

COMPLETE MARTYR



**A Sacrificial Divine Class
by Mage Hand Press**



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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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CHAPTER 1: MARTYR

Squalid masses draw close around a young dwarf in spotless clothing. He touches each person in turn, healing injuries, curing illnesses, and restoring hope.

A ragged tiefling speaks in a crowded square. As if in response, dark clouds gather over her head and the earth trembles at her words.

A mad king spits and swears from his throne at imperial guards who have fled or been slain. A lone dragonborn stands before him, solemnly preparing herself for divinely demanded regicide.

Martyrs are implements of the gods, hand-picked to spill their blood 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 speed forth to a final destination: they are ordained to die for a great cause. They are prophets and oracles, great priests and liberators. Regardless of how much good they might accomplish in their lives, the end must always be the same: a glorious death, to be remembered in legend.

No matter the circumstance, a martyr cannot avoid their destiny. While some martyrs gladly accept their holy approbation, others struggle against it. However, from the moment the gods choose their martyr, they shall intervene in the martyr's fate, pulling them inexorably towards their cause. The gods will settle for a lesser martyr if they must—if the one chosen is unwilling to follow their path—but they always prefer to uplift their martyr to the heights of sainthood before their inevitable death.

BLOOD OF THE MARTYR

As martyrs are ordained by the gods to die, their suffering is holy sacrament. Martyrs brought close to death grow more powerful, not less, and those that spill their own blood evoke waves of divine energy. In the view of the gods, such hardship only heightens martyrdom and hastens the martyr to their destiny.

Paradoxically, martyrs are protected from death's precipice even as they are edged closer towards it. Every torment and persecution suffered by them is weighed with equal moments of respite offered by the gods. The gods do not mean to kill their charge early; a martyr should meet their fate only at the preordained time and place.

THE MARTYR			Max Spell Level	Spell Uses
Level	Proficiency Bonus	Features		
1st	+2	Mortal Burden, Ordained Death	—	—
2nd	+2	Spellcasting, Sainted Reprisal, Mark of the Herald	1st	2
3rd	+2	Divine Healing, Torment	1st	3
4th	+2	Ability Score Improvement	1st	3
5th	+3	Extra Attack	2nd	6
6th	+3	Mortal Burden feature	2nd	6
7th	+3	Respite	2nd	7
8th	+3	Ability Score Improvement	2nd	7
9th	+4	—	3rd	9
10th	+4	Undying Conviction	3rd	9
11th	+4	Torment improvement	3rd	10
12th	+4	Ability Score Improvement	3rd	10
13th	+5	—	4th	11
14th	+5	Mortal Burden feature	4th	11
15th	+5	March Unto Destiny	4th	12
16th	+5	Ability Score Improvement	4th	12
17th	+6	—	5th	14
18th	+6	Mortal Burden feature	5th	14
19th	+6	Ability Score Improvement	5th	15
20th	+6	Final Martyrdom	5th	15



CREATING A MARTYR

As you create a martyr, think about the moment you were chosen by the gods and your burden was placed upon you. Were you visited by an angelic host or a god disguised as a mortal? Did you quietly hear a divine voice in your ear, as stigmata formed on your body? Was your soul violently dragged to the Upper (or Lower) Planes for an audience with the gods?

Consider the life you led before you were ordained for martyrdom. Were you a wicked soul, purified and redeemed to undergo this task? Were you already a warrior, adventurer, or cleric in service of the gods? Also consider how you reacted. Did you accept the task and your inevitable destiny, or did you run from it? Are you still running?

QUICK BUILD

To build a martyr quickly, follow these suggestions: Constitution should be your highest ability score. Your next highest ability score should be Strength if you choose a Burden, such as the Burden of Revolution, that focuses on melee combat, or Wisdom if you choose one focused on spellcasting. Choose any background.

CLASS FEATURES

As a martyr, you have the following class features.

HIT POINTS

Hit Dice: 1d12 per martyr level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per martyr level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple and martial weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) scale mail or (b) chain mail (if proficient)
- (a) a light crossbow and 20 bolts, or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A holy symbol

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 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 POINTS SPELLCASTING

Spell Level	Damage
1st	5
2nd	10
3rd	20
4th	30
5th	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 in 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 ability for your martyr spells, since your power originates in the devotion used to 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 on.

