DUALINK

The Plaguebearer

Warlock Subclass



Warhammer 40K Edition

The Plaguebearer

Nurgle is the god of decay, despair, and grim acceptance. He does not promise victory, only endurance. As a Plaguebearer warlock, you are not spared suffering; you are made comfortable within it. Every wound is familiar. Every illness is a companion. Where others struggle to survive, you simply… continue.

This subclass focuses on attrition, damage smoothing, inevitability, and shared suffering.

Expanded Spell List

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

- **1st**: *false life, ray of sickness*
- **2nd**: *blindness/deafness, gentle repose*
- **3rd**: *life transference, stinking cloud*
- **4th**: *blight, stoneskin*
- **5th**: *contagion, negative energy flood*

"Redundancy is intentional. Nurgle loves repetition."

Rot Takes Hold

Starting at 1st level, when you deal damage to a creature with a warlock spell, you may mark it with **Rot**.

- A creature can have only one Rot at a time.
- Rot lasts for **1 minute** or until removed by *lesser restoration* or stronger magic.

At the start of the creature's turn, if it is Rot-marked, it takes **necrotic damage equal to your proficiency bonus**.

Whenever a Rot-marked creature takes necrotic damage from any source, you gain **temporary hit points equal to half the necrotic damage dealt (rounded down)**.

Follower of Rot

Also at 1st level, when you choose this patron at 1st level, you gain proficiency with **medium armor and Constitution saving throws**.

"Nurgle does not make you swift. He makes you difficult to remove."

Grandfather's Patience

At 6th level, your patron teaches you to accept harm rather than resist it. When you take damage, you may use your reaction to delay part of that damage reducing the damage taken by an amount equal to your **warlock level**. The reduced damage is instead taken at the start of your next turn as **necrotic damage**.

This delayed damage **cannot be reduced or prevented and it cannot break concentration**.

You can use this feature a number of times equal to your **Constitution modifier** (minimum of 1), regaining all uses on a **long rest**.

"Pain postponed is pain mastered."

Affectionate Decay

Nurgle rewards those who share suffering. At 10th level, at the end of each of your turns, if you have taken damage since the start of that turn, choose one creature you can see within **30 feet**. That creature takes **necrotic damage equal to half the damage you took this turn**

(rounded down).

If the chosen creature is already **Rot-marked**, it instead takes **maximum damage** from this feature.

"If you hurt, so does the world."

Joyful Endurance

At 14th level, you no longer fear being worn down , you welcome it. You gain the following benefits:

- You have resistance to **necrotic damage**
- You have advantage on saving throws against **poisoned, diseased, and exhaustion effects**
- You no longer suffer disadvantage from **exhaustion levels 1 through 3**

Additionally, once per long rest, when you would be reduced to **0 hit points**, you may instead drop to **1 hit point** and immediately gain:

- **Temporary hit points equal to twice your warlock level**
- **Immunity to being frightened and poisoned for 1 minute**

For the duration, you emit a **10-foot aura of decay**. Enemies that start their turn in the aura take **necrotic damage equal to your Charisma modifier**.

"You do not cling to life. Life clings to you."

Eldritch Invocations

The Air Is Heavy

Prerequisite: Nurgle patron, 5th level

Creatures within **5 feet** of you treat the area as **difficult terrain** if they are **poisoned or diseased**.

Kindly Familiar Pain

Prerequisite: Nurgle patron, 7th level

You have advantage on **Constitution saving throws to maintain concentration** while **poisoned, diseased, or below half your hit points**.

