Immunity, and bypasses your Temporary Hit Points. If the test still fails, you don't take this Radiant damage.

### LEVEL 3: MARTYR SUBCLASS

You gain a Martyr subclass of your choice. A subclass is a specialization that grants you features at certain Martyr levels. For the rest of your career, you gain each of your subclass's features that are of your Martyr level or lower.

### LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Martyr levels 8, 12, and 16.

### LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

### LEVEL 7: SACRIFICE FOE

When you make an attack or damage roll that is improved by your Sacrifice feature, and the attack reduces an enemy to 0 Hit Points, you don't take Radiant damage from using the feature.

### LEVEL 9: DIVINE RESPITE

When you finish a Short Rest, you can choose to regain up to 3 expended Hit Point Dice. Once you use this feature, you can't do so again until you finish a Long Rest.

The number of expended Hit Point Dice you regain increases when you reach levels 13 (6 Hit Point Dice) and 17 (10 Hit Point Dice).

### LEVEL 10: UNDYING

When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead and you can immediately use your Miraculous Healing (no action required).

Once you use this feature, you can't do so again until you finish a Long Rest.

### LEVEL 11: IMPROVED SACRIFICIAL STRIKE

Your Sacrificial Strike improves. When you use this feature, you can choose to take 10 Radiant damage, and the target takes an extra 20 Radiant damage.

At Martyr level 17, the first time you use your Sacrificial Strike on each of your turns, you can do so without taking a Bonus Action.

### LEVEL 15: MARCH UNTO DESTINY

You don't need to eat or drink, and have Immunity to the Paralyzed, Petrified, and Stunned conditions.

### LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

## LEVEL 20: FINAL MARTYRDOM

You have at last reached your predestination: you will die in eternal glory. As a Magic action, you can gain the following benefits for 10 minutes. At the end of the duration, you die. No force, short of a Cleric's Divine Intervention, can prevent your death, and you can't be returned to life by any means.

**Advantage.** You have Advantage on all D20 Tests.

**Immunities.** You have Immunity to all damage and to all conditions except for the Grappled, Invisible, Prone, and Unconscious conditions.

**Wish.** You can cast *Wish* once without a spell slot. You suffer no stress from using effects other than duplicating another spell.



### QUIET MARTYRDOM

Not all stories of martyrdom end in dramatic confrontations with implacable foes. Occasionally a Martyr's sacrifice achieves a peaceful conclusion and satisfies the gods without costing their life. Nevertheless, the stories of these Martyrs still come to a close—they don't continue adventuring once their ultimate goal has been fulfilled. Perhaps they might retire to a distant hermitage, wander into the desert, or simply disappear into a crowd, never to be seen again.

## MARTYR SPELL LIST

This section presents the Martyr spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. New spells are marked with an asterisk (\*). In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

### LEVEL 1 MARTYR SPELLS

Spell	School	Special
<i>Bane</i>	Enchantment	C
<i>Bless</i>	Enchantment	C, M
<i>Command</i>	Enchantment	—
<i>Cure Wounds</i>	Abjuration	—
<i>Detect Evil and Good</i>	Divination	C
<i>Detect Magic</i>	Divination	C, R
<i>Detect Poison and Disease</i>	Divination	C, R
<i>Divine Favor</i>	Transmutation	—
<i>Guiding Bolt</i>	Evocation	—
<i>Heroism</i>	Enchantment	C
<i>InFLICT Wounds</i>	Necromancy	—
<i>Perforating Shot*</i>	Evocation	—
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Purify Food and Drink</i>	Transmutation	R
<i>Sanction*</i>	Abjuration	C
<i>Sanctuary</i>	Abjuration	—
<i>Shield of Faith</i>	Abjuration	C
<i>Thunderwave</i>	Evocation	—
<i>Transient Bulwark*</i>	Abjuration	R, M
<i>Word of Force*</i>	Evocation	—

### LEVEL 2 MARTYR SPELLS

Spell	School	Special
<i>Aid</i>	Abjuration	—
<i>Augury</i>	Divination	R, M
<i>Enhance Ability</i>	Transmutation	C
<i>Gentle Repose</i>	Necromancy	R, M
<i>Halo of Flame*</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Lesser Restoration</i>	Abjuration	—
<i>Locate Object</i>	Divination	C
<i>Magic Weapon</i>	Transmutation	—
<i>Prayer of Healing</i>	Abjuration	—
<i>Protection from Poison</i>	Abjuration	—
<i>Stone Bones*</i>	Transmutation	—
<i>Swift Flight*</i>	Transmutation	—

Warding Bond	Abjuration	M
Word of Terror*	Enchantment	—
Zone of Truth	Enchantment	—

### LEVEL 3 MARTYR SPELLS

Spell	School	Special
Create Food and Water	Conjuration	—
Daylight	Evocation	—
Dispel Magic	Abjuration	—
Divine Wrath*	Evocation	—
Magic Circle	Abjuration	M
Protection from Energy	Abjuration	C
Remove Curse	Abjuration	—
Revivify	Necromancy	M
Speak with Dead	Necromancy	—
Tongues	Divination	—
Water Walk	Transmutation	R
Word of Transience*	Conjuration	

### LEVEL 4 MARTYR SPELLS

Spell	School	Special
Aura of Life	Abjuration	C
Banishment	Abjuration	C
Death Ward	Abjuration	—
Divination	Divination	M
Freedom of Movement	Abjuration	—
Locate Creature	Divination	C
Stoneskin	Transmutation	C, M

### LEVEL 5 MARTYR SPELLS

Spell	School	Special
Commune	Divination	R
Dispel Evil and Good	Abjuration	C
Flame Strike	Evocation	—
Geas	Enchantment	—
Greater Restoration	Abjuration	M
Hallow	Abjuration	M
Hold Monster	Enchantment	C
Insect Plague	Conjuration	C
Mass Cure Wounds	Abjuration	—
Raise Dead	Necromancy	M
Word of Control*	Enchantment	—

## MARTYR SUBCLASSES

A Martyr subclass is a specialization that grants you features at certain levels, as specified in the subclass.