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 an extra +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 choose to lose 10 hit points to deal an extra +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.

RESPIRE

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 but aren't 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 don't need to eat or drink, and can't 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. For 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 expending a spell slot or hit points. If you use the spell to 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.

QUIET MARTYDOM

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 do not 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.

MORTAL BURDENS

Martyrs are created and driven forth to right an inexorable wrong in the world. On this quest, they are a direct instrument of the gods, and no matter how hard they try, they cannot escape the burden of their duty.



BURDEN OF ANONYMITY

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 even 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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed

Martyr Level Spells

3rd	<i>expeditious retreat, jump</i>
5th	<i>invisibility, silence</i>
9th	<i>sending, speak with dead</i>
13th	<i>arcane eye, greater invisibility</i>
17th	<i>modify memory, passwall</i>

INNATE SUBTLETY

Starting at 1st level, you have a gift for secrecy and treachery alike. You gain proficiency in the Stealth skill and with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

You also learn the *minor illusion* cantrip. Wisdom is your spellcasting ability for this spell.

FADE FROM VIEW

Also at 1st level, you can slip out of sight the moment things heat up. When you roll initiative and aren't surprised, you can become invisible, as per the spell *invisibility*, until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

SILENT TORMENT

Starting at 6th level, whenever you use your Torment feature against a creature that can't see you or is surprised, the target is magically silenced until the start of your next turn, rendering it impossible to speak or perform the verbal components of spells. Additionally, you don't lose any hit points from using the Torment ability.

INSTANT ALIAS

Beginning at 14th level, you can magically claim the identity of any person you slay. Whenever you reduce a Humanoid 0 hit points with a melee attack, you can instantly cause any of the following effects:

- You can instantly assume the creature's appearance, as per the spell *disguise self* for 8 hours.

CHEATING DEATH

At the GM's discretion, Martyrs with the Burden of Anonymity can use the False Martyrdom feature 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.

- You can unerringly mimic the creature's speech.
- You learn one of the creature's Bonds or Flaws.
- The creature's corpse becomes invisible for 1 hour.

FALSE MARTYRDOM

At 18th level, as a reaction when you take damage or use the Undying Conviction feature, 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 copies 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 magical effects. The corpse and its clothing and equipment vanish after 10 days, or when you dismiss it as an action on your turn or use this feature again.

Furthermore, if you covertly notify the GM, you can also convince your allies 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.

BURDEN OF ASCENSION

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>divine favor, heroism</i>
5th	<i>enhance ability, locate object</i>
9th	<i>beacon of hope, protection from energy</i>
13th	<i>death ward, locate creature</i>
17th	<i>hold monster, legend lore</i>

LABORS OF ASCENSION

Starting at 1st level, the GM chooses five to twelve labors—critical challenges with divine implications—for you to complete in your lifetime, but doesn't need to disclose what the labors entail. You have advantage on any ability check you make that you know will advance or help complete one of your labors. Whenever you complete one of your labors, your current and maximum hit points increases by 5.

MORTAL BURDENS

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 the end of the world.
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 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

HERCULEAN SURGE

Also at 1st level, you can channel the might and agility of the gods. 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.

BLOODY 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 don't lose any hit points from using the ability.

RELICS OF LEGEND

By 14th level, 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, detailed below. These items might have been at your side for years, or they might have been used to accomplish one of your labors, or may 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 the spell *shield* without using hit points or counting against your total number of martyr spells per day.

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 the spell *commune* without using hit points or counting against your total number of martyr spells per day.

Xiphos. Your Xiphos is a sword, spear, or other melee weapon that you have wielded in combat. You can use your Xiphos when you score a critical hit with this relic or reduce a creature to 0 hit points with it, you can move up to 15 feet and make another melee weapon attack as part of the same action.

DEMIGOD ASCENDANT

At 18th level, the power of demigods flows through your veins in anticipation of your final ascension. You gain 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 the use of your Herculean Surge whenever you roll initiative.

Legendary Resistance. If you fail a saving throw, you can use your reaction to succeed instead. Once you use this ability, you can't use it again until you finish a long rest.

