

Daemonomicon: Ranger

This is Supplemental Material

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate. This is an option written by Odvaskar for that feature: The Shackled Soul.

The Shackled Soul

Shackled souls are unfortunate mortals that spent a long time trapped within one of the Nine Hells. Most rangers choose this archetype after being imprisoned in one of the hells and breaking the infernal soul chains that shackled them to the hells. These chains are made of unbreakable solidified hellfire and were created by the archdevil Mephistopheles to hold his most dangerous and valuable rivals within his realm, but were later mass produced and given to the other archdevils to imprison souls. How you ended up as a prisoner to an archdevil and broke your eternal shackles is your tale to tell, but those shackles will always be a burden and reminder of the past.

Infernal Magic

3rd-level Shackled Soul feature

The infernal chains around your soul allow you to learn an additional spell when you reach certain levels in this class, as shown in the Shackled Soul Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

Shackled Soul Spells

Ranger Level	Spell
3rd	<i>Hellish Rebuke</i>
5th	<i>Heat Metal</i>
9th	<i>Fireball</i>
13th	<i>Fire Shield</i>
17th	<i>Flame Strike</i>

Prisoner of the Hells

3rd-level Shackled Soul feature

You've gained knowledge and adaptations from your time spent in hell. You can speak, read, and write Infernal. Additionally, you choose one of the Hells in the table below that you were imprisoned in. You gain resistance the damage type associated with the hell you choose.

Nine Hells

Hell	Damage Resistance
Avernus	Fire
Dis	Fire
Minauros	Poison
Phelgethos	Fire
Stygia	Cold
Malbolge	Fire
Maladomini	Fire
Cania	Cold
Nessus	Fire

Infernal Soul Chains

3rd-level Shackled Soul feature

The infernal chains that are bonded to your soul are broken, which allows you to summon and control them. You can summon the chains (no action required) around you and in your empty hand(s). The chains have the properties detailed in the Soul Chains table, they count as magical for overcoming resistances and immunity to nonmagical attacks and damage. Since the chains are bonded to your soul they can never be taken off your body and can extend up to 60 feet from each of your hands. When you go unconscious or die they disappear.

Soul Chains

Damage	Weight	Properties
1d4 + Dex/Str Modifier Bludgeoning	10 lb.	Finesse, Light, Reach, Thrown (20/60)

As an action, you can melt your chains to the handle or shaft of a weapon with the Light or Thrown properties. While attached in this way, the weapon(s) deal their normal damage and gain the properties of the soul chains. If an attached weapon is thrown it immediately flies back to your hand after the attack. You can detach the chains as an action per weapon.

Clever Chains

7th-level Shackled Soul feature

Starting at 7th level, the growing bond between you and your chains has given you greater control over them. You gain the following attacks that can be used up to a range of 60 feet from you, however creatures that are past 20 feet have advantage on their saving throws:

Pull. When you take the attack action on your turn, you can replace one of your chain attacks to pull a thing to you or pull yourself closer. A target that is a Medium or smaller, creature or object must succeed on a Strength saving throw or be pulled up to 20 feet closer to you. If the creature or object is Large or bigger you can pull yourself up to 20 feet closer to it.

Tie. When you take the attack action on your turn, you can replace one of your chain attacks to wrap the chains around the target. The target must be a Large or smaller creature and succeed on a Strength saving throw or be grappled by you.

Trip. When you take the attack action on your turn, you can replace one of your chain attacks to attempt to trip a creature. The target must be a Large or smaller creature and succeed on a Dexterity saving throw or be knocked prone.

The saving throw DC for attacks are the same as your ranger spellcasting DC.

Hellfire Strikes

11th-level Shackled Soul feature

At 11th level, you can infuse your attacks the fire your infernal chains are made from. You can set the chains ablaze (no action required) which allows you to deal extra fire damage equal to your Wisdom modifier with attacks you make with the chains, or a weapon attached to them.

In addition, Once per turn, when you hit a creature with an attack with the chains or a weapon attached to them, you can expend one spell slot to deal extra fire damage to the target. The extra damage is 2d6 for a 1st level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 6d6.

Shackled Soul

15th-level Shackled Soul feature

Beginning at 15th level, the infernal chains infuse with your soul allowing you have full control over their hellfire. You gain immunity to fire damage and any fire damage you deal with your shackled soul spells and features ignores resistance and immunity to fire damage.