### BURDEN OF ANONYMITY

*Kill in the Shadows, Die in the Shadows*

Like other Martyrs, you were chosen to accomplish great things and die for a noble cause. However, you were not destined for glory; no one will ever know your name. Martyrs chosen for the Burden of Anonymity work in the shadows to influence the world for the greater good, and will inevitably die in the shadows, unknown to all. Your divinely-appointed task might be secret, such as assassination or infiltration, and your role as a Martyr might be incognito, even to your allies. Anonymous Martyrs might disguise themselves as Paladins, mercenaries, or Rogues with hidden agendas and abundant conspiracies.

#### LEVEL 3: BURDEN OF ANONYMITY SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Anonymity Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (\*).

#### ANONYMITY SPELLS

Martyr Level	Spells
3	<i>Disguise Self, Expeditious Retreat</i>
5	<i>Invisibility, Silence</i>
9	<i>Sending, Word of Transience*</i>
13	<i>Arcane Eye, Greater Invisibility</i>
17	<i>Modify Memory, Passwall</i>

#### LEVEL 3: BONUS PROFICIENCIES

You gain proficiency in the Stealth skill and with Thieves' Tools.

#### LEVEL 3: FADE FROM VIEW

When you roll Initiative, you can give yourself the Invisible condition until the end of your next turn. This condition ends early if you make an attack roll, deal damage, or cast a spell.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 5 Radiant damage. This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

#### LEVEL 6: SILENT SACRIFICE

When you make an attack or damage roll that is improved by your Sacrifice feature against a target that can't see you, you don't take Radiant damage from using the feature and the target is magically silenced on a hit. Until the start of your next turn, the target can't speak, has the Deafened condition, and can't cast any spell that includes a Verbal component.

## CHEATING DEATH

At the GM's discretion, Martyrs with the Burden of Anonymity can use their False Martyrdom to avoid their inevitable death detailed in the Final Martyrdom feature. This still concludes the character's story with a glorious sacrifice but leaves the potential for the character to retire or simply disappear into a crowd once their ultimate goal has been achieved.

### LEVEL 14: FALSE MARTYRDOM

When you take damage or use your Undying Conviction, you can convincingly fake your death. You teleport up to a known location within 10 miles of you at the same time that a duplicate corpse appears to take your place. The corpse is indistinguishable from you and wears nonmagical duplicates of your clothing and equipment. You can choose for the corpse to realistically bleed, mutter incoherently, and breathe shallowly for up to a minute. The corpse is unaffected by spells and other magical effects. The corpse and its clothing and equipment vanish after 10 days, or when you dismiss it as a Magic action or use this feature again.

Furthermore, if you covertly notify the GM, you can also convince other players of your death. You can roll Death Saving Throws as normal, ignoring successes, temporarily prepare a new character sheet, and so on.

Once you use this feature, you can't use it again until you finish a Long Rest.

### LEVEL 18: DIVINE ASSASSIN

Your skill at remaining unseen grants you the following benefits.

**Elusive Invisibility.** While you have the Invisible condition, you have Advantage on saving throws.

**Swift Disappearance.** You can cast *Invisibility* and Greater Invisibility as a Bonus Action. You take half the normal Radiant damage from casting these spells.

## BURDEN OF ASCENSION

### *Ascend to Godhood*

The gods have set an arduous path for your life, replete with labors, challenges, and trials designed to test your morality and resolve. You likely won't succeed. However, if you best the gods' trials and die in marvelous glory, you will ascend to the afterlife as a demigod.

Perhaps the gods envision you as a replacement for a recently-deceased god, or perhaps they raise dozens of demigods to do their bidding across the planes of existence. Regardless of your status, immortality after death awaits.

### LEVEL 3: BURDEN OF ASCENSION SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Ascension Spells table, you thereafter always have the listed spells prepared.

## MARTYR SUBCLASSES

Name	Description
Burden of Anonymity	Influences the world from the shadows, destined to die in anonymity
Burden of Ascension	Completes divine labors to ascend to demigodhood
Burden of Atonement	Protects the innocent to redeem a life of mistakes
Burden of Calamity	A herald of doom that brings plagues and natural disasters
Burden of Discord	Chosen by the gods to spread chaos, wreak havoc, and disrupt the status quo
Burden of the End	One goal: prevent a cataclysm
Burden of Fame	God-given celebrity that awes others with their presence
Burden of Levity	An instrument of trickster gods sent to lighten the mood a bit
Burden of Mercy	Healers and miracle workers tasked with inspiring a lasting hope
Burden of Odyssey	Tasked with an insurmountable journey of exploration and discovery
Burden of Rebirth	Seeks to restore the majesty of the natural world
Burden of Revolution	A martyr chosen to slay a tyrant and free the world from their oppression
Burden of Truth	Prophets and diviners, chosen to spread a message the world may not be ready to hear
Burden of Tyranny	Evil martyrs, destined to conquer and subjugate the innocent

## ASCENSION SPELLS

Martyr Level	Spells
3	<i>Divine Favor, Heroism</i>
5	<i>Enhance Ability, Locate Object</i>
9	<i>Beacon of Hope, Protection from Energy</i>
13	<i>Death Ward, Locate Creature</i>
17	<i>Hold Monster, Legend Lore</i>

### LEVEL 3: HERCULEAN SURGE

As a Bonus Action, you can gain a bonus to your Strength and Dexterity scores for 1 minute. This bonus is +4 if the ability score is 14 or lower, or +2 otherwise, up to a maximum of 22.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 5 Radiant damage. This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

### LEVEL 6: OLYMPIC AGILITY

You gain a Climb Speed and Swim Speed equal to your Speed. Additionally, Difficult Terrain doesn't cost you extra movement.

### LEVEL 14: RELICS OF LEGEND

Your legendary deeds have imbued your most iconic equipment with supernatural blessings. You choose three pieces of equipment to be your Aegis, Oracle, and Xiphos. These items might have been at your side for years, have been used to accomplish one of your labors, or even be trophies taken from your mightiest foes. Once you use your Aegis, Oracle, or Xiphos, you can't use that relic again until you finish a Short or Long Rest.