BURDEN OF ATONEMENT

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>cure wounds, sanctuary</i>
5th	<i>calm emotions, lesser restoration</i>
9th	<i>remove curse, speak with dead</i>
13th	<i>death ward, fire shield</i>
17th	<i>greater restoration, mass cure wounds</i>

BONUS PROFICIENCY

Starting at 1st level, you gain proficiency in heavy armor.

SELF-SACRIFICE

Also at 1st level, you can dive in the way of an attack. When a friendly creature within 5 feet of you is targeted by an attack while you are within the attack's range or reach, you can use your reaction to change the target of the attack to you instead.

Once you use this ability, you can't use it again until you finish a short or long rest.

BLOODY 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 don't lose any hit points from using the ability.

DRAW AGGRESSION

Beginning at 14th level, as a bonus action on your turn, you can invoke the ire of your foes to protect your allies. Until the start of your next turn, each hostile creature you choose within 5 feet of you that can see or hear you has disadvantage on attack rolls against creatures other than you, and advantage on attack rolls against you.

SIN EATER

Starting at 18th level, you can use your action to transfer negative effects from any number of willing creatures within 60 feet to yourself. You can transfer one of the following effects from each creature:

- One level of exhaustion
- One disease or poison
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum
- The blinded, charmed, deafened, paralyzed, petrified, poisoned, or stunned condition

The effect ends for the creature and targets you as if you were the original target, with the effect's original duration. You can transfer multiple negative effects of the same type to yourself, affecting you only once each time you use this ability.



BURDEN OF CALAMITY

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>divine favor, thunderwave</i>
5th	<i>blindness/deafness, darkness</i>
9th	<i>call lightning, snakestaff</i>
13th	<i>blight, control water</i>
17th	<i>flame strike, insect plague</i>

HARBINGER

Starting at 1st level, you are an incorrigible ne'er-do-well. You gain proficiency in the Intimidation skill and with a set of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

You also learn the *thaumaturgy* cantrip. Wisdom is your spellcasting ability for this spell.

AURA OF CALAMITY

Starting at 1st level, as an action, you can summon an elemental storm around you in a 10-foot-radius aura. When you use this feature, you choose acid, cold, fire, lightning, poison, or thunder damage for the aura and you can designate any number of creatures you can see to be unaffected by it.

When an affected creature enters the aura for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save, the creature is knocked prone and takes 1d8 damage of the type you chose. On a successful save, the creature takes half as much damage and isn't knocked prone.

The aura lasts for 1 minute or until you are incapacitated or die, or dismiss it early on your turn (no action required).

When you reach higher levels in this class, you can empower your aura with your life force. At 5th level, you can choose to lose 5 hit points when you use this feature to increase the aura's damage to 2d8. At 11th level, you can lose 10 hit points to increase the aura's damage to 3d8, and at 17th level, you can lose 15 hit points to increase the aura's damage to 4d8.

Once you use this feature, you can't use it again until you finish a short or long rest.

BLOODY 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 don't lose any hit points from using the ability.

DENOUNCE THE WICKED

By 14th level, your proclamations and condemnations carry divine weight. When you finish a long rest, you can speak aloud the name of a specific creature known to you (or a unique pseudonym, title, or nickname) and denounce that creature. Until you finish a long rest, whenever you see the denounced creature make an attack roll, ability check, or saving throw, you can use your reaction to impose disadvantage on that roll.

DOOM FORETOLD

At 18th level, you can call upon all of the gods' malice to create a sweeping disaster. You can cast the spell *control weather, earthquake, fire storm, or storm of vengeance* without using hit points or counting against your total number of martyr spells per day.

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

Martyrs of Discord are chosen at random to sow chaos and stoke evil wherever they travel. They light things on fire, commit petty crimes, and even murder when the fancy strikes. Given to 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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	<i>hideous laughter, inflict wounds</i>
5th	<i>knock, shatter</i>
9th	<i>lightning bolt, stinking cloud</i>
13th	<i>confusion, polymorph</i>
17th	<i>animate objects, passwall</i>

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *shocking grasp* and *thaumaturgy* cantrips, and one other cantrip of your choice from the cleric spell list. You don't lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

HAVOC!

