

# AN AXE TO GRIND

## NEW ARCHAIC AXES

**A**XES IN THE CORE WOVEN RULES include the battleaxe, handaxe, throwing axe, and hatchet, along with a range of polearms with axe blades, such as the dagger-axe, glaive, halberd, and poleaxe. In this article, a range of additional axes are added. The four axes mentioned above are also included here for the sake of completion, along with a new character origin, the woodcutter.

### NEW WEAPON TRAITS

The following new weapon traits should be added to those found in the core rules.

**Climber.** An axe with the climber trait counts as climbing gear.

**Huge.** A huge weapon (which is almost always heavy, also) is so large that medium-sized or smaller creatures need STR 10 to avoid the heavy penalties.

**Sacrificial.** Sacrificial weapons are often used in rituals and rites. They gain +1d6 to attack a prone foe.

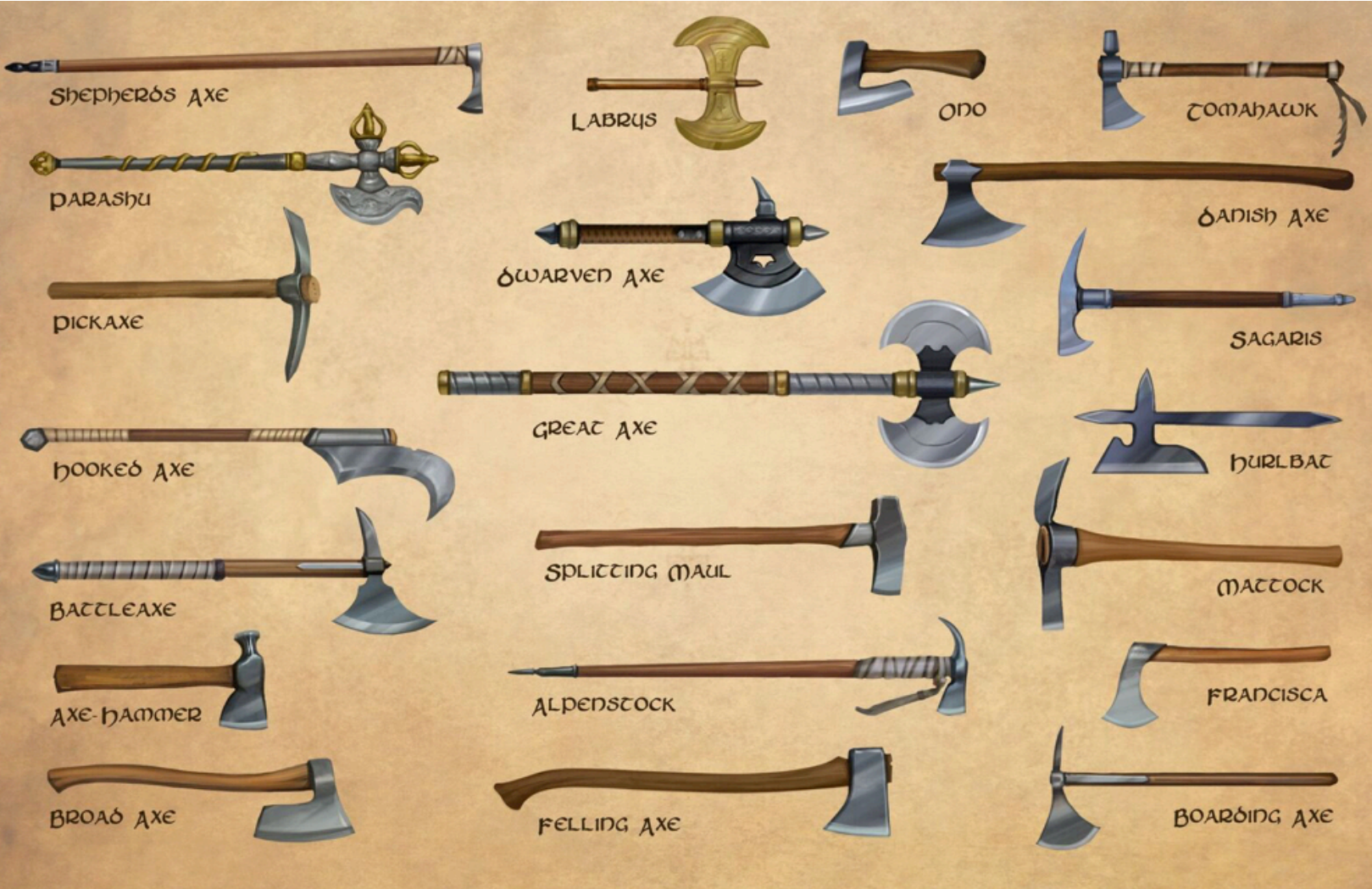
**Stonebreaker.** These axes are designed to break stone, and do +1d6 damage vs. stone.

