

# Axe, Spirit

**Area of Effect:** As the normal range of a weapon.

**Avoidance-roll:** None

**Charges:** Permanent ability.

**Command word(s):** None.

**Damage:** As the normal damage of the axe. (yet only to intangible creatures).

**Duration:** Not applicable.

**Effect time:** Not applicable.

**Explanation:** This axe will only harm intangible matter. Its handle is enchanted so as to allow a physical creature to wield it.

**Question:** What if I have a Fuse Stone? Can I fuse my Rank-3 Large Spirit Battle Axe with a Rank-30 Large Battle Axe? Will it just become a Rank-30 Large Spirit Battle Axe that can only effect intangible creatures?

**Answer:** No. If you Fuse a spirit weapon with a physical weapon successfully, it will be endowed with the power to harm physical things as well as spiritual.

**Hand movement:** None.

**Healing:** None

**History:** It is rumored that an ancient race of Elves, known only as the Mystics, created this blade. Nothing else is known.

**Note:** This information is strictly speculation, derived from the many fireside tales that have been passed down through the ages.

**Immunities:** Physical and substance creatures cannot be harmed by this blade.

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** None

**Range:** As the normal range of a weapon.

**Resting time:** None

**Special:** None.

**Susceptibilities:** Intangible creatures only.

**Value:** Axe value + 750 W.G. per Rank + 300,000 W.G.