Also at 1st level, you can stoke the flames of chaos with your sword. When you hit a hostile creature with a melee weapon attack, you can roll on the table below to trigger an additional effect.

Once you use this feature, you can't use it again until you finish a short or long rest.

d10	Effect
1	You and the target teleport, trading places.
2	Lightning strikes you and the target, dealing 3d6 lightning damage to each of you.
3	The target must vocalize their innermost thoughts for the next minute.
4	You cast the spell <i>darkness</i> , centered on the target.
5	You become invisible until the end of your next turn, as per the spell <i>invisibility</i> .
6	The target bursts into flames, taking 1d4 fire damage. The target continues to take 1d4 fire damage at the start of each of its turns until a creature extinguishes the flames as an action.
7	The target's skin transforms into a brittle glass until the end of its next turn, reducing its AC by 3, to a minimum of 10.
8	The target comically falls prone.
9	An object of the GM's choice explodes, dealing 8d6 fire damage to each creature within a 20-foot radius of the object.
10	Roll on this table twice and apply both results, rerolling any 10s.

BLOODY 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 don't lose any hit points from using the ability.

COIN OF CHAOS

By 14th level, you have a coin blessed with the tides of chaos. Whenever you or a creature you can see makes an attack roll, ability check, or saving throw, you can flip a coin to add a bonus to the roll. The bonus equals +4 on a heads or +1 on a tails. Once you use the coin, the coin goes to the GM, who can use it to enhance any roll made by an NPC or monster. 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.

PANDEMONIUM

At 18th level, you can use your Havoc! feature whenever you make an attack roll or cast a spell targeting a hostile creature, and don't need to rest between uses.

BURDEN OF THE END

The gods have seen a great cataclysm on the horizon and tasked their martyr with protecting the world from catastrophe. The exact nature of the coming End may vary: sometimes the awakening or arrival of an evil entity, sometimes the discovery and abuse of a powerful artifact, and sometimes a singularly destructive event that endangers the gods themselves, but the martyr must be dedicated to give their life to stop it. To this end, the gods imbue their martyr with ancient and powerful spells, tools once gifted only to prophets.

When the coming cataclysm threatens the world, a martyr would be ill-served to ignore their call, for the cataclysm imperils them directly—as well as the lives of their family and companions. The life of a martyr is always forfeit, but the rest of the world can yet be saved.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level	Spells
3rd	<i>guiding bolt, protection from evil and good</i>
5th	<i>blindness/deafness, darkness</i>
9th	<i>call lightning, counterspell</i>
13th	<i>blight, control water</i>
17th	<i>flame strike, insect plague</i>

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *sacred flame* and *thaumaturgy* cantrips, and one other cantrip of your choice from the cleric spell list. You don't lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

HERALD OF THE END

Also at 1st level, your magic is empowered with foreknowledge of the end times, heightening its force. When you cast a martyr spell that deals damage, you can choose to reroll all of its damage dice and must use the new rolls.

Once you use this ability, you can't use it again until you finish a short or long rest.

SACROSANCT SPELL

At 6th level, when you cast one of your Burden Spells or a spell that has the sole effect of causing a creature to regain 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.

EMBRACE THE INEVITABLE

Starting at 14th level, once on each of your turns, when you cast a martyr spell of 1st level or higher which calls for a saving throw to resist its effects, you can spend additional hit points equal to half the cost of the spell to give one target of the spell disadvantage on its first saving throw made against the spell.

HALT APOCALYPSE

By 18th level, the gods have blessed you with enough precious time to forestall catastrophe. At the end of your turn, you can choose to take immediately take an extra turn.

Once you use this feature, you can't use it again until you finish a long rest.

BURDEN OF FAME

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>charm person, unseen servant</i>
5th	<i>enthrall, suggestion</i>
9th	<i>hypnotic pattern, tongues</i>
13th	<i>compulsion, private sanctum</i>
17th	<i>dominate person, teleportation circle</i>

CELEBRITY

Starting at 1st level, your name rings familiar to people you meet. You gain proficiency in the Performance skill and with one musical instrument of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

You also learn the *dancing lights* cantrip. Wisdom is your spellcasting ability for this spell.