**Versatile.** A versatile weapon has two damage values – the first is for use one-handed, and the second is for use two-handed.

**Woodbreaker.** Designed to split wood, these axes do +1d6 damage vs. wood.



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## AXE DESCRIPTIONS

**Alpenstock.** The ice, or **climbing axe**, is a multi-purpose tool. It functions as a walking stick (with a pick at the handle end), an anchor or belay, and can be used to chop ice and carve hand and footholds. It has a number of components – head, pick, hammer, spike, and shaft.

**Axe-hammer.** The axe-hammer, or **hammer axe**, features a hammer head mounted opposite the blade. Stone axe-hammers are common in stone age settings, while iron versions exist later. They are versatile tools, and used for a range of activities.

**Battleaxe.** This is a two-handed axe designed for combat. Many variations on the battleaxe exist, both primitive and, in the case of many warlike cultures, ceremonial

**Boarding axe.** A naval implement, the boarding axe is used for firefighting, combat, cutting through the enemy's nets and rigging, and smash doors. While it is not quite as effective in combat as a cutlass, its other functions more than compensate.

**Broadaxe.** A large axe with a single broad blade designed to hew wooden logs. These axes are also sometimes known as **long-bearded** axes.

**Danish axe.** A primitive battleaxe, this weapon is often called the **spathe**, **pale-axe**, **sparr axe**, or **hafted axe**. The Danish axe is the quintessential Viking axe – a wide, thin blade, and a long 3'-4' haft. The blade has a pronounced heel and toe, making the shape almost horn-like.



Pistol	Damage	Type	Cost (gc)	Size	Weight (lbs)	Special
Alpenstock	1d6+3	Slashing/Piercing	2	M	2	Climber
Axe-hammer	2d6+2	Slashing/Blunt	15	M	6	-
Battleaxe	3d6	Slashing	10	M	5	-
Boarding axe	2d6	Slashing	9	M	4	Close-quarters
Broadaxe	3d6	Slashing	8	L	7	Woodbreaker, heavy
Danish axe	2d6+2	Slashing	8	L	3	-
Dwarven axe	3d6	Slashing	10	S	10	Heavy
Felling axe	2d6	Slashing	5	M	6	Woodbreaker
Francisca	1d6+3	Slashing	4	S	2	Thrown, woodbreaker
Great axe	3d6+3	Slashing	25	L	12	Heavy, huge
Handaxe	2d6	Slashing	4	S	2	Thrown
Hatchet	2d6	Slashing/Blunt	3	S	3	-
Hooked axe	2d6+2	Slashing	12	M	3	Hook
Hurlbat	1d6+2	Slashing/Blunt	2	S	2	-
Labrys	2d6+3	Slashing	20	L	7	Sacrificial
Mattock	2d6	Piercing	3	M	4	Stonebreaker
Ono	2d6	Slashing/Blunt	3	S	3	-
Parashu	2d6+3/3d6	Slashing	12	M	6	Versatile
Pickaxe	2d6	Piercing	3	M	4	Stonebreaker
Sagaris	2d6+2	Slashing	9	M	4	-
Shepherd's axe	1d6+3	Slashing/Blunt	2	M	2	-
Splitting maul	2d6	Slashing/Blunt	8	M	8	Woodbreaker
Throwing axe	2d6	Slashing	4	S	2	Thrown
Tomahawk	2d6	Slashing	9	M	3	Close-quarters, thrown

**Dwarven axe.** Dwarves are heavily associated with axes and hammers. The dwarven axe is short, but heavy. Dwarven axes are of high craftsmanship, often ornate, and even the standard versions are able to receive enchantments (normally a weapon must be of exceptional quality to be enchanted). Although the weapon has the heavy trait, it does not have that trait when wielded by a dwarf.

**Felling axe.** A sharp, long-handled axe specifically designed to cut down trees.

**Francisca.** The francisca, or **Frankish axe**, is a throwing weapon with an arch-shaped head. It is traditionally thrown just before hand-to-hand combat with the intention of breaking wooden shields.

