DUALINK

Axe Morkai

Magic Item



Warhammer 40K Edition

Axe Morkai

Legendary weapon (greataxe), requires attunement

Forged as a twin-bladed relic of Fenris, the Axe Morkai bears two distinct killing edges, each etched with runes of the Wolf King. One blade rends flesh and armor; the other bites at the soul, drinking in warp-energies and mortal resolve alike. When wielded in battle, the axe hums with restrained judgment rather than frenzy.

Weapon Properties

- *Type:* Greataxe (martial melee weapon)
- *Damage:* 1d12 slashing
- *Properties:* Heavy, two-handed
- *Magic Bonus:* You gain a +3 bonus to attack and damage rolls made with this weapon.

Attuning to this magic item grants you the following features:

Twin Wolves of Morkai

The axe embodies the twin wolves of Fenris: one that slays the body, and one that hunts the soul.

When you hit a creature with the Axe Morkai, you choose one of the following modes for that attack:

Wolf of the Flesh

- The attack deals an additional 2d8 slashing damage.
- If the target is Large or larger, it must succeed on a Strength saving throw or be knocked prone.

Wolf of the Soul

- The attack deals an additional 2d8 force damage.

- If the target is concentrating on a spell, it has disadvantage on the concentration saving throw.

Saving Throw DC: 8 + your proficiency bonus + your Strength modifier

Judgment of the Great Wolf

When you reduce a creature to 0 hit points with the Axe Morkai, you may immediately choose one of the following effects:

- *Press the Line:* You move up to 15 feet without provoking opportunity attacks.
- *Break the Unworthy:* One creature of your choice within 10 feet must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.

You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.