DUALINK

Manreaper

Magic Item



Warhammer 40K Edition

Manreaper

Legendary weapon (scythe), requires attunement

This massive, corroded scythe constantly sheds rust flakes and buzzing filth. The blade feels warm to the touch, as if something within it is alive and breathing. A faint pulse runs through the haft when blood is spilled, and tiny insects crawl from cracks in the metal before dissolving back into it. The air around the blade smells of sweet rot, and wounds struck by Manreaper darken and fester unnaturally fast, as though decay itself is being patiently encouraged.

Weapon Properties

Scythe (Martial Melee Weapon)

- *Damage:* 1d10 slashing
- *Properties:* Heavy, two-handed, reach
- *Magic Bonus:* You gain a +3 bonus to attack and damage rolls made with this weapon.

While you are attuned, get the following features:

Carrier of the Hive. When you deal necrotic damage with Manreaper, you may attempt to infect the target. The target must succeed on a DC 17 Constitution saving throw or become Diseased for 1 minute. While Diseased, the creature suffers the following effects:

- The creature is poisoned.
- The creature takes 7 (2d6) necrotic damage at the start of each of its turns.
- At the end of each of its turns, the creature may repeat the saving

throw, ending the disease on a success. If the creature is already Diseased, it has disadvantage on this saving throw.

You may successfully infect a creature in this way once per turn. Additionally, Manreaper can sustain its disease on only one creature at a time. If you infect a new creature while another creature is still Diseased by Manreaper, the previous disease immediately ends.

Plague-Drinker. When you hit a creature with Manreaper, the attack deals an additional 2d6 necrotic damage. If the target is poisoned or diseased, this extra damage increases to 4d6 necrotic damage instead.

Feast of Decay. When a creature within 10 feet of you dies, you may use your reaction to let Manreaper feast on the remains. You regain 15 hit points, and one condition affecting you that was caused by poison, disease, or necromancy magic immediately ends.

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

Whisper of Nurgle. While attuned to Manreaper, you gain the following benefits and drawbacks:

- You have resistance to necrotic and poison damage.
- You have disadvantage on saving throws against effects that would remove curses or diseases from you.

The weapon resists being cleansed.

The Destroyer Hive

Cursed Weapon. Manreaper is cursed. Attuning to it curses you until the curse is removed by *remove curse* cast using a 7th-level spell slot or higher, or equivalent magic.

While cursed, you suffer the following effects:

- You cannot willingly unattune from Manreaper.
- At the end of each long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion that cannot be removed except by magic that removes diseases or curses.
- If you reduce a creature to 0 hit points with Manreaper, you must succeed on a DC 15 Wisdom saving throw or be poisoned until the end of your next turn.

Destruction

Manreaper can be destroyed only if subjected to overwhelming radiant purification for a prolonged period, or if it is used to slay a powerful servant of Nurgle, causing the Destroyer Hive within to consume itself.

”It reaches you before its wielder. You feel it in the sting behind your eyes, in the way your wounds refuse to close. Every step closer makes the smell of rot thicker, sweeter, until you’re not sure if you’re choking on fear or decay. And the worst part isn’t the thought of dying, it’s the realization that if you fall, the scythe will carry what’s left of you into the next swing.”