Burden of Rebirth

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.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd entangle, goodberry

5th pass without trace, spike growth

9th plant growth, speak with plants

13th conjure woodland beings, hallucinatory terrain

17th awaken, reincarnate

CANTRIPS

Starting at 1st level, your divine mission grants you a sliver of divine magic. You learn the druidcraft and shillelagh cantrips, and one other cantrip of your choice from the druid spell list. You do not lose hit points for casting these spells. Wisdom is your spellcasting modifier for these spells.

FRIEND OF THE FOREST

Also at 1st level, you can cast the speak with animals spell without losing hit points to cast it. When you do so, you have advantage on Charisma ability checks made against beasts for the duration of the spell.

Once you cast the spell in this way, you can’t do so again until you finish a short or long rest.

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.

VERDANT RESILIENCE

Beginning at 14th level, as a bonus action on your turn you can enter a state of natural regeneration for 1 minute. When you do so, and again at the start of each of your turns during this time, you regain hit points equal to your Wisdom modifier. Also during this time you have resistance to bludgeoning, piercing, and slashing damage and you cannot cast martyr spells. You can use a bonus action to end your verdant resilience early.
Once you use this feature, you must finish a short or long rest before you can use it again.

TURN OF THE WHEEL

Starting at 18th level, you can cast the reincarnate spell without providing material components or losing hit points. When you do, you can choose which race the target reincarnates as rather than the GM rolling randomly. If you wish, instead of targeting a dead humanoid with this spell you can target yourself. Once you cast the spell using this feature you can’t do so again until you finish a long rest.
If you die without using your Final Martyrdom feature, you can return to life 24 hours after you die as if you were targeted by the reincarnate spell. You can choose which race you reincarnate as instead of the GM rolling randomly. Once you return to life in this way, you cannot do so again for 100 days.

Revision #1
Created 17 January 2022 20:05:01 by Andrej
Updated 5 November 2025 04:57:38 by Andrej