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Axe Mortalis

Magic Item



Warhammer 40K Edition

Axe Mortalis

Weapon (battleaxe), legendary (requires attunement)

The Axe Mortalis is the ancient power axe wielded by Commander Dante, Chapter Master of the Blood Angels. A masterwork of Imperial craftsmanship, its golden haft and lethal blade have accompanied Dante through more than fifteen centuries of warfare. Surrounded by a crackling disruption field, the weapon tears through armor and flesh alike, delivering devastating blows with the precision of its legendary wielder.

Weapon Properties. Martial melee weapon, 1d8 slashing damage, versatile (1d10).

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Power Field. When you hit with an attack using the Axe Mortalis, the target takes an extra 1d6 radiant damage. Slashing damage dealt by this weapon ignores resistance to slashing damage, but not immunity.

Lethal Precision. Your attacks with the Axe Mortalis score a critical hit on a roll of 19 or 20.

Angelic Charge. Once per turn, when you move at least 20 feet straight toward a creature and then hit it with the Axe Mortalis on the same turn, the target takes an extra 1d8 radiant damage. If the target is Large or smaller, it must also succeed

on a DC 18 Strength saving throw or be knocked prone.

Executioner's Strike. When you hit a creature with the Axe Mortalis, you can unleash the full power of its disruption field. The target must succeed on a DC 18 Constitution saving throw or be unable to regain hit points and have disadvantage on Constitution saving throws made to maintain concentration for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The axe has 3 uses of this property and regains all expended uses daily at dawn.