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 healing word, sanctuary

5th enhance ability, lesser restoration

9th remove curse, revivify

13th death ward, freedom of movement

17th mass healing word, raise dead

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 do not lose hit points for casting these spells. Wisdom is your spellcasting modifier 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 must finish a short or long rest before you can use it again.

SACROSANCT SPELL

At 6th level, when you cast a spell with a casting time of 1 minute or longer or a spell that has the sole effect of restoring 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.

SHARED RESPITE

Beginning at 14th level, when you use your Respite ability to expend hit dice and regain hit points, one willing creature you choose within 60 feet can also regain hit points equal to the highest number rolled on a hit die + your Constitution modifier.

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. You can add this additional healing to a creature once, and regain the ability to do so for each creature when you finish a long rest.

Revision #1
Created 17 January 2022 19:38:58 by Andrej
Updated 5 November 2025 04:57:38 by Andrej