

## Doloroso Domain (Cleric)

### Oath of Holy Vengeance

Choosing the *Doloroso Domain* involves joining the *Order of the Broken Ones* as swordsages – the order is aligned with *Ilmater*, the *broken god* – the god of the suffering, oppressed, and persecuted, who offers them relief and support, encourage them to endure, and who encourage others to help them, to take their burdens, or take their places. Members of the order swear to punish cruelty and righten wrongdoings without concerns about suffering. Cruelty may take many forms, such as a cult to an evil god like *Loviatar*, a plague of undeath, the invasion of a monstrous war band, or perhaps less overt threats, like a tyrant who refuses to bow to your glorious cause. 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 of the Broken

Though the nature of any particular cruelty varies by incident, the tenets serve as self-perpetuating, self-enforcing guidelines to annihilate the foes. Paladins 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 threaten me 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 class

As you have joined a strict order, you have limited choice on chosen learned spells and gained feats, until you reach level 20. After that, you can seek any feat and spell allowed by the PHB, at your GM's discretion, usually through questing.

You receive a feat at the following levels:

- 1: Theologian or Historian
- 3: Savage Attacker
- 7: Holy Strike
- 9: Mounted Combatant or Skulker
- 13: Athletics, Durable or Tough
- 15: Prodigy or Skilled
- 18: Blade Mastery or Fell Hand
- 20: Alert, Keen Mind or Observant

## Spells

*Domain Spells:*

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

You gain spells at the cleric levels listed:

- 2: *Thunderwave*
- 3: *Earth Tremor*
- 5: *Prayer of Healing*
- 6: *Call Lightning*
- 9: *Create Food and Water*
- 11: *Sunbeam*
- 13: *Divine Word*
- 15: *Earthquake*
- 17: *Power Word Heal*
- 18: *Power Word Kill*
- 19: *Heal*
- 20: *Finger of Death*

## Channel Divinity (use once/rest)

- *Divine Favor*

Your prayer empowers you with divine radiance. Your weapon attacks deal an extra 1d4 radiant damage on a hit (lasts 1 minute, use once/rest).

- *Divine rage.* 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 until you end it prematurely as a bonus action or are knocked unconscious (lasts 1 minute, use once/rest).

- *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, use once/rest).

- *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.

- *Divine Strike*

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, use once/turn).

- *Holy Avenger*

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).

## Feats

- *Alert*

Always on the lookout for danger, you gain the following benefits:

- You can't be surprised while you are conscious.
- You gain a +5 bonus to initiative.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

- *Athlete*

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

- *Blade Mastery*

You master the shortsword, longsword, scimitar, rapier, and greatsword. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.

- *Durable*

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

- *Fell Handed*

You master the handaxe, battleaxe, greataxe, warhammer, and maul. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- Whenever you have advantage on a melee attack roll you make with the weapon and hit, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll you make with the weapon, the target takes bludgeoning damage equal to your Strength modifier (minimum of 0) if the attack misses but if the higher of the two d20 rolls would have hit.
- If you use the Help action to aid an ally's melee attack while you're wielding the weapon, you knock the target's shield aside momentarily. In addition to the ally gaining advantage on the attack roll, the ally gains a +2 bonus to the roll if the target is using a shield.

- *Historian*

Your study of history rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- When you take the Help action to aid another creature's ability check, you can make a DC 15 Intelligence (History) check. On a success, that creature's check gains a bonus equal to your proficiency bonus, as you share pertinent advice and historical examples. To receive this bonus, the creature must be able to understand what you're saying.

- *Holy Strike* [Epic]

Any weapon the character wields is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon

- *Keen Mind*

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.
- You can accurately recall anything you have seen or heard within the past month.

- *Mounted Combatant*

You are a dangerous foe to face while mounted. While you are mounted and aren't incapacitated, you gain the following benefits:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

- *Observant*

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

- *Prodigy*

Prerequisite: Half-elf, half-orc or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make

with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

- *Savage Attacker*

Once per turn when you roll damage for a melee weapon attack, you can reroll the weapon's damage dice and use either total.

- *Skilled*

You gain proficiency in any combination of 3 skills or tools of your choice.

- *Skulker*

Prerequisite: Dexterity 13 or higher

You are expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

- *Theologian*

Your extensive study of religion rewards you with the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You gain proficiency in the Religion skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the Thaumaturgy cantrip and Detect Evil and Good spells. You can cast Detect Evil and Good once without expending a spell slot, and you regain the ability to do so when you finish a long rest.

- *Tough*

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.