DUALINK

Dawnbringer

Magic Item



Warhammer 40K Edition

Dawnbringer

Artifact weapon (warhammer), requires attunement

Forged by Vulkan, Dawnbringer is not bound to any chapter doctrine or system. It predates them. The hammer embodies Vulkan's personal ideals: endurance, protection, and the willingness to bear unbearable force so others do not have to.

This version of Dawnbringer is fully player-facing and intentionally independent of Forge Heat or any Salamanders-specific mechanics.

Damage: 2d10 bludgeoning

Properties: Heavy, two-handed

Magic Bonus: +3 bonus to attack and damage rolls made with this weapon

Additionally you gain the following features:

Hammer of the Forgefather. Dawnbringer does not strike swiftly, it ends arguments. When you hit a creature with Dawnbringer, you may choose to anchor the blow. If you do, the attack deals no additional effects immediately. Instead, the target becomes Marked by the Anvil until the end of your next turn. While marked:

- The creature's speed is reduced by 10 feet.
- The creature has disadvantage on Strength and Dexterity saving throws.
- If the creature willingly moves, is teleported, or is forcibly moved more than 5 feet before the mark ends, it immediately takes 4d6

bludgeoning damage and 4d6 fire damage, and the mark ends.

A creature can be affected by Marked by the Anvil only once per round.

Living Cataclysm. Dawnbringer rewards commitment and presence, not speed.

- While you remain within 10 feet of at least one hostile creature at the end of your turn, your next hit with Dawnbringer before the end of your next turn deals an extra 3d6 fire damage.
- This bonus damage can occur once per turn.

Bear the Burden. Dawnbringer answers sacrifice with power. When a creature you can see within 30 feet takes damage, you may use your reaction to take that damage instead. If you do, the next time you hit with Dawnbringer before the end of your next turn, the attack deals an additional 4d6 fire damage, and you have resistance to all damage until the end of that turn.

Once you use this property, you cannot use it again until you finish a short or long rest.

Seismic Impact. When you score a critical hit with Dawnbringer, you can unleash a seismic shockwave at the point of impact. Each creature of your choice within 10 feet of the target must make a Dexterity saving throw (DC equal to your weapon save DC).

- On a failed save, a creature takes 4d6 fire damage and 4d6 thunder damage and is knocked prone.
- On a successful save, a creature

takes half as much damage and is not knocked prone.

Unattended objects in the area automatically fail the saving throw.

Unyielding Legacy. Dawnbringer refuses to fall while its bearer still stands. The first time each day that you would be reduced to 0 hit points while wielding Dawnbringer, you instead drop to 1 hit point, are immediately knocked prone, and gain resistance to all damage until the end of your next turn.

