DUALINK

Death Guard

Space Marine Subclass



Warhammer 40K Edition

Death Guard

Embrace the gifts of Nurgle!

Death Guard do not surge forward in fury. They advance like a spreading plague: slow, suffocating, and impossible to purge. Where other Chaos Legions escalate through violence, Death Guard escalate through inevitability.

Primary Role: Attrition Tank

Playstyle Tags: Passive Damage Aura, Debuff Pressure, Durability Scaling, Battlefield Corruption

Complexity: Medium

1st Level: Aura of Contagion

Starting at 1st level, you carry the rot of Nurgle into every engagement. Some of your Death Guard features require a saving throw. Your Contagion save DC equals 8 + your proficiency bonus + your Constitution modifier.

You gain the following benefits:

- A hostile creature that starts its turn within 5 feet of you has its speed reduced by 10 feet until the end of that turn.
- When a creature hits you with a melee attack, it takes necrotic damage equal to your proficiency bonus.

In addition, once you gain Rage Points at 2nd level, when you use Ignore Pain, you regain hit points equal to your Constitution modifier.

6th Level: Inexorable Advance

Starting at 6th level, you do not rush. You arrive. While you have 3 or more Rage Points:

- Your speed cannot be reduced

below 20 feet.

- You have advantage on saving throws against being knocked prone, restrained, or moved against your will.
- When you move at least 10 feet toward a hostile creature, difficult terrain does not cost extra movement.

In addition:

- When you reduce a creature to 0 hit points, you may force one creature within 10 feet of it to make a Constitution saving throw against your Contagion save DC. On a failed save, it has disadvantage on its next attack roll.
- Once per turn, when your Rage Points increase to 4 or more, you may force one creature you can see within 10 feet of you to make a Constitution saving throw against your Contagion save DC. On a failed save, it is poisoned until the end of its next turn.

10th Level: Blessed Rot

Starting at 10th level, your presence weakens enemies over time. When a hostile creature starts its turn within 5 feet of you and you have at least 2 Rage Points:

- It takes necrotic damage equal to your proficiency bonus.
- Its hit point maximum is reduced by the same amount until it finishes a long rest.

This reduction cannot reduce a creature below half its normal maximum.

Additionally, when you spend Rage

Points, you may choose to regain 1 hit point per Rage Point spent.

14th Level: Unclean Resilience

Starting at 14th level, your body no longer responds normally to injury. While you have 4 or more Rage Points:

- You have resistance to necrotic damage and immunity to poison damage and the poisoned condition.
- When you take damage, you may reduce it by your proficiency bonus (once per turn).

18th Level: Harbinger of Decay

Starting at 18th level, you are an epicenter of corruption. At the start of combat, you gain 2 Rage Points. While you have 5 or more Rage Points:

- Hostile creatures within 10 feet of you have disadvantage on Constitution saving throws.
- When a hostile creature within 10 feet of you drops to 0 hit points, you regain 1 Rage Point.
- You regain hit points equal to your proficiency bonus at the start of your turn.

In addition, once per long rest, when you would be reduced to 0 hit points, you instead drop to 1 hit point and immediately regain Rage Points equal to your proficiency bonus.

Chaos Chapter Rules

All Chaos Space Marine Chapters replace **Doctrine Points (DP)** with

Rage Points (RP).

Rage Points

Maximum Rage

You have a maximum number of Rage Points equal to:

- Proficiency Bonus + Constitution modifier (minimum 2)

Gaining Rage

You gain Rage Points when:

- You reduce a creature to 0 hit points (1 RP)
- You take damage from a hostile creature (1 RP, once per round)
- You begin your turn with a hostile creature within 5 feet of you (1 RP)

Chaos feeds on violence, not precision.

Losing Rage

At the end of your turn:

- If you did not deal damage to a hostile creature, you lose 1 RP.
- If no hostile creatures are visible to you, you lose 2 RP.

Rage decays without conflict.

Universal Chaos Options

Blood Surge (1 RP)

When you hit with a weapon attack:

- Add 1d8 damage.
- If you are below half your hit points, increase this to 1d10.

Brutal Advance (1 RP)

After hitting a creature:

- You may move up to 10 feet toward another hostile creature.
- This movement may provoke opportunity attacks.

Ignore Pain (1 RP, Reaction)

When you take damage:

- Reduce the damage by 1d10 + Constitution modifier.
- You cannot take reactions until

the start of your next turn.

Frenzied Assault (2 RP)

When you take the Attack action:

- Make one additional weapon attack.
- Until the start of your next turn, attack rolls against you have advantage.

Savage Break (1 RP)

When you hit a creature with a melee attack:

- The target must succeed on a Strength saving throw or be knocked prone.
- If the target is already prone, it takes additional damage equal to your proficiency bonus.

Gore-Fueled Vigor (1 RP)

When you reduce a creature to 0 hit points:

- Gain temporary hit points equal to your proficiency bonus.
- Immediately gain 1 RP (this stacks with the normal RP gain).

Reckless Momentum (2 RP)

When you move at least 15 feet toward a hostile creature:

- Your next melee attack deals additional damage equal to your proficiency bonus.
- Attack rolls against you have advantage until the start of your next turn.

Rage Escalation

Chaos begins accelerating. At Level 7:

- Blood Surge becomes **1d10**
- Ignore Pain becomes **2d10 + Con**
- When you reduce a creature to 0 HP, you may move 10 feet (no action)
- If you begin your turn with 3+ RP,

your speed increases by 10 feet

Rage Escalation II

Chaos turns into sustained pressure. At Level 13:

- Frenzied Assault grants **two additional attacks**
- Savage Break can be used **once per turn without spending RP**
- Gore-Fueled Vigor grants temp HP equal to **2 × PB**
- If you begin your turn with 4+ RP, you gain advantage on Strength saves

Rage Apotheosis

Chaos becomes unstable mythic force. At Level 17:

- Once per short rest, when you would drop to 0 hit points while you have Rage Points, you drop to 1 hit point instead.
- Blood Surge can be used once per turn without RP.
- When you spend 3+ RP in a single turn, you gain resistance to B/P/S until your next turn.
- If you begin your turn at maximum RP, you regain 1 RP at end of turn if you dealt damage.