DUALINK

Night Lords

Space Marine Subclass



Warhammer 40K Edition

Night Lords

Chaos Chapter Rules

All Chaos Space Marine Chapters replace Doctrine Points (DP) with Rage Points (RP).

Rage Points (RP)

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:

- The first time each round you would drop to 0 HP while you have RP, drop to 1 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.

Night Lords

We Have Come For You

The Night Lords wage war through terror. Their enemies do not simply

fall in battle, they break. Panic spreads through the ranks as the Night Lords dismantle morale, turning fear into a weapon and despair into slaughter.

Primary Role: Fear Controller
Playstyle Tags: Morale Pressure, Debuff Application, Psychological Warfare
Complexity: Medium

Terror Strike

Starting at 1st level, your attacks spread dread among your enemies.

When you hit a creature with a weapon attack, it must succeed on a Wisdom saving throw or become frightened of you until the start of your next turn.

The saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

A creature that succeeds on this saving throw is immune to this feature until the start of your next turn.

Aura of Dread

Starting at 6th level, your presence amplifies fear on the battlefield.

Creatures within 5 feet of you have disadvantage on saving throws against being frightened.

Additionally:

- When a creature within 10 feet of you becomes frightened, its speed is reduced by 10 feet until the end of its next turn.
- When a creature within 10 feet of you fails a saving throw against being frightened, you regain 1

Rage Point (once per round).

Punish the Weak

Starting at 10th level, you instinctively target enemies already faltering.

Once per turn when you hit a creature with a weapon attack, if that creature is:

- frightened,
- below half its hit point maximum, or
- has taken damage since the end of its last turn,

the attack deals additional damage equal to twice your proficiency bonus.

Night Lords accelerate the collapse of morale.

Terror Unbound

Starting at 14th level, your presence shatters enemy coordination.

While you have 2 or more Rage Points:

- Creatures frightened of you cannot take reactions.
- Attack rolls against creatures frightened of you have advantage.

Additionally when a frightened creature within 10 feet of you drops to 0 hit points, you gain 1 Rage Point.

Living Nightmare

Starting at 18th level, you become the embodiment of terror.

At the start of combat, you gain 2 Rage Points.

During the first round of combat, each creature of your choice that can see you must succeed on a Wisdom saving throw or become

frightened of you until the end of its next turn.

Additionally, when you would be reduced to 0 hit points, if at least one creature is frightened of you, you instead drop to 1 hit point. You then regain 1d10 hit points for each creature frightened of you.

After this effect resolves, those creatures are no longer frightened of you.

Once you use this feature, you cannot use it again until you finish a long rest.