DUALINK

# The Exquisite Ruin

*Warlock Subclass*



Warhammer 40K Edition

# The Exquisite Ruin

Slaanesh is the god of excess, obsession, and sensation without limit. They do not tempt you with pleasure alone, but with **perfection**, the promise that if you push just a little further, you will finally reach something transcendent. As an Exquisite Ruin warlock, you are rewarded for escalation, punished for restraint, and doomed by indulgence.

This subclass focuses on **stacking power, risky overextension, and sensory domination**.

## Expanded Spell List

The Exquisite Ruin lets you choose from an expanded list of spells when you learn a warlock spell.

- **1st**: *charm person, dissonant whispers*
- **2nd**: *suggestion, silence*
- **3rd**: *hypnotic pattern, enemies abound*
- **4th**: *compulsion, blight*
- **5th**: *dominate person, synaptic static*

*"Control through sensation, not obedience."*

## Taste of Excess

At 1st level, whenever you deal damage to a hostile creature with a warlock spell or weapon attack, you gain **1 Excess die (a d4)**, to a maximum equal to your **Proficiency Bonus + 1**.

At the end of your turn, you may spend any number of Excess dice to enhance your actions until the end of your next turn:

- **1 die:** Gain a **+2 for each die** on your next attack roll or saving throw
- **2 dice:** Add each die to one damage roll or impose disadvantage on one saving throw you cause
- **3 dice:** You may cast a warlock spell of **1st level or lower** as a bonus action. Spending **6 dice** allows you to cast a **2nd level spell**, spending **9 dice** allows you to cast a **3rd level spell** and so on.

If you end a turn with **no Excess dice**, you take **psychic damage equal to your Charisma modifier**.

*"Satisfaction fades quickly. Chase it."*

## Escalation Spiral

At 6th level, your power grows the longer you refuse to stop.

At the start of each of your turns, if you **gained or spent Excess dice on your previous turn**, increase the size of your Excess dice by one step ( **d4 → d6 → d8 → d10; maximum d10** ).

If you end a turn **without gaining or spending any Excess dice**:

- Your Excess dice immediately reset to **d4**
- You suffer **disadvantage on your next saving throw**

*"Plateau is failure."*

## Overindulgence

You can push beyond safe limits , briefly. At 10th level, when you spend Excess dice, you may choose to spend **more dice than you have**, up to a total equal to your **Proficiency Bonus + Charisma**

**Modifier**. For each Excess die spent this way beyond your maximum:

- You gain the benefit as normal
- You also take **2d6 psychic damage that ignores resistance**

If this damage reduces you to **0 hit points**, you do not fall unconscious until the **end of your next turn**.

*"The moment of perfection always costs more than you can afford."*

## Apogee of Sensation

At 14th level, you no longer distinguish between pleasure and pain. Once per long rest, as a bonus action, you enter a state of perfect excess for **1 minute**:

- Your Excess dice are always treated as **d10**
- You gain **advantage on all Charisma checks and saving throws**
- Creatures of your choice within **15 feet** have **disadvantage on saving throws against being charmed or frightened**
- The first time each turn you deal damage, you **regain hit points equal to your Charisma modifier**

When this state ends, you immediately gain:

- **Two levels of exhaustion**
- **Psychic damage equal to half your hit point maximum**

This damage cannot be **reduced or prevented**.

*"There is no higher point , only the fall."*

## Eldritch Invocations

### Everything Feels Sharper

*Prerequisite: Slaanesh patron, 5th level*

You have advantage on **Perception and Insight checks** while you have at least **one Excess die**.

### Pain Is a Signal

*Prerequisite: Slaanesh patron, 9th level*

When you take **psychic damage**, you may use your reaction to gain **advantage on your next attack roll or saving throw**.

### Don't Look Away

*Prerequisite: Slaanesh patron, 12th level*

Creatures you have damaged since the end of your last turn have **disadvantage on saving throws against being charmed or frightened by you**.