**Aegis.** Your Aegis is a Shield, an article of clothing, or a pelt that grants you divine protection. You can use your Aegis to cast *Shield* without taking Radiant damage or expending a spell use.

**Oracle.** Your Oracle is a stone, gemstone, or another accessory that allows you to communicate with the gods. You can use your Oracle to cast *Commune* without taking Radiant damage or expending a spell use.

**Xiphos.** Your Xiphos is a sword, spear, or other Melee weapon. Immediately after you score a Critical Hit with your Xiphos or reduce a creature to 0 Hit Points with it, you can move up your Speed and make another melee weapon roll using it.



### LEVEL 18: DEMIGOD ASCENDANT

The power of demigods flows through your veins, granting you the following benefits.

**Improved Herculean Surge.** Your Herculean Surge improves. When you use this feature, your Strength and Dexterity scores gain a +4 bonus, up to a maximum of 24, for 1 minute. You regain your use of Herculean Surge whenever you roll Initiative.

**Legendary Resistance.** If you fail a saving throw, you can choose to succeed instead. Once you use this benefit, you can't use it again until you finish a Long Rest.

## BURDEN OF ATONEMENT

### *Seek Redemption Through Sacrifice*

For all the wrong you have done in your life, the gods have graced you with an undeserved second chance. Your burden is to atone, to undo all the evils you have done in your life, and to seek redemption before the gods. How you accomplish this is your choice, so long as you remove any dark marks you leave behind. Ultimately, your final martyrdom might be a grand act, averting a great disaster or banishing a force of evil, or it might be as humble as redirecting the life of an evil person and causing them to seek redemption, passing the torch to a new Martyr of Atonement.

### LEVEL 3: BURDEN OF ATONEMENT SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Atonement Spells table, you thereafter always have the listed spells prepared.

#### ATONEMENT SPELLS

Martyr Level	Spells
3	<i>Cure Wounds, Sanctuary</i>
5	<i>Calm Emotions, Lesser Restoration</i>
9	<i>Remove Curse, Speak with Dead</i>
13	<i>Death Ward, Stoneskin</i>
17	<i>Greater Restoration, Mass Cure Wounds</i>

## LABORS OF ASCENSION

Martyrs with the Burden of Ascension are tasked with completing five to twelve labors—critical challenges with divine implications—in their lifetime. The GM chooses these labors, but doesn't need to disclose what they entail. You have Advantage on any D20 Test you make that you know will advance or complete one of your labors. Whenever you complete one of your labors, your Hit Point maximum increases by 5.

### LEVEL 3: REDIRECTION

When a creature you can see hits an ally within 5 feet of you with an attack roll, you can take a Reaction to force the attack to hit you instead.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 5 Radiant damage. This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

### LEVEL 6: SIN EATER

You can take a Magic action to transfer negative effects from any number of willing creatures within 60 feet of yourself to you.

If a chosen effect forced the original target to make a saving throw to avoid or end it, you make that saving throw against it with Advantage. On a success, the effect ends; on a failure, the effect ends for the original target and affects you instead as if you were the original target.

You can transfer multiple negative effects of the same type to yourself, affecting you only once each time you use this feature.

You can transfer the following negative effects.

- 1 Exhaustion level
- A curse, including the target's Attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- Any reduction to the target's Hit Point maximum
- The Blinded, Charmed, Deafened, Paralyzed, Petrified, Poisoned, or Stunned conditions

### LEVEL 14: SELFLESS SACRIFICE

You gain the following benefits.

**Sacrificial Challenge.** When you use your Sacrificial Strike, you can choose for the target to have Disadvantage on attack rolls it makes against creatures other than you until the start of your next turn.

**Sacrificial Luck.** When you use your Sacrificial Skill to turn a failure into a success, each ally that can see you within 30 feet of yourself adds 1d6 to the next D20 Test it makes before the start of your next turn.

### LEVEL 18: EVER-VIGILANT

You gain a special Reaction that you can only take to use Reprisal or Redirection. You can only take one Reaction per turn. Once you take this special Reaction, you can't take it again until the start of your next turn.

## BURDEN OF CALAMITY

*Leave Catastrophic Plagues and Disasters in Your Wake*

A grim task awaits those shouldering the Burden of Calamity. These Martyrs spark wars, conjure floods, raise plagues of locusts, call down fire and brimstone, and set apocalypses in motion. As benevolent as the gods might seem, their mercy is tempered with disasters such as these, events that the gods deem necessary to cleanse unjust societies or wipe the slate clean for new advancements. Martyrs of Calamity are therefore harbingers of doom, the first omen of terrible things to follow.

### LEVEL 3: BURDEN OF CALAMITY SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Calamity Spells table, you thereafter always have the listed spells prepared.

#### CALAMITY SPELLS

Martyr Level	Spells
3	<i>Divine Favor, Thaumaturgy, Thunderwave</i>
5	<i>Blindness/Deafness, Darkness</i>
9	<i>Call Lightning, Wind Wall</i>
13	<i>Blight, Control Water</i>
17	<i>Flame Strike, Insect Plague</i>

### LEVEL 3: AURA OF CALAMITY

As a Magic action, you can summon an elemental storm around you in a 10-foot Emanation. Choose Acid, Cold, Fire, Lightning, Poison, or Thunder damage. The Emanation lasts for 1 minute and ends early if you dismiss it (no action required) or have the Incapacitated condition.

Whenever the Emanation enters the space of a creature you can see and whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Dexterity saving throw against your spell save DC. On a failed save, the creature has the Prone condition and takes 1d8 damage of the chosen damage type. On a successful save, the creature takes half as much damage only. A creature makes this save only once per turn.

The damage increases by 1d8 when you reach Martyr levels 5 (2d8), 11 (3d8), and 17 (4d8).

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 5 Radiant damage (no action required). This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

### LEVEL 6: APOCALYPTIC OMEN

As a Magic action, you can manifest a harmless, temporary omen within a 1-mile radius of yourself for 1 hour. This might include creating an eclipse on command, forming the clouds into a terrible face, conjuring pests, transforming water into blood, or causing the earth to tremble. For the duration, you add 1d4 to D20 Tests you make.

