

These pages originally appeared in the product **In the Wake of Rage** available at DMs Guild. The option below allows for creation of Paladins adhering to the Oath of the Orphaned.

For the full supplement, including several new character options, pick up **In the Wake of Rage** at https://www.dmsguild.com/product/173990/In-the-Wake-of-Rage?affiliate_id=387228

stand against the demon lords and their Abyssal hordes. Paladins of every order and oath have cause fight against an invasion from the Abyss, but one order in particular has devoted the vast majority of its membership to the Underdark on a specific mission of mercy. Members of the Order of the Hellfire Hearth (detailed below) are determined to track down any and all humanoids within the Underdark who may have been impregnated by Graz'zt during his lusty excursion from the Abyss.

Class Options

The *Rage of Demons* brought chaos and change into the Underdark. Settlements were shattered by rampaging demons. Old alliances were tested while new compacts were formed. In some cases, the faith of the people of the Underdark crumbled in the face of demonic incursion. However, the people of the Underdark are resilient folk, capable of great ingenuity and adaptation. The following class-feature options explore some means by which the residents of the Underdark may seek new means of survival and defense. In some cases, this also means seeking new masters to serve.

Paladin

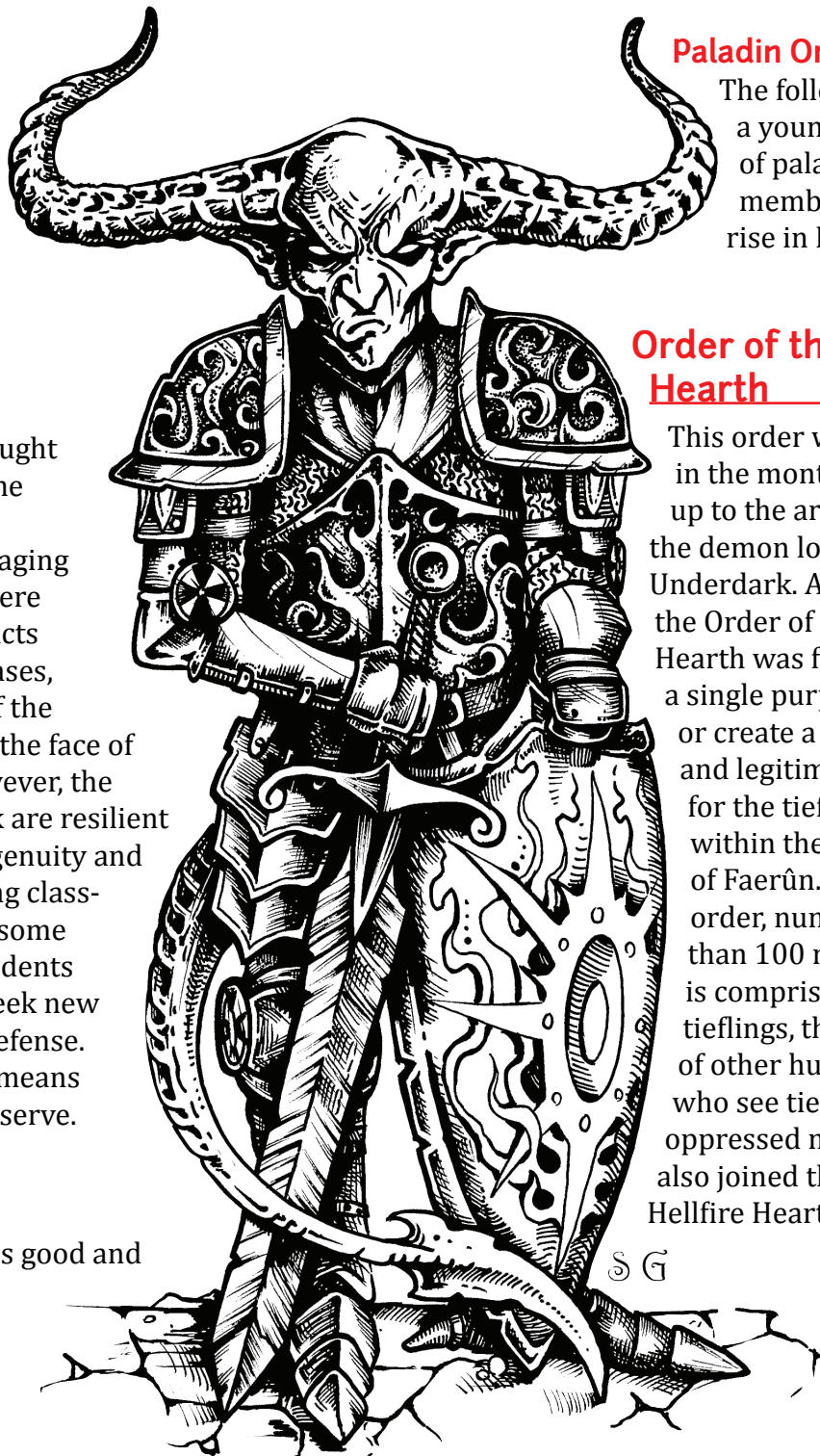
As defenders of all that is good and just in the world, it is no surprise that paladins would be drawn down into the Underdark to

Paladin Order

The following order is a young, devout order of paladins whose membership is on the rise in Faerûn.

Order of the Hellfire Hearth

This order was founded in the months leading up to the arrival of the demon lords in the Underdark. At its inception, the Order of the Hellfire Hearth was founded for a single purpose: to find or create a permanent and legitimate homeland for the tiefling people within the boundaries of Faerûn. This small order, numbering less than 100 members in all, is comprised largely of tieflings, though members of other humanoid races who see tieflings as an oppressed minority have also joined the Order of the Hellfire Hearth.



