

DOLOROSO DOMAIN

Choosing the Doloroso Domain involves joining the *Order of the Broken Ones* as swordsmen – the order is aligned with *The Triad* and offers help, relief and support to the needy, endure for the sake of others, carriers their burdens, or take their place, as well as punishing all cruelty, which may take many forms:

- a cult to an evil god like Loviatar
- a plague of undeath or a marauding war band
- less overt threats, like an oppressing tyrant who refuses to respect justice

ADDITIONAL CONTENT

The Dolorosa Domain, is intended for use with

- the *human* race and the *Illuskan* subrace
- the [Ilmatari Orphan](#) background
- the [Swordsage](#) class. With other backgrounds and classes refer to the [5e Cross-Class Rules](#) and DM

CELESTIA

The Triad was an alliance of the three good-aligned deities Tyr, Torm and Ilmater - as Tyr was killed Torm and Ilmater ended up on the Celestia plane with Bahamuth:

- Torm the True - god of law & duty
- Ilmater, the broken god – god of the suffering, oppressed, and persecuted
- Bahamut - dragon god of justice

THE TRIAD



The deities of the Triad, with Ilmater leaning on Tyr and Torm leading the way.

OATH OF HOLY VENGEANCE

Members of the order swear to punish cruelty and righten wrongdoings without concerns about suffering. They adorn their clothes and armor with the Symbol of Ilmater to show their alignment, to warn the wicked and promise of justice. Their reputation as Holy Avengers precede them wherever they travel, as well as their willingness to suffer when helping other people.

TENETS OF THE ORDER

Though the nature of any particular cruelty varies by incident, the tenets serve as self-perpetuating, self-enforcing guidelines to annihilate the foes. Members who uphold these tenets are often zealous and unattached.

- *Scorch the Earth:* If I see any opportunity to punish cruelty and remove evil, it is my duty to do so. I never allow a vanquished enemy to harm others again.
- *Seek Out Cruelty:* To protect the weak, all possible agents of cruelty must be punished. I know that not all threats are apparent, and that nobody should fear me unless they too are a threat.
- *Foster Justice:* I am as the doctor who cleanse and sew the wound. When I am not on the front lines, it is my duty to serve the poor, weak, oppressed, fearing, suffering, and diseased, without regards to my own safety or health.

STRICT SUBCLASS

As you have joined a strict Order, you have limited choice regarding learned spells and gained feats.

BONUS EQUIPMENT

If you chose to join the Order of the Broken Ones, you received:

- Emblem of the Order & Battle Robe of the order (ac 12/13 lb)
- Worn greatsword (6 lb), Worn spear (3 lb) & worn shortsword (2 lb)
- worn shield (6 lb)

Battle Robe of the order is a gray robe plated with hard leather and studded in strategic locations, such that they do not hamper movement any more than a common robe would. It is comparable to Studded Leather

DOMAIN SPELLS

- 1st: Shield of Faith, Burning hands
- 3rd: Blindness/Deafness, Magical Weapon
- 5th: Crusader's Mantle, Mass Healing Word
- 7th: Guardian of Faith, Banishment
- 9th: Holy Weapon, Cloudkill

ADDITIONAL SPELLS

You gain spells at the cleric levels listed:

- 2: Thunderwave
- 4: Earth Tremor
- 6: Prayer of Healing
- 8: Call Lightning
- 10: Create Food and Water
- 13: Power Word Heal
- 15: Power Word Kill
- 17: Heal
- 20: Finger of Death

FEATS

You can choose one of the following feats *instead of an ability score improvement*, when you reach 4th, 8th, 12th, 16th, and 19th level:

- From 4th level: Theologian, Historian, Savage Attacker, Holy Strike
- From 8th level: Mounted Combatant, Skulker, Blade Mastery, Fell Hand
- From 12th level: Athlete, Durable, Tough
- From 16th level: Prodigy, Skilled
- From 19th level: Alert, Keen Mind or Observant

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with light armor.

DIVINE RAGE

Also starting at 1st level, as a bonus action, you enter a berserk rage. You gain a damage bonus equal to your Charisma modifier on Strength-based melee attacks and advantage on saving throws against enchantment effects. Divine rage lasts for 1 minute, or

CHANNEL DIVINITY: DIVINE RETRIBUTION

Starting at 2nd level, you can make others feel your pain. When a creature damages you with an attack and deals X damage you can use your reaction to cause the creature to make a Wisdom saving throw. The creature takes damage equal to X + your Cleric level on a failed saving throw, and half as much damage on a successful one (lasts 1 minute).

CHANNEL DIVINITY: DIVINE HEALTH:

Starting at 6th level, the divine rage in you stops even the most grievous wounds. While raging, all non-magical damage is reduced by your Charisma modifier.

CHANNEL DIVINITY: DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 thunder damage to the target (lasts 1 minute).

CHANNEL DIVINITY: HOLY AVENGER:

Starting at 17th level, as an action, you can assimilate the properties of your own holy light and get empowered, turning into an Avatar of your God. As one, you are surrounded by a powerful light that imbues you and your weapon with energy. Using an action, you undergo a transformation. For 1 minute, you gain the following benefits:

- The dice you roll for your Divine Smite are 1d12 instead of 1d8, and half of the damage dealt as Divine Smite's bonuses is converted in a healing pool that is immediately transferred to any creature inside of your aura. Choose any creatures within 30 feet of you, and divide those hit points among them. You can't use this feature on an undead or a construct
- You become immune to effects that forces or hinder your movement

(lasts 1 minute, use once/long rest).



APPENDIX

ALPHA DRAFT V0.0.11

This a rough draft. It hasn't been played or reviewed.

WHAT TO EXPECT IN BETA DRAFT V.0.1.0

A reviewed draft based on playing experience and review.

BUGS, ISSUES, SUGGESTIONS?

Have an idea of how to make the draft better? Or did you find something that is not conform with D&D 5th edition? Is the class overpowered? Head [here](#) and let me know!

LEGAL ISSUES

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MORE RESOURCES

If you are looking for more 5e Homebrew resources check out my [GitHub](#).

CREDIT

Thanks to:

- [The Homebrewery](#) for their simple markdown script!
- [UnearthedArcana](#) and their list of useful resources [here](#)
- [Wizards of the Coast](#): [PLAYER'S HANDBOOK](#), [SWORD COAST ADVENTURER'S GUIDE](#), [DUNGEON MASTER'S GUIDE](#), [MONSTER MANUAL](#), [XANATHAR'S GUIDE TO EVERYTHING](#) & [TOME OF BATTLE](#)
- [Roll20](#)
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- [D&D 5th Edition Wiki](#)
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