**Great axe.** A larger version of the battleaxe, this immense weapon is formidable indeed. Very few people can wield a great axe.

**Hooked axe.** The blade on this small battleaxe is hooked, designed to disarm or dismount enemies.

**Hurlbat.** This weapon, also known as the **whirlbat** or the **whorlbat**, is a type of throwing axe. Some variations are not bladed, and are actually throwing clubs. A hurlbat either does slashing or blunt damage (not both).

**Labrys.** The labrys, or **double-axe**, is a Greek weapon, and is often associated with the Minoan civilization. In fantasy settings, it is commonly used by minotaurs. The labrys features a blade on either side of the shaft, and is often very ornamental and used in ritualistic or ceremonial events, including sacrifices of both people and animals.

**Mattock.** Similar to the pickaxe, the mattock is a versatile tool used to chop ground, and dig holes. It is designed to be swung between the wielder's legs.

**Ono.** An Eastern-style axe, this weapon is often used in depictions of folk heroes. It is essentially a hatchet.

**Parashu.** A one or two-handed iron or steel battleaxe, the parashu does an additional +2 damage when wielded two-handed. The parashu is closely associated with Hindu deities.

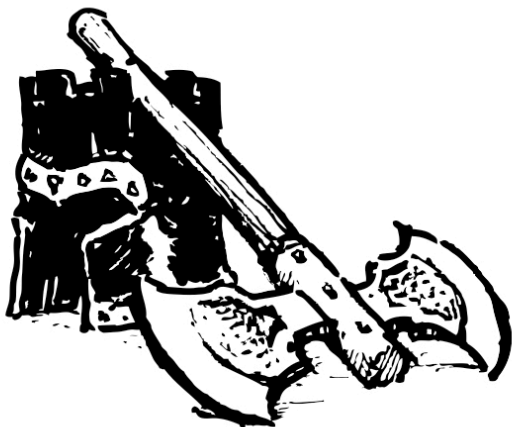
**Pickaxe.** The pickaxe is a tool used for digging and breaking ground. It is very effective at breaking up stone.

**Sagaris.** A long-shafted axe with a small metal head, this weapon is favoured by Amazons. Some say it is the precursor to the battleaxe.

**Shepherd's axe.** A long, light axe, used both as a walking tool and a weapon. Other similar axes include the **fokos**, **bartka**, or **baltag**. This axe is often overlooked as a weapon, making it easy to get past guards and the like.

**Splitting maul.** This axe has a variety of names – **go-devil**, **sledge axe**, **blockbuster**. It is a long-handled, heavy tool with an axe head on one side and a sledgehammer head on the reverse. It is very effective at splitting wood.

**Tomahawk.** A single-handed axe used for close-quarter combat and for throwing.



The woodcutter is a new origin.

## WOODCUTTER (2D6+6 YEARS)

*Your axe is your tool - and, regrettably, sometimes your weapon.*

**Prerequisites:** none.

**Attributes:** STR +1, END +1, WIL +1, LUC +1

**Skill Choices:** axes, carpentry, herbalism, local knowledge, carrying, farming, animal handling

**Shieldsplitter.** You may use an attack to strike at a wooden object (such as your target's shield) as long as you are using an axe, doing double damage to the shield. You do not take a die penalty when doing this. This exploit cannot be combined with other exploits.

## EXECUTIONER'S AXE

*Mastercraft labrys (very rare)*

**Size** large; **weight** 7 lbs; **value** 10,700gc; **traits** sacrificial  
**Attack** +3d6; **damage** 2d6+3 slashing  
**Upgrade slots** 7 (eversharp, pernicious)

Ceremonial blades used in rituals and executions, *executioner's axes* possess a deep malevolence. Once drawn, the wielder *must* kill with it, and loses 1d6 HEALTH ever minute until he does so. An executioner's axe remains ever sharp, and will never go dull or rust.

## ROYAL DWARVEN WARAXE

*Exceptional dwarven axe (rare)*

**Size** small; **weight** 10 lbs; **value** 300gc; **traits** heavy  
**Attack** +2d6; **damage** 3d6 slashing  
**Upgrade slots** 3

These rare axes are wielded by the bodyguards of mountain dwarf royalty. Of exceptional quality, like all dwarven waraxes they do not have the *heavy* trait when wielded by a dwarf.