FAMOUS AUTOGRAPH

By 1st level, your reputation precedes you. You can use a bonus action to attempt to charm a creature that can hear or see you within 60 feet, which must succeed on a Wisdom saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier). A creature with an Intelligence score of 3 or less automatically succeeds on this saving throw. For any other creature, roll a d20. If you roll lower than your martyr level, the creature has already heard of you and automatically fails its saving throw.

On a failed save, the creature is charmed by you for 1 minute or until your companions do anything harmful to it. The target regards you as a celebrity and is starstruck by your presence. If you use your action to sign your autograph for the charmed creature, the duration of this effect extends to 10 minutes.

Once you use this feature, you can't use it again until you finish a short or long rest.



SACROSANCT SPELL

At 6th level, when you cast one of your Burden Spells or a spell that has the sole effect of causing a creature to regain 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.

CROWD SUGGESTION

By 14th level, your renown drives crowds to your side. You can cast the spell *mass suggestion* without using hit points or counting against your total number of martyr spells per day. Once you cast the spell in this way, you can't do so again until you finish a long rest.

You can also stretch the spell's magic to influence more targets with less specificity. You can target up to 100 creatures within range and deliver a one- or two-word suggestion. Each target or group of targets (as decided by the GM) must make a Wisdom saving throw against your spell save DC or collectively follow the suggestion.

You can't specify conditions that will trigger a special activity during the duration or suggest any activity that will be harmful to one or more members of the group.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how targets behave. If a target can't follow your command, the spell ends for it.

Catch Me! A target helps to lift and move you above its head, passing you to a creature adjacent to it in the direction you specify.

Disperse! A target spends its turn moving until it is at least 10 feet away from other creatures.

Get Them! A target spends its turn moving toward a creature you specify and attempting to grapple it, if able.

Hide Me! A target spends its turn moving toward you by the shortest and most direct route, attempting to conceal you in any way it deems appropriate.

Jump! A target must use all its movement to jump up and down without leaving its space and has disadvantage on Dexterity saving throws and attack rolls.

SUPERSTAR SANCTITUDE

Beginning at 18th level, every Humanoid you meet recognizes you as the most beloved and iconic personality of your age.

Additionally, you can cast the spell *sanctuary* at will, targeting yourself, without using hit points or counting against your total number of martyr spells per day.

BURDEN OF LEVITY

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>disguise self, hideous laughter</i>
5th	<i>levitate, misty step</i>
9th	<i>glyph of warding, major image</i>
13th	<i>confusion, dimension door</i>
17th	<i>creation, mislead</i>

NE'ER-DO-WELL

Starting at 1st level, you are an incorrigible ne'er-do-well. You gain proficiency in the Deception skill and with one gaming set of your choice. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

You also learn the *prestidigitation* cantrip. Wisdom is your spellcasting ability for this spell.

PIE IN THE FACE

At 1st level, you can use a bonus action to throw a pie at a creature you can see within 30 feet, which must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Wisdom modifier) or be blinded until the start of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

SACROSANCT SPELL

At 6th level, when you cast one of your Burden Spells or a spell that has the sole effect of causing a creature to regain 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.

JUST A PRANK

By 14th level, your puckish nature helps you escape consequences for your actions. As a reaction when one or more creatures you can see become hostile toward you, you can magically suppress their hostility by declaring it was an elaborate prank. Each hostile creature must succeed on a Charisma saving throw against your spell save DC.

On a failed save, a target becomes indifferent about you, and you have advantage on the next Charisma check you make directed at it within the

next hour. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed.

Once you use this feature, you can't use it again until you finish a short or long rest.

ZANY MISDIRECTION

Beginning at 18th level, you can use your reaction when you are targeted by an attack to change the target of that attack to a creature within 5 feet of you that is also within the attack's range or reach. If there is no such creature within 5 feet of you, the attack has disadvantage.

BURDEN OF MERCY

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>healing word, sanctuary</i>
5th	<i>enhance ability, lesser restoration</i>
9th	<i>remove curse, revivify</i>
13th	<i>death ward, freedom of movement</i>
17th	<i>mass healing word, raise dead</i>

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the *spare the dying* and *thaumaturgy* cantrips, and one other cantrip of your choice from the cleric spell list. You don't lose hit points for casting these spells. Wisdom is your spellcasting ability for these spells.