Once you use this feature, you can't use it again until you finish a Long Rest.

### LEVEL 14: DENOUNCE ARCANA

A creature with the Magic Resistance trait has Disadvantage, instead of Advantage, on saving throws against your Martyr spells.

### LEVEL 18: DOOM FORETOLD

You can call upon the gods' malice to create a sweeping disaster. You can cast *Control Weather, Earthquake, Fire Storm*, or *Storm of Vengeance* without taking Radiant damage or expending a spell use.

Once you use this feature to cast one of these spells, you can't do so again until you finish a Long Rest.

## BURDEN OF DISCORD

*Wreak Havoc and Disrupt the Status Quo*

Martyrs of Discord are chosen at random to sow chaos wherever they travel. They light things on fire, commit petty crimes, and even murder when the fancy strikes. Apt to follow their own predilections, Martyrs of Discord are unified only by their charge to disrupt the status quo as much as possible.

No one is certain why the gods make Martyrs of Discord in the first place. Perhaps it is at the whim of one capricious or evil god, or perhaps the gods desire a balance between chaos and law, and must sometimes stoke the fire to restore this balance.

### LEVEL 3: BURDEN OF DISCORD SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Discord Spells table, you thereafter always have the listed spells prepared.

#### DISCORD SPELLS

Martyr Level	Spells
3	<i>Hideous Laughter, Inflict Wounds</i>
5	<i>Knock, Shatter</i>
9	<i>Lightning Bolt, Stinking Cloud</i>
13	<i>Confusion, Polymorph</i>
17	<i>Mislead, Passwall</i>

### LEVEL 3: HAVOC!

When you hit an enemy with a melee attack roll using a weapon, you can roll on the Havoc! table to trigger an additional effect.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 5 Radiant damage (no action required). This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

#### Havoc!

d10	Effect
1	Your weapon momentarily becomes a plush toy. The attack deals only 1 Bludgeoning damage.
2	You regain 5 Hit Points.
3	Flammable objects that aren't being worn or carried within 5 feet of you start burning.
4	Immediately after dealing damage, an explosion of force pushes you and the target 20 feet apart.
5	One object the target is holding magically teleports up to 15 feet away from it.
6	The target comically trips and has the Prone condition.
7	The target takes an extra 1d6 Cold, Fire, or Lightning damage (GM's choice).
8	Immediately after dealing damage, you teleport to an unoccupied space you can see within 30 feet of yourself.

- 9 Until the start of your next turn, the target has one of the following conditions of your choice: Charmed, Frightened, or Poisoned.
- 10 Your weapon doubles in size causing the triggering attack to become a Critical Hit.

### LEVEL 6: COIN OF CHAOS

You have a coin infused with the tides of chaos. Whenever you or an ally makes a D20 Test, you can flip a coin to add a bonus to the roll. The bonus equals +4 on heads, or +1 on tails.

Once you use the coin, the coin passes to the GM, who can use it to add a bonus to any D20 Test made by a creature under their control. Once the GM uses the coin, it passes back to you, and so on. When you finish a Short or Long Rest, you regain the coin, whether or not the GM has used it.

### LEVEL 14: PANDEMONIUM

You can use your Havoc! without taking Radiant damage and, whenever you roll on the Havoc! table, you can roll twice and use either number.

### LEVEL 18: SACRIFICIAL BURST

When you use your Sacrificial Strike, you can deal an extra 2d10 Radiant damage instead of 10 Radiant damage, or 4d10 damage instead of 20.

Additionally, if you roll the highest number of any damage die for this attack, you can roll another of that die and add it to the damage. You can add a maximum of 10 dice to the attack's damage roll in this way.

#### MARTYR ALIGNMENTS

Martyrs need not abide by a specific alignment, however, their mortal burden might bias their actions toward an alignment. Reference the following table to determine which burdens fit best with your martyr's alignment.

Subclass	Alignment
Burden of Anonymity	Any Chaotic
Burden of Ascension	Any Alignment
Burden of Atonement	Any Good
Burden of Calamity	Any Evil
Burden of Discord	Any Chaotic
Burden of the End	Any Lawful
Burden of Fame	Any Alignment
Burden of Levity	Any Chaotic
Burden of Mercy	Any Good
Burden of Odyssey	Any Alignment
Burden of Revolution	Any Alignment
Burden of Truth	Any Lawful
Burden of Tyranny	Any Evil

## BURDEN OF THE END

*Prevent a Looming Disaster, or Die Trying*

The gods have seen a great cataclysm on the horizon and tasked you with protecting the world from catastrophe. The coming end may entail the collapse of a kingdom, the arrival of an evil entity, or the quiet vanishing of a village, temple, or way of life. However destructive or temperate, the coming cataclysm disrupts the gods' plans or threatens their hold on the mortal plane. To this end, the gods imbue you with ancient and powerful spells, tools once gifted only to prophets. The life of a Martyr is always forfeit, so long as the cataclysm can be forestalled or defeated.

### LEVEL 3: BURDEN OF THE END SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the End Spells table, you thereafter always have the listed spells prepared.

#### END SPELLS

Martyr Level	Spells
3	<i>Chromatic Orb, Protection From Evil and Good, Sacred Flame</i>
5	<i>Darkness, Shatter</i>
9	<i>Counterspell, Lightning Bolt</i>
13	<i>Banishment, Blight</i>
17	<i>Cone of Cold, Telekinesis</i>

### LEVEL 3: MYSTICAL WISDOM

You gain proficiency in the Arcana skill. Additionally, you gain a bonus to checks using this skill equal to your Wisdom modifier (minimum of +1).

### LEVEL 3: SPELL RECOVERY

When you take a Short Rest, you can choose to regain a number expended spell uses equal to your Wisdom modifier (minimum of 1).

Once you use this feature, you can't do so again until you finish a Long Rest.

### LEVEL 6: ANOINTED ARCANA

The Radiant damage you take from casting spells listed on the End Spells table is reduced by 10, to a minimum of 5.

