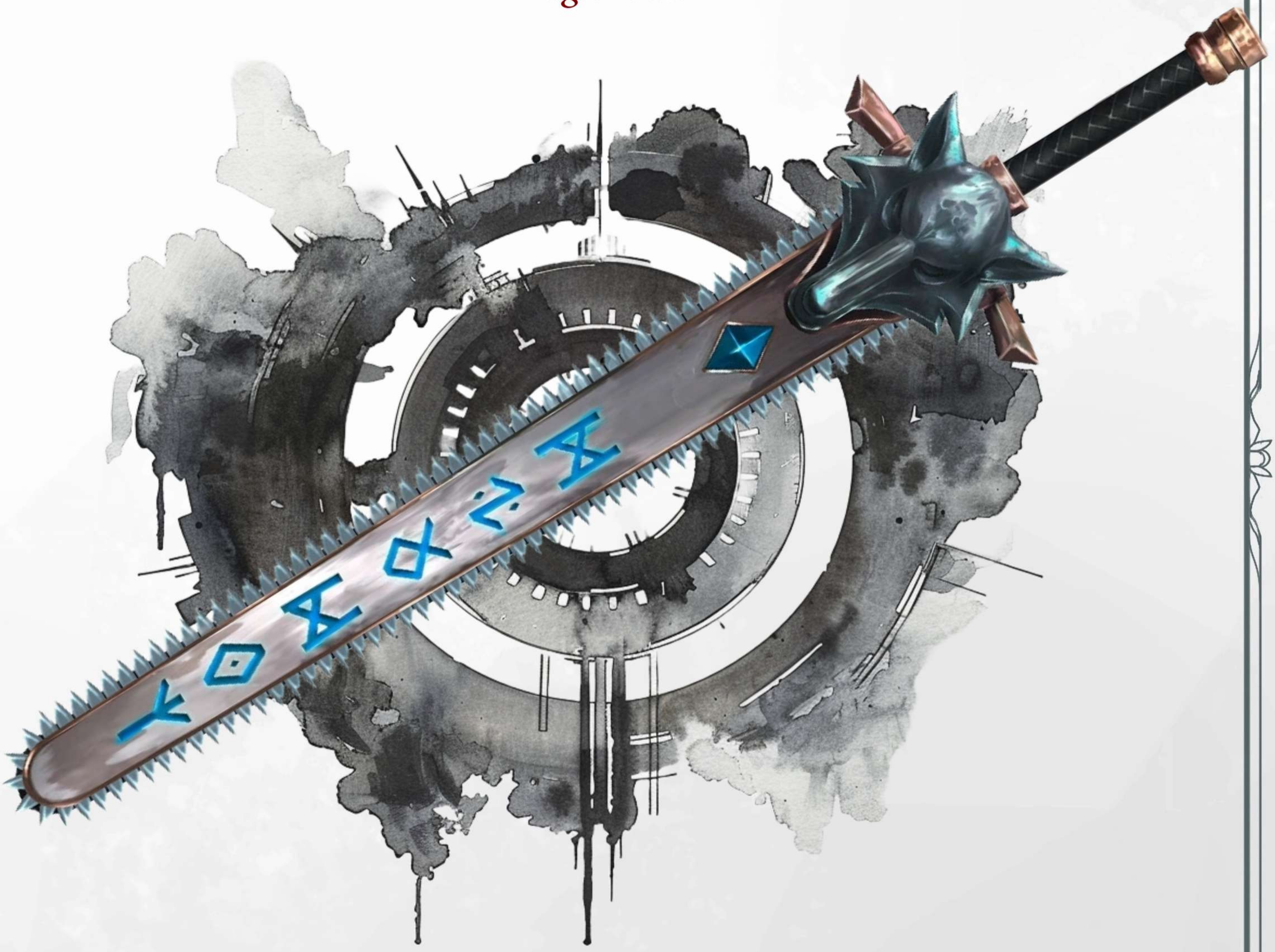
DUALINK

Frostfang

Magic Item



Warhammer 40K Edition

Frostfang

Legendary melee weapon (requires attunement by a creature with Strength 15 or higher)

This brutal chainsword is forged with Fenrisian frost teeth along its mono-edged chain. As it revs, rime spreads across the blade, and each strike leaves wounds rimed with ice and torn flesh. Frostfang rewards relentless forward violence and punishes hesitation.

Weapon Properties

- **Type:** Martial melee weapon
- **Damage:** 1d8 slashing + 1d8 cold
- **Properties:** Versatile (1d10)

Relentless Engine

If the wielder **moves at least 15 feet toward a hostile creature and hits it** with Frostfang on the same turn, the attack deals an extra **1d8 cold damage**.

This bonus can trigger **once per turn**.

Executioner's Chain

Once per turn, when Frostfang hits a creature that is **below half its hit point maximum**, the target must make a saving throw or suffer a crippling follow-up effect.

Saving Throw: DC = **8 + the wielder's proficiency bonus + the wielder's Strength modifier**

On a **failed save**, the wielder chooses one of the following effects:

- **Hamstring (Strength save):** The target's speed becomes 0 until the end of its next turn.
- **Rend (Constitution save):** The target takes an additional **3d6**

slashing damage.

- **Drive Forward (Dexterity save):** The wielder moves up to **10 feet** without provoking opportunity attacks from the target.

On a **successful save**, the target suffers no additional effect beyond the normal damage of the attack.

Blood in the Snow

When Frostfang reduces a creature to **0 hit points** the wielder may immediately make **one additional Frostfang attack** against a different creature within reach. This additional attack cannot trigger Blood in the Snow again.