BALM

Also at 1st level, you can use a bonus action to restore 1 hit point to a creature within 60 feet or remove the blinded, deafened, or poisoned condition from a willing creature you touch.

Once you use this feature, you can't use it again until you finish a short or long rest.

SACROSANCT SPELL

At 6th level, when you cast one of your Burden Spells or a spell that has the sole effect of causing a creature to regain 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.

BLESSING OF BROKEN BREAD

Beginning at 14th level, once per day when you finish a short or long rest, choose up to five creatures you can see to gain a blessing. This blessing lasts until the creature finishes a short or long rest. Whenever a blessed creature makes an attack roll, ability check, or saving throw, it can expend the blessing to reroll the die and must use the new roll.

ANOINTED HEALER

By 18th level, your status as a divine healer is enshrined in sainthood. Whenever you restore hit points to a creature, you can add your martyr level to the number of regained hit points. A creature can benefit from this additional healing once, regaining the ability to do so when you finish a long rest.

BURDEN OF ODYSSEY

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>expeditious retreat, feather fall</i>
5th	<i>find steed, pass without trace</i>
9th	<i>fly, sending</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>passwall, teleportation circle</i>

WORLDLY EXPERIENCE

When you choose this burden at 1st level, your walking speed increases by 10 feet.

Additionally, you gain proficiency in cartographer's tools and learn one language of your choice.

PILGRIM'S GATE

Also at 1st level, you can use your bonus action to teleport up to 30 feet to an unoccupied space that you can see. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this feature.

Once you use this feature, you can't use it again until you finish a short or long rest.

BLOODY 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 don't lose any hit points from using the ability.

ZEPHYR'S STRIDE

At 14th level, whenever you end your turn 30 feet or further away from where you began your turn, you are enveloped by a blur of speed. Attacks against you have disadvantage until the start of your next turn.

CHOSEN OF THE ARGONAUTS

At 18th level, the gods hasten you and your companions onward to your inevitable end. Whenever you finish a long rest, you can choose six willing creatures to gain a blessing of swiftness, which lasts until the creature finishes a long rest. Each creature blessed this way gains a climbing speed and a swimming speed equal to its walking speed, and can use its bonus action to move 10 feet without provoking opportunity attacks.

BURDEN OF REVOLUTION

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed. Spells marked with an asterisk are included in Chapter 2.

Martyr Level Spells

3rd	<i>command, heroism</i>
5th	<i>hold person, magic weapon</i>
9th	<i>haste, pillar of salt*</i>
13th	<i>stoneskin, wall of fire</i>
17th	<i>hold monster, telepathic bond</i>

BONUS PROFICIENCY

Starting at 1st level, you gain proficiency in heavy armor.

BULWARK OF REBELLION

Also at 1st level, you can use a bonus action to gain temporary hit points equal to 1d12 + your martyr level, which last for 1 hour

Once you use this feature, you can't use it again until you finish a short or long rest.

BLOODY 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 don't lose any hit points from using the ability.

UNYIELDING BANNER

At 14th level, your banner is a symbol of resistance. You and friendly creatures within 10 feet of you can add your Wisdom modifier to initiative rolls and are immune to being charmed or frightened.

KINGSLAYER

By 18th level, you are the bane of despots, the usurper of tyrants. When you reduce a hostile creature to 0 hit points, choose one of the following effects:

- All of the creature's spells and effects immediately end, including all spells with permanent effects. Additionally, spells contingent on the target's death don't trigger.
- Each creature within 120 feet of the target that is allied with it and has a lower challenge rating than it must make a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- You can use your bonus action to move up to 15 feet and make another melee weapon attack.

BURDEN OF TRUTH

Tasked with unveiling the world's deceptions and delivering to the people a profound truth, martyrs tasked with 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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd	<i>charm person, identify</i>
5th	<i>augury, detect thoughts</i>
9th	<i>sending, speak with dead</i>
13th	<i>divination, freedom of movement</i>
17th	<i>legend lore, scrying</i>

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*, centered on yourself with a 5-foot radius area. This effect lasts for 1 minute. Wisdom is your spellcasting ability for this spell.

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 one of your Burden Spells or a spell that has the sole effect of causing a creature to regain 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 a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on that roll.

