DUALINK

Mjalnar, Spear of the Wolf King

Magic Item



Warhammer 40K Edition

Mjalnar, Spear of the Wolf King

Legendary weapon (spear), requires attunement

This immense spear hums faintly with storm-energy, its haft carved with Fenrisian runes and tooth-marks from beasts long extinct.

Weapon Properties

- **Damage:** 1d10 piercing (versatile 1d12)
- **Properties:** Reach, thrown (30/90)
- **Magic Bonus:** +3 to attack and damage rolls

Attuning to this magic item also grants you the following features:

Storm-Felled Strike

When you hit a creature with Mjalnar, the attack deals an extra **1d8 lightning damage**.

If the target is **Large or smaller**, it must succeed on a **DC 16 Strength saving throw** or be **knocked prone**.

Sunder the Proud

Once on each of your turns when you hit a creature, you can force it to make a **Strength saving throw** (DC = **8 + your proficiency bonus + your Strength modifier**). On a failure, the creature has **disadvantage on its next attack roll** before the end of its next turn. If the creature is **Huge or larger** it automatically fails.

Hunter's Cast

Immediately after you hit a creature with Mjalnar, you may move **up to**

10 feet toward that creature without provoking opportunity attacks.

Dual Relic Attunement

If a character is attuned to **both Mjalnar and Helwinter**, they gain the following benefit:

Wolf King's Arsenal. Once per turn when you hit a creature with one of these weapons, you gain **advantage on your next attack** with the other weapon before the end of the turn.