When news reached the Order of the Hellfire Hearth that the demon lords were running amok in the Underdark, the Order knew that they must lend their swords to help cleanse the evil from the subterranean lands. The Order assembled a party to descend into the Underdark and gather intelligence on the current state of affairs. Of course, by the time these paladins reached the Underdark, the demon lords had already been vanquished. This is not to say that the demonic threat was utterly ended. Several demons were still loose in the Underdark, still terrorizing innocents and sowing sorrow. This alone may have been sufficient to command the attention of the Order of the Hellfire Hearth, at least in the short term. However, in the course of chasing down rumors of a cambion incursion, one of the paladins discovered that several drow women had been seduced and impregnated by the Prince of Pleasure. Suspecting that the children of Graz'zt would likely be born tiefling, the paladins of the Order of the Hellfire Hearth decided to alter their focus, making the safety and protection of these unborn planetouched their top priority.

Now the Order of the Hellfire Hearth operates almost entirely within the Underdark. They have set up a base camp within a cave network not far from Longsaddle, which empties into the Underdark. This allows the Order to maintain trade with the surface, while having direct access to the realms below. This holding, known to the Order as Camp Brimstone, is intended to be a temporary holding. There are, however, some members of the Order who advocate transforming Camp Brimstone into a permanent settlement.

For the moment, the Order is focused entirely in tracking down and liberating expectant mothers who are carrying the children of Graz'zt and the other Abyssals who rampaged throughout the Underdark. Though the Order will not take these women by force, they are rarely refuted when their quarries hear offers of sanctuary, food and lodging. Many of the societies of the Underdark frown heavily upon the idea of carrying a demonspawn child, and mothers in such a

position may accept asylum from the Order simply because it is preferable to the slaver's whip or the executioner's axe.

While the Order of the Hellfire Hearth contains adherents of the Oath of the Ancients, the Oath of the Crown, the Oath of Devotion, and the Oath of Vengeance, many members of the Order follow a unique Oath: The Oath of the Orphaned.

Oath of the Orphaned

This Oath is relatively new, born from the beliefs and conviction of the paladins of the Order of the Hellfire Hearth. For the moment at least, the Oath of the Orphaned is unknown outside of the membership of the Hellfire Hearth.

Tenets of the Orphaned

Comfort the Homeless. Those who have no lands to tend and no place to call their own deserve your kindness and mercy.

Rear the Orphaned. It is your responsibility to care for and guide lost, wayward and orphaned children. You must find them or build them a loving home. If you deprive a child of his parent, through action, inaction or failure, you are obliged to replace that parent.

Protect the Young. If You Must Avenge Them, Avenge Them Tenfold. You must ensure the safety of children. If a villain does harm to a child, you must avenge that child with swift, brutal retribution.

Find A Home for the Tiefling People. Only with a true homeland may this race of orphans and outcasts begin to heal their wounds and break the chains of oppression.

Oath Spells

You gain oath spells at the levels listed.

Oath of the Orphaned Spells

Paladin Level	Spells
3rd	cure wounds, detect poison and disease
5th	aid, locate object
9th	daylight, clairvoyance
13th	divination, locate creature
17th	raise dead, scrying

Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity options.

Abjure Enemy. As detailed in the Oath of Vengeance (see the paladin class in the *Player's Handbook*.)

Turn the Unholy. As detailed in the Oath of Devotion (see the paladin class in the *Player's Handbook*.)

Divine Allegiance

As detailed in the Oath of the Crown (see the paladin class in the *Sword Coast Adventurer's Guide*.)

Shared Familiarity

Starting at 15th level, you may touch another creature to share familiarity.

So long as you remain in contact with that creature, you can use the creature's familiarity with another creature, object, or location as if it were your own familiarity for all spells and effects.

Exalted Champion

As detailed in the Oath of the Crown (see the paladin class in the *Sword Coast Adventurer's Guide*.)

Sorcerer

The arrival of the demon lords was accompanied by an abundance of Abyssal energy, which suffused the *faerzress* with demonic taint. Some rare beings with sorcerous potential who interacted with the tainted *faerzress* underwent a magical awakening.

Sorcerous Origin: Faerzress Taint

Your innate magic comes from exposure to tainted *faerzress*. The Abyssal magic permeating the *faerzress* has infected you on a fundamental level, imbuing you with wild and dark magic.

Demonic Surge

Your sorcerous origin is similar to those who gain their power through wild magic, however the influence of the demon lords is never far from your workings. Starting at 1st level, whenever you cast a sorcerer spell of 1st level or higher, you must roll 1d20. On a result of 1-3, you must roll on the Demonic Surge table to create a random magical effect.

Abyssal Presence

The demonic magic flowing through your

veins causes creatures to be unsettled by your presence.

Starting at 1st level you have advantage on Charisma (Intimidation) checks, but suffer disadvantage on Wisdom (Animal Handling) checks, as your demonic taint is incredibly unsettling to animals.

Exude Faerzress

At 6th level, you can call upon the demonic nature of your magic to exude a cloud of *faerzress* from your body. You can create this cloud of *faerzress* as a bonus action on your turn by spending a sorcery point. This cloud extends 60 feet in every direction from your person and lasts a number of rounds equal to your Charisma modifier +2. This cloud of *faerzress* possesses traits as described in *Out of the*