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 short or long rest.

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 PROFICIENCY

Starting at 1st level, you gain proficiency in heavy armor.

DIABOLIC ULTIMATUM

Also at 1st level, you can use your action to drive an enemy 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.

BLOODY 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 don't lose any 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. If you reduce a Humanoid to 0 hit points with a melee weapon attack, you instead gain 4d8 temporary hit points.

TOTALITARIAN

By 18th level, you can demand complete fealty from dire enemies. You can cast the spell *dominate person* once without expending 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 doesn't make a new Wisdom saving throw against the spell when it takes damage.

Once you cast this spell without expending hit points, you can't do so again until you finish a long rest.

CHAPTER 2: SPELLS

This chapter details new divine spells available to martyrs. First, it presents the list of spells available to the martyr, then it details new spells in alphabetical order.

MARTYR SPELLS

Martyrs can choose from the following spells when they prepare spells after a long rest. Spells marked with an asterisk are new to this class.

1ST LEVEL

bless
boomerang*
burnt offering*
command
cure wounds
detect evil and good
detect magic
detect poison and disease
guiding bolt
heroism
indemnify*
inflict wounds
protection from evil and good
purify food and drink
shield of faith
transient bulwark*

2ND LEVEL

aid
halo of flame*
lesser restoration
locate object
magic weapon
protection from poison
stone bones*
zone of truth

3RD LEVEL

create food and water
daylight
dispel magic
magic circle
pillar of salt*
remove curse
revivify
snakestaff*

4TH LEVEL

banishment
death ward
locate creature
stoneskin

5TH LEVEL

dispel evil and good
flame strike
geas
hallow
insect plague
raise dead

NEW SPELLS

These spells are new to the martyr class and are listed in alphabetical order.

BOOMERING

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A dizzying ring of sparks launches from your outstretched hand and ricochets back to you moments later. Make a ranged spell attack roll against a creature within range. On a hit, you deal 3d6 radiant damage. If this attack misses, you can repeat the attack roll against the same target once.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

If you cast this spell using a spell slot of 3rd level or higher, after the ring hits the first target, it ricochets to a second target of your choice that you can see within 30 feet of the first target, dealing damage as normal on a hit. If you cast this spell using a spell slot of 5th level or higher, the ring can ricochet to a third target of your choice that you can see within 30 feet of the second target. No matter how many creatures the ring ricochets to, you can only repeat the attack roll against one of the spell's targets.

BURNT OFFERING

1st-level abjuration (ritual)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a pyre and slain animal)

Duration: 24 hours

By constructing a pyre and burning an animal's corpse, you court the favor of the gods. For the duration, you can add your Wisdom modifier, instead of your Dexterity modifier, to your Armor Class.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, you can also reroll one saving throw you make during the duration. You can choose to reroll the saving throw after you roll the die, but must decide before the outcome is determined and must use the new roll.

HALO OF FLAME

2nd-level evocation

Casting Time: 1 action

Range: Self (10-foot radius, 5-foot wide ring)

Components: V, S

Duration: Instantaneous

A ring of flame ignites above your head, and then springs outward, coming to rest in a burning circle. The circle is composed of a 5-foot wide line of flame, curving to form a 10-foot radius ring around you. Each creature you choose within the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

INDEMNIFY

1st-level necromancy

Casting Time: 1 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 target you can see within range, marking them for reckoning. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant or necrotic damage (your choice) whenever you lose hit points for the duration.

PILLAR OF SALT

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a drop of lantern oil and 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 7d6 necrotic damage, or half as much on a successful save. If this damage reduces a target which failed its saving throw to 0 hit points, it is transformed into a pillar of salt.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

SNAKESTAFF

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a quarterstaff)

Duration: Concentration, up to 1 hour

You cast a staff to the ground, which writhes and grows into a giant constrictor snake under your control, which acts on its own initiative count. The snake is friendly to you and your companions. The snake will obey any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. If the snake is reduced to 0 hit points, it dies and reverts to a broken staff. The GM has the creature's statistics.

STONE BONES

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 round

You magically reinforce a creature you can see within range, granting it resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of your next turn.

TRANSIENT BULWARK

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Self

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

Duration: 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

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.

Mortal Burden	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

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