DUALINK

The Bloodbound

Warlock Subclass



Warhammer 40K Edition

The Bloodbound

Khorne cares not for schemes, lies, or hesitation. He rewards those who commit fully and never look back. As a Bloodbound warlock, your power comes not from foresight or subtlety, but from irreversible violence. Each act of bloodshed feeds momentum. Each moment of restraint is weakness.

This subclass focuses on relentless pressure, reaction denial, and forward-only escalation.

Expanded Spell List

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

- **1st**: *armor of Agathys, compelled duel*
- **2nd**: *blindness/deafness, branding smite*
- **3rd**: *haste, fear*
- **4th**: *blight, staggering smite*
- **5th**: *destructive wave, steel wind strike*

"Very little control. No illusions. No information spells. These spells force confrontation."

Blood for the Blood God

At 1st level, when you deal damage to a creature with a weapon attack or a warlock spell, you gain **1 Blood Mark** (maximum equal to your Proficiency Bonus).

You lose all Blood Marks if:

- You end your turn without dealing damage to a hostile creature, or
- You willingly move farther away from the nearest hostile creature

than you were at the start of your turn.

At the start of your turn, you may spend Blood Marks to fuel the following effects (choose any number):

- **1 mark:** Gain advantage on your first attack roll this turn
- **2 marks:** Add your Charisma modifier to one damage roll this turn
- **3 marks:** You may make one weapon attack as a bonus action this turn

"Khorne rewards momentum. Stopping is failure."

Chosen of Khorne

Also at 1st level, when you choose this patron at 1st level, you gain proficiency with **medium armor and martial weapons**.

No Sorcery, Only Slaughter

At 6th level, you realize your patron despises magic used for trickery or delay. When a creature you can see within **30 feet** casts a spell:

- You may use your reaction to move up to half your speed toward that creature.
- If you end this movement within melee range, that creature has disadvantage on concentration checks until the end of its next turn.

Additionally, you have advantage on saving throws against being **charmed, frightened, or restrained by spells**.

"You don't counter magic. You run it down."

Unstoppable Momentum

At 10th level, once per turn, when you reduce a creature to **0 hit points** or score a **critical hit**, you may immediately do one of the following:

- Move up to your speed without provoking opportunity attacks
- Regain hit points equal to your warlock level
- Force one creature you can see within **30 feet** to make a Wisdom saving throw or be frightened of you until the end of its next turn

"Blood must flow. Yours or theirs."

The Only Path Is Forward

At 14th level, you no longer hesitate, retreat, or reconsider. You gain the following benefits:

- You cannot be knocked prone
- You ignore difficult terrain while moving toward a hostile creature
- You have advantage on Strength and Constitution saving throws

Additionally, once per long rest, you may enter a state of total commitment as a bonus action. For **1 minute**:

- You cannot take the Disengage action
- You cannot willingly move away from a hostile creature
- You have resistance to all damage except psychic
- The first time you hit a creature on each of your turns, the attack deals extra damage equal to your warlock level

This state ends early if you end a turn without having damaged a hostile creature.

"Retreat is a lie told by the living."

Eldritch Invocations

The Sound of Running

Prerequisite: Khorne patron, 5th level

Hostile creatures provoke opportunity attacks from you when they:

- Cast a spell within your reach, or
- Stand up from prone within your reach

No Cowards' Distance

Prerequisite: Khorne patron, 7th level

You ignore disadvantage on melee attacks imposed by **frightened, restrained, or blinded** conditions.

"If you can swing, you can kill."

Die Standing

Prerequisite: Khorne patron, 12th level

Once per long rest, when you fail a death saving throw, you may treat it as a success and immediately stand up from prone.

If you do, you gain **one level of exhaustion** when combat ends.