DUALINK

Foehammer

Magic Item



Warhammer 40K Edition

Foehammer

Legendary weapon (thunder hammer), requires attunement

Weapon Properties

- Martial Melee Weapon
- Damage: 1d12 bludgeoning + 1d8 thunder
- Properties: Heavy, two-handed, thrown (20/60)
- Magic Bonus: +3 to attack and damage rolls

Attuning to this magic item grants you the following features:

Living Anvil

While attuned to Foehammer, you gain Anvil Charges. You gain 1 Anvil Charge when:

- You take 20 or more damage from a single source
- You succeed on a Strength or Constitution saving throw

There are a maximum 5 charges. All charges are lost if you are incapacitated

Hammer of Return

When you throw Foehammer, it immediately returns to your hand at the end of the attack.

If your hand is not free, it lands harmlessly at your feet.

Anvil Techniques

When you hit a creature with Foehammer, you may expend Anvil Charges to apply one of the following effects:

Crushing Blow (1 Charge). The target must succeed on a Strength saving throw (DC = 8 + your

proficiency bonus + your Strength modifier) or be knocked prone.

Thunder Rebuttal (1 Charge). As a reaction, when a creature hits you with a melee attack, you may deal 2d6 thunder damage to that creature.

Shattering Throw (2 Charges). When you throw Foehammer and hit, thunder energy explodes outward. Each creature of your choice within 10 feet of the target must make a Dexterity saving throw, taking 2d8 thunder damage on a failure, or half on a success.

Unyielding Anvil (3 Charges). As a bonus action, you gain resistance to all damage until the start of your next turn and cannot be knocked prone during that time.

Siege Legacy

Foehammer deals double damage to objects and structures.