

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.