### LEVEL 14: SACRIFICIAL SPELL

When you cast a level 1+ Martyr spell, you can take 10 Radiant damage to use one of the following benefits. This damage ignores your Resistance and Immunity, and bypasses your Temporary Hit Points.

**Heighten.** Once on each of your turns, when you cast a spell that forces a creature to make a saving throw, you can give one target of the spell Disadvantage on saves against the spell.

**Quicken.** When you cast a spell that has a casting time of an action, you can change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on this turn after modifying a spell in this way.

## LEVEL 18: VINDICTIVE SPELL

When you take damage from an enemy you can see within 30 feet of yourself, you can take a Reaction to cast a level 1–3 Martyr spell. The spell must deal damage, have a casting time of an action or Bonus Action, and target that creature or include it in its area. The Radiant damage you take from casting the spell is decreased by the amount of triggering damage (minimum 0).

## BURDEN OF FAME

*Get Famous*

You were destined to see your name in lights, to be the talk of the town, to be a superstar. Unfortunately, the gods also chose you to go out in a blaze of glory. The Burden of Fame entails a life of renown matched only by royalty, coupled with incredible duties undertaken in the public eye. Your flame burns brightly for half as long, but when your journey is complete, nobody will forget your name.

### LEVEL 3: BURDEN OF FAME SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Fame Spells table, you thereafter always have the listed spells prepared.



## FAME SPELLS

Martyr Level	Spells
3	<i>Charm Person, Unseen Servant</i>
5	<i>Misty Step, Suggestion</i>
9	<i>Hypnotic Pattern, Tongues</i>
13	<i>Compulsion, Private Sanctum</i>
17	<i>Dominate Person, Teleportation Circle</i>

### LEVEL 3: CELEBRITY

You gain proficiency in the Performance skill. Additionally, you gain a bonus to checks using this skill equal to your Wisdom modifier (minimum of +1).

### LEVEL 3: STARSTRUCK

You can cast *Charm Person* as a level 1 spell without taking Radiant damage. When you cast it, the target doesn't have Advantage on its saving throw as a result of you fighting it.

Additionally, a creature that has the Charmed condition due to one of your Martyr spells regards you as a celebrity and is awed by your presence.

### LEVEL 6: ENTOURAGE

You gain a bonus to your Armor Class equal to the number of creatures with the Charmed condition within 30 feet of you, to a maximum of your Wisdom modifier.

### LEVEL 14: CROWD SUGGESTION

You can cast *Mass Suggestion* without taking Radiant damage or expending a spell use. Once you cast the spell with this feature, you can't do so in this way again until you finish a Long Rest.

Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting and the spell can target up to 100 creatures within range.

### LEVEL 18: SUPERSTAR SANCTITUDE

Your unparalleled stardom grants you the following benefits.

**Reactive Sanctuary.** When you use your Reprisal, you can cast *Sanctuary* on yourself without taking Radiant damage or expending a spell use as a part of the Reaction.

**Superstar Aura.** Each Large or smaller enemy that ends its turn within 5 feet of you must succeed on a Wisdom saving throw against your spell save DC or have the Prone condition.

## BURDEN OF LEVITY

### *Pull Pranks and Crack Jokes*

When bacchanal and trickster deities believe that the mortal realm has gotten too self-serious, they call upon a Martyr of Levity to lighten the mood. These impish Martyrs are given license to joke, prank, and romp about the world with extraordinarily vague directives. Perhaps

they have been commanded to pull a prank or tell a joke so ludicrous that history remembers it forever. Or perhaps the Martyr is themselves the butt of a larger joke, a walking parable about fate's blunders. Sadly, the Martyr's death usually serves as a punchline.

### LEVEL 3: BURDEN OF LEVITY SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Levity Spells table, you thereafter always have the listed spells prepared.

## LEVITY SPELLS

Martyr Level	Spells
3	<i>Disguise Self, Hideous Laughter, Minor Illusion</i>
5	<i>Calm Emotions, Misty Step</i>
9	<i>Major Image, Stinking Cloud</i>
13	<i>Confusion, Dimension Door</i>
17	<i>Modify Memory, Seeming</i>

### LEVEL 3: NE'ER-DO-WELL

You gain proficiency in the Deception skill. Additionally, you gain a bonus to checks using this skill equal to your Wisdom modifier (minimum of +1).

### LEVEL 3: SACRIFICIAL SHENANIGANS

When you use your Sacrificial Strike, choose one of the following effects.

**Taunt.** The target has Disadvantage on the next attack it makes before the start of your next turn.

**Trip.** The target has the Prone condition.

### LEVEL 6: JUST A PRANK

When you roll Initiative and don't have Disadvantage, you can cast *Calm Emotions* without taking Radiant damage or expending a spell use.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 10 Radiant damage (no action required). This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

### LEVEL 14: MATADOR BACKSTAB

Once per turn when a creature you can see makes an Opportunity Attack against you, you can make a melee attack against the creature. Your attack precedes the triggering attack.

### LEVEL 18: ZANY MISDIRECTION

When you use your Reprisal, instead of dealing Radiant or Necrotic damage to the attacker, you can force the attack to hit another creature other than the attacker within the attack's range.

## BURDEN OF MERCY

*Heal the Sick and Wounded*

When the suffering of the world grows too heavy and the cries of the anguished grow too loud, the gods deliver a Martyr to ease the strife and bring peace to the masses. This burden, however, has no end. A Martyr may spend all their days healing the sick and driving demons out of the possessed, but they will scarcely impact the world at large. Indeed, the onus upon them is not to mend every wound or comfort every widow, but to provide hope in the darkest of times that the gods have not forsaken their people, that peace will soon reign, and that light will be victorious.

### LEVEL 3: BURDEN OF MERCY SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Mercy Spells table, you thereafter always have the listed spells prepared.

#### MERCY SPELLS

Martyr Level	Spells
3	<i>Cure Wounds, Protection from Evil and Good</i>
5	<i>Lesser Restoration, Prayer of Healing</i>
9	<i>Remove Curse, Revivify</i>
13	<i>Aura of Life, Death Ward</i>
17	<i>Mass Cure Wounds, Raise Dead</i>

### LEVEL 3: BALM

When you use your Miraculous Healing, you can choose one creature you can see within 60 feet of yourself. The target regains 1d8 for each Hit Point Die you expend with Miraculous Healing and you can end one of the following conditions on the target: Blinded, Deafened, or Poisoned.

