

PATH OF THE HELLRAGER

At the peak of the invasion of Hell on the Material Plane, civilizations were getting desperate and tried everything for a chance at fighting back. Hellragers are the product of that despair. Experimented on, willingly or not, they were injected with devilish energies to try and repurpose the devils powers. These soldiers were then unleashed on the battlefield, losing themselves in their demonic hatred, blurring the line between human and monster.

DEVIL WITHIN

At 3rd level, your devilish energy seeps out of you, altering people's perception of you. You can make Intimidation (Strength) checks instead of Intimidation (Charisma) checks, and gain proficiency in intimidation checks.

In addition, when you enter a rage, you unshackle the devilish energy inside you, empowering and twisting you. Your appearance changes and looks more akin to of a devil, for example growing a forked tail, your skin turning red, or infernal markings covering your body. You gain the following benefits:

- You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- You have advantage on saving throws against spells and other magical effects
- Your creature type becomes fiend (devil) and you have resistance to fire damage.

FEAR AURA

Starting at 6th level, your sheer presence breaks the will of any who dare defy you. While raging, any creature hostile to you that starts its turn within 20 feet of you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is frightened of you until the start of its next turn. If a creature's saving throw is successful, the creature is immune to your Fear Aura for the next 24 hours.

INFERNAL FLAMES

At 10th level, you can coat one weapon you wield with the fires of Hell at will (no action required), if you do so, your attacks with it deal an additional amount of fire damage equal to your Constitution modifier. This effect ends early if you dismiss it (no action required) or if you let go of the weapon. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Alternatively you can unleash the fires of Hell in a burst. Once per short rest, you can cast the *fireball* spell centered on yourself at a level equal to a third of your level in this class (rounded up), you are immune to the damage it deals, and can cast it even while raging. Constitution is your spellcasting modifier for this spell. If you cast the spell in this manner, you can't coat your weapon in flames until you take a short or long rest.

HELLISH WINGS

Beginning At 14th level you gain greater control over the fiendish energy inside you. As a bonus action, while raging, you can sprout a pair of leathery devil wings, giving you a flying speed equal to your walking speed. This effect ends when you dismiss it as a bonus action or if your rage ends or if you fall unconscious.

Beware those who walk the path of the hellrager, lest you be swallowed by their burning hatred

A FALLEN SOLDIER