

Blood Hounds

The Blood Hounds

“They do not hunt because they are hungry. They hunt because an oath has been wounded.”

The **Blood Hounds** are oath-bound hunters entrusted with pursuing those who knowingly betray the Blood Oath. Their name does not describe beasts, but the relentless purpose of the men and women who carry it.

They are trackers, investigators, and executioners of consequence, trained to follow the traces left behind by broken honor. When an Oathbreaker attempts to disappear into distant lands, hidden settlements, or unfamiliar identities, the Blood Hounds are sent to find them.

They do not pursue ordinary deserters, rivals, or those who simply lose their way. Their hunt begins only when sworn blood is deliberately betrayed and the offender's name is entered upon the **Blood List**.

Hunters of Broken Honor

The Blood Hounds follow no common trail. They study the abandoned belongings, severed loyalties, frightened witnesses, secret agreements, and altered habits left behind by those attempting to escape judgment.

A changed name may deceive a stranger. A false story may satisfy a magistrate. Distance may weaken the memory of ordinary pursuers. None of these things erase the Blood Oath.

“The Blood Hounds hunt the scent of broken honor.”

Their greatest weapon is patience. They may follow an Oathbreaker across roads, borders, courts, wilderness, and years, gathering every fragment until the path can no longer be concealed.

The Blood List

The **Blood List** records the names of those who swore the Blood Oath and later betrayed it knowingly. A name is not placed upon the List for carelessness, disagreement, or simple failure.

To be named an Oathbreaker is to be accused of violating a vow entered freely and sealed before witnesses. Such a declaration is not made lightly, for once the name is entered, the Blood Hounds may be called.

The List serves as both record and summons. It remembers the oath, the betrayal, and the consequence still owed.

“An oath may be broken by the tongue, but blood remembers what was promised.”

Selection and Training

Blood Hounds are chosen from among those who possess uncommon patience, perception, discipline, and resolve. Strength may aid the hunt, but brute force alone does not make a Bloodhound.

They are trained to read trails both visible and concealed, question witnesses, uncover false identities, recognize patterns of flight, and enter hostile places without revealing the purpose of their arrival.

Their training may include:

- Tracking across wilderness, settlements, roads, and contested lands.
- Investigation of disappearances, betrayals, and hidden affiliations.
- Disguise, infiltration, surveillance, and covert pursuit.
- Recognition of forged documents, false testimony, and altered identities.
- Capture and restraint of dangerous Oathbreakers.
- Close combat and the swift elimination of threats when capture is impossible.
- Preservation of evidence for judgment upon return.

A Bloodhound must remain unmoved by bribery, deception, threats, and personal attachment. The quarry may be a former companion, respected warrior, or trusted friend. Once the hunt is lawfully called, sentiment cannot be permitted to erase the oath.

The Calling of the Hunt

The Blood Hounds are called by oath, not by cruelty. Their purpose is not indiscriminate vengeance, nor are they permitted to hunt for personal pleasure.

Their task is to bring the Oathbreaker before the consequence of the vow they once chose. Whenever possible, the accused is returned alive to confess, answer the charge, and accept judgment.

The hunt may end in one of three ways:

- The Oathbreaker is captured and returned for judgment.
- The Oathbreaker returns willingly and accepts the consequence of betrayal.
- The Oathbreaker resists until no path remains but death.

Once called, the Blood Hounds do not abandon the trail because it becomes difficult. They stop only when the debt of the broken oath has been answered.

The Path of Return

The purpose of the Blood Hounds is consequence, not senseless slaughter. An Oathbreaker who repents, returns, confesses, and willingly accepts judgment may bring the pursuit to an end.

In that moment, the Blood Hounds become still. The hunt has fulfilled its purpose because the accused no longer flees from the oath or denies the consequence attached to it.

Repentance does not erase betrayal, nor does surrender guarantee mercy. It simply returns judgment to the place where it belongs and prevents the hunt from becoming an endless trail of blood.

“Run, and the trail continues. Return, and the oath itself shall judge what remains.”

Duties of the Blood Hounds

The responsibilities of the Blood Hounds may include:

- Investigating suspected violations of the Blood Oath.
 - Locating those formally named upon the Blood List.
 - Recovering stolen records, relics, weapons, and protected knowledge.
 - Identifying accomplices who knowingly conceal or assist an Oathbreaker.
 - Capturing and returning the accused for judgment.
 - Preventing further harm caused by continued betrayal.
 - Delivering final consequence when surrender and safe capture are impossible.
-

The Hound's Silence

Blood Hounds rarely announce the beginning of a hunt. They do not send challenges, demand recognition, or offer the quarry time to prepare.

Their arrival may first be noticed through quiet questions in a distant inn, an unfamiliar traveler watching a road, or the sudden disappearance of those who helped conceal the trail.

By the time an Oathbreaker knows the Blood Hounds have found them, the hunt is often already nearing its end.

“You may flee the hall in which the oath was spoken. You may cross every road beyond it. You cannot outrun the blood that heard you swear.”

The Memory of the Oath

The Blood Hounds exist so that the Blood Oath can never become an empty promise. Without consequence, even the strongest vow eventually becomes little more than ceremony.

They are the pursuit that follows betrayal, the answer to those who mistake distance for absolution, and the living reminder that sworn blood does not forget merely because the one who spilled it wishes to be forgotten.

To the faithful, the Blood Hounds are protectors of the oath. To the guilty, they are its memory made flesh.

Revision #2

Created 2026-07-29 18:23:32 UTC by VoidLock

Updated 2026-07-29 18:46:52 UTC by VoidLock