### LEVEL 3: MERCIFUL HEALING

You don't take Radiant damage from casting spells listed on the Mercy Spells table.

### LEVEL 6: VIRTUOUS BLESSINGS

When you finish a Long Rest, choose a number of creatures you can see up to your Wisdom modifier (minimum of 1) to receive one of the following blessings of your choice. Each creature need not receive the same blessing. An unused blessing is expended when a blessed creature finishes a Long Rest.

**Blessing of Alacrity.** The creature can expend this blessing to increase its Speed by 30 feet until the end of the current turn (no action required).

**Blessing of Eloquence.** The creature can expend this blessing to gain Advantage on a D20 Test using Wisdom or Charisma (no action required).

**Blessing of Vigilance.** The creature can expend this blessing to gain Advantage on an Initiative roll (no action required).

### LEVEL 14: CENSURING LIGHT

As a Magic action, you emanate a radiant light in a 30-foot Emanation that lasts for 1 minute or until you have the Incapacitated condition. Choose Aberrations, Celestials, Elementals, Fey, Fiends, or Undead.

Whenever the Emanation enters the space of a creature of the chosen type and whenever such a creature enters the Emanation or ends its turn there, it takes 4d6 Radiant damage. A creature takes this damage only once per turn.

Additionally, while in the Emanation, creatures of your choice have Advantage on saving throws against spells and other magical effects created by creatures of the chosen type.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 30 Radiant damage. This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

### LEVEL 18: ANOINTED HEALER

Whenever you cast a spell that restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell equal to your Martyr level. If this healing exceeds the creature's Hit Point maximum, it gains Temporary Hit Points equal to excess healing, up to a maximum of your Martyr level.

## BURDEN OF ODYSSEY

*Undertake a Journey of Discovery*

The gods have tasked you with exploring the far reaches of the world, to venture where no soul has gone before, and bring back the discoveries waiting to be found there. You might be tasked to map an undiscovered continent, discover a straight between distant cities, or sail the edge of the oceans, but peril and adventure regardless await. You are unlikely to return from your journey, but your expedition will not have been in vain as long as your odyssey is remembered.

### LEVEL 3: BURDEN OF ODYSSEY SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Odyssey Spells table, you thereafter always have the listed spells prepared.

#### ODYSSEY SPELLS

Martyr Level	Spells
3	<i>Expeditious Retreat, Feather Fall</i>
5	<i>Gust of Wind, Misty Step</i>
9	<i>Fly, Water Walk</i>
13	<i>Dimension Door, Freedom of Movement</i>
17	<i>Passwall, Teleportation Circle</i>

### LEVEL 3: VOYAGER'S AGILITY

The gods have blessed you with light feet and a confident stride, granting you the following benefits.

**Sacrificial Speed.** Your Speed increases by 10 feet. When you use either benefit of your Sacrifice, your Speed increases by another 10 feet until the end of your turn.

**Swift Reprisal.** On your turn, you can use Reprisal without taking a Reaction.

### LEVEL 6: MISTY TRANSPOSITION

You can cast *Misty Step* without taking Radiant damage. When you do so, you can choose to teleport to a space occupied by a willing creature within range that doesn't have the Incapacitated condition. You both teleport, swapping places.

### LEVEL 14: ZEPHYR'S STRIDE

Whenever you end your turn 30 feet or further away from where you began, you are enveloped in a blur of speed. Until the start of your next turn, attack rolls against you have Disadvantage and you don't take Radiant damage from your Sacrificial Strike.

### LEVEL 18: ARGONAUT

When you roll Initiative, you can cast *Haste* on yourself without taking Radiant damage or expending a spell use. When you cast the spell, it doesn't require Concentration and, when the spell ends, you don't have the Incapacitated condition and your Speed isn't 0.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by taking 30 Radiant damage (no action required). This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

## BURDEN OF REBIRTH

*Regenerate and Regrow the Natural World*

When the natural world is threatened by the needs of growing industry, the ravages of war, or a catastrophic event, the gods may choose a Martyr to protect the wild places of the world. Martyrs with this burden don't seek to prevent the destruction of the world; that would be impossible given the number of factors that threaten it. Instead, those tasked with the Burden of Rebirth give their lives to regenerate what has been razed, ushering in new life in places devastated by death.

### LEVEL 3: BURDEN OF REBIRTH SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Rebirth Spells table, you thereafter always have the listed spells prepared.

#### REBIRTH SPELLS

Martyr Level	Spells
3	<i>Entangle, Find Familiar, Goodberry, Shillelagh, Speak with Animals</i>
5	<i>Pass Without Trace, Spike Growth</i>
9	<i>Plant Growth, Speak with Plants</i>
13	<i>Giant Insect, Hallucinatory Terrain</i>
17	<i>Awaken, Reincarnate</i>



### LEVEL 3: NATURAL COMPANION

You can cast *Find Familiar* and *Speak with Animals* without taking Radiant damage or expending a spell use.

### LEVEL 6: SUREFOOTED

Difficult Terrain doesn't cost you or allies within 30 feet of yourself extra movement. Additionally, you and allies within 30 feet of you are immune to the *Entangle, Spike Growth, and Plant Growth* spells.

### LEVEL 14: VERDANT RESILIENCE

As a Bonus Action, you can enter a state of natural regeneration, granting you the following for 1 minute. Once you use this feature, you can't use it again until you finish a Short or Long Rest.

**Regeneration.** At the start of each of your turns, you regain Hit Points equal to your Wisdom modifier (minimum of 1) if you have at least 1 Hit Point.

**Resistance.** You have Resistance to Bludgeoning, Piercing, and Slashing damage.

### LEVEL 18: TURN OF THE WHEEL

Death is only the beginning for you. You gain the following benefits.

**Reincarnation.** You can cast *Reincarnate* without Material components or taking Radiant damage. When you cast this spell, you can choose the new body's species instead of rolling for it randomly.

**Reincarnated Return.** If you die without using your Final Martyrdom, you can return to life 24 hours after you die as if you were the target of the *Reincarnate* spell. You can choose your new body's species instead of rolling for it randomly. Once you return to life in this way, you can't do so again for 10 days.

## BURDEN OF REVOLUTION

*Liberate Others and Slay Tyrants*

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.

### LEVEL 3: BURDEN OF REVOLUTION SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Revolution Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (\*).

#### REVOLUTION SPELLS

Martyr Level	Spells
3	<i>Command, Heroism</i>
5	<i>Hold Person, Magic Weapon</i>
9	<i>Divine Wrath*, Protection from Energy</i>
13	<i>Stoneskin, Wall of Fire</i>
17	<i>Hold Monster, Telepathic Bond</i>

### LEVEL 3: REVOLUTIONARY SPIRIT

Your zeal for freedom grants you the following benefits.

**Ranged Reprisal.** You can use your Reprisal when you take damage from a creature you can see within 60 feet of you.

**Sacrificial Inspiration.** As a Bonus Action, you can take 5 Radiant damage to give Heroic Inspiration to an ally within 60 feet of yourself who can see or hear you. This damage ignores your Resistance and Immunity, and bypasses your Temporary Hit Points.

### LEVEL 6: AURA OF TENACITY

You and your allies within a 30-foot Emanation centered on you gain a bonus to Initiative rolls equal to your Wisdom modifier (minimum bonus of +1). The aura is inactive while you have the Incapacitated condition.

### LEVEL 14: KINGSLAYER

Once per turn when you reduce an enemy to 0 Hit Points, choose one of the following benefits.

**Assault.** As a Bonus Action, you can move up to 15 feet and make a melee attack.

**Break Spells.** All of the creature's spells and effects immediately end, including all spells with permanent effects. Additionally, *Contingency*, *Clone*, and other spells that occur in response to the target's death don't trigger.

**Shatter Morale.** Each ally of the creature within 120 feet of it that has a Challenge Rating less than the target's (or the target's level if it doesn't have a Challenge Rating) has the Frightened condition for 1 minute. At the end of each of its turns, the Frightened target makes a Wisdom saving throw against your spell save DC, ending the condition on itself on a success.

### LEVEL 18: RALLYING STRIKE

When you use your Sacrificial Strike, choose one of your allies within 30 feet of yourself who can see or hear you. The ally can take a Reaction to make one attack using a weapon.

## BURDEN OF TRUTH

*Bring a Prophet's Message to the World*

Tasked with unveiling the world's deceptions and delivering to the people a profound truth, Martyrs carrying the Burden of Truth face an endless battle with disillusionment and lies. Such a Martyr must earn the people's 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.



### LEVEL 3: BURDEN OF TRUTH SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Truth Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (\*).

#### TRUTH SPELLS

Martyr Level	Spells
3	<i>Identify, Word of Force*</i>
5	<i>Word of Terror,* Zone of Truth</i>
9	<i>Sending, Word of Transience*</i>
13	<i>Divination, Freedom of Movement</i>
17	<i>Legend Lore, Word of Control*</i>

### LEVEL 3: COMPELLING MESSAGE

You gain proficiency in the Persuasion skill. Additionally, you gain a bonus to checks using this skill equal to your Wisdom modifier (minimum of +1).

### LEVEL 3: FOREWARNING

As a Magic action, you can glimpse some future peril and warn yourself or an ally within 60 feet of yourself who can hear you. This warning lasts until the creature finishes a Long Rest and ends early if you use this feature to warn a different creature. When the warned creature is hit by an attack roll, it can use this warning to gain a +5 bonus to its AC against the attack, potentially causing it to miss. The warning then ends for it.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. You can also restore your use of it by taking 5 Radiant damage (no action required). This damage ignores Resistance and Immunity, and bypasses Temporary Hit Points.

### LEVEL 6: SEER

You have Blindsight with a range of 30 feet.

### LEVEL 14: WORD OF REVELATION

You can cast *Word of Force*, *Word of Terror*, and *Word of Transience* once each without taking Radiant damage or expending a spell use.

Once you cast one of these spells without taking Radiant damage, you must finish a Short or Long Rest before you can cast the spell in that way again.

### LEVEL 18: SACRIFICIAL FORESIGHT

When you use your Sacrificial Skill, you gain a +5 bonus to all D20 Tests you make until the end of the current turn.

## BURDEN OF TYRANNY

#### *Rule with an Iron Fist*

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 fealty

from their allies, taking gleeful satisfaction with every power grab and malicious turn. It isn't 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.

### LEVEL 3: BURDEN OF TYRANNY SPELLS

Your mortal burden ensures you always have certain spells ready. When you reach a Martyr level specified in the Tyranny Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (\*).

#### TYRANNY SPELLS

Martyr Level	Spells
3	<i>Bane, Command</i>
5	<i>Hold Person, Word of Terror*</i>
9	<i>Bestow Curse, Fear</i>
13	<i>Dominate Beast, Phantasmal Killer</i>
17	<i>Dominate Person, Hold Monster</i>

### LEVEL 3: DIABOLIC PRESENCE

You gain proficiency in the Intimidation skill. Additionally, you gain a bonus to checks using this skill equal to your Wisdom modifier (minimum of +1).

### LEVEL 3: VENGEFUL REPRISAL

When you deal Radiant damage to a creature with your Reprisal, you have Advantage on attack rolls against the target until the end of your next turn.

### LEVEL 6: DEATH STARE

When you roll Initiative, or as a Magic action on your turn, you can lay a chilling gaze upon a creature you can see within 60 feet of yourself. The target must succeed on a Wisdom saving throw against your spell save DC or have the Frightened condition until the end of its next turn.

### LEVEL 14: SACRIFICIAL RESILIENCE

Once on each of your turns, immediately after you use your Sacrificial Strike, you can gain a number of Temporary Hit Points equal to the amount of Radiant damage you take.

### LEVEL 18: TOTALITARIAN CONTROL

You can cast *Dominate Beast*, *Dominate Monster*, or *Dominate Person* once without taking Radiant damage or expending a spell use. When you cast one of these spells using this feature, you gain the following benefits. Once you cast one of these spells without taking Radiant damage, you must finish a Long Rest before you can cast the spell in that way again.

**Overpowering Command.** The target has Disadvantage on its saving throw against the spell.

**Psychic Recoil.** When the spell ends, you can choose to deal 6d8 Psychic damage to the target.

**Iron Grip.** If you cast *Dominate Beast* or *Dominate Person*, you can numb the target to pain. The target doesn't repeat its saving throw against the spell when it takes damage.

## SPELLS

This section contains the descriptions of spells that are new and available to the Martyr. The class spell lists detailed with each spell include other classes from Mage Hand Press, including the Necromancer, Investigator, and Witch.

### DIVINE WRATH

*Level 3 Evocation (Martyr)*

**Casting Time:** Action

**Range:** 120 feet

**Components:** V, S, M (a pinch of sulfur)

**Duration:** Instantaneous

You deliver a mote of divine wrath to a point you can see within range. Each creature you choose in a 10-foot-radius Sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 4d10 Necrotic or Radiant damage (your choice), or half as much damage on a successful save. If this damage reduces a creature to 0 Hit Points, the creature is disintegrated into salt and everything it was wearing or carrying falls in its space. The target can be revived only by a *True Resurrection* or a *Wish* spell.

**Using a Higher-Level Spell Slot.** The damage increases by 1d10 for each spell slot level above 3.

### HALO OF FLAME

*Level 2 Evocation (Martyr)*

**Casting Time:** Action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A ring of flame ignites above your head and emits heat in a 5-foot Emanation originating from you. Whenever the Emanation enters the space of a creature you can see and whenever a creature you can see enters the Emanation or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 2d8 Fire damage, or half as much damage on a successful save. A creature makes this save only once per turn.

**Using a Higher-Level Spell Slot.** The damage increases by 1d8 for each spell slot level above 2.

### PERFORATING SHOT

*Level 1 Evocation (Martyr, Paladin, Ranger)*

**Casting Time:** Bonus Action, which you take immediately after hitting or missing with a ranged attack using a weapon

**Range:** Self

**Components:** V

**Duration:** Instantaneous

As your attack hits or misses the target, the weapon or ammunition transforms into a 5-foot-wide Line of magical energy that extends out to the weapon's normal range. The Line includes the attack's original target. Each creature within the Line makes a Dexterity saving throw, taking Force damage equal to the weapon's normal damage on a failed save or half as much damage on a successful one.

**Using a Higher-Level Spell Slot.** The weapon's damage increases by 1d8 for each slot level above 1.

### SANCTION

*Level 1 Abjuration (Martyr)*

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V, S, M (a drop of blood)

**Duration:** Concentration, up to 1 hour

You fling a drop of blood at a creature you can see within range, which must succeed a Constitution saving throw or be marked for the duration. Whenever you take damage, the marked target takes 1d8 Necrotic or Radiant damage (your choice). The spell ends early if you end your turn more than 30 feet away from the target.

### STONE BONES

*Level 2 Transmutation (Druid, Investigator, Martyr, Necromancer, Paladin, Ranger, Sorcerer, Wizard)*

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 round

Choose a creature you can see within range. The target has Resistance to Bludgeoning, Piercing, and Slashing damage until the spell ends at the end of your next turn.

### SWIFT FLIGHT

*Level 2 Transmutation (Martyr, Sorcerer, Witch, Wizard)*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S, M (a bird's wing feather)

**Duration:** 1 round

Streaks of energy flow from the back of a creature you touch, tracing the shapes of wings. The target has a Fly Speed of 60 feet and can hover until the end of its next turn. When the spell ends, the target falls if it is in the air and nothing is holding it aloft.

### TRANSIENT BULWARK

Level 1 Abjuration (Investigator, Martyr, Wizard)

**Casting Time:** Action or Ritual

**Range:** Self

**Components:** V, S, M (a pearl worth 10+ GP, which the spell consumes)

**Duration:** 8 hours

A fragile, invisible shield protects you for the duration. The next attack roll against you has a –10 penalty to hit, and the spell ends.

### WORD OF CONTROL

Level 5 Enchantment (Martyr)

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

You recite a word of authority to a creature you can see within range, which must make a Wisdom saving throw or have the Charmed condition until the end of your next turn. A creature targeted by this spell within the last 24 hours automatically succeeds on its saving throw against it.

While Charmed, the target doesn't move or act unless verbally commanded by you to do so. You can issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn.

### WORD OF FORCE

Level 1 Evocation (Martyr)

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

You recite a word of magical force to a creature you can see within range, which makes a Strength saving throw. On a failed save, the target takes 1d6 Force damage, is pushed 10 feet away from you, and has the Prone condition. On a successful save, it takes half as much damage only.

**Using a Higher-Level Spell Slot.** The damage increases by 1d6 for each spell slot level above 1.

### WORD OF TERROR

Level 2 Enchantment (Martyr)

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

You recite a word of fear to a creature you can see within range, which makes a Wisdom saving throw. On a failed save, the target takes 2d6 Psychic damage and has the Frightened condition until the end of your next turn. On a successful save, it takes half as much damage only.

**Using a Higher-Level Spell Slot.** The damage increases by 1d6 for each spell slot level above 2.

### WORD OF TRANSIENCE

Level 3 Conjuration (Martyr)

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V

**Duration:** 1 round

You recite a word of banishment to a creature you can see within range, which must make a Charisma saving throw. On a failed save, the creature vanishes from its current plane of existence and appears on the Ethereal Plane (the spell ends instantly if it is already on that plane).

You can give the target the Incapacitated condition while it is on the Ethereal Plane. While on the Ethereal Plane, the target can perceive the plane it left, which is cast in shades of gray. It can affect and be affected only by other creatures on the Ethereal Plane, and creatures on the other plane can't perceive it unless they have a special ability that lets them perceive things on the Ethereal Plane.

The target returns to the plane it left at the start of your next turn, appearing in the nearest unoccupied space to the location it left.

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