

# Weaponry: Bardiche

## for Shadowdark

### Overview

A two-handed polearm originating in Austria in the early 1300's with several variants existing earlier.

It was essentially a butcher's heavy weapon for cleaving the head from an ox. A primitive poleaxe influenced by the Scandinavian battle-axe and used by Swiss mountaineers. Later it was more common in Eastern Europe and Russia. Effective against enemy armor, not only good for chopping but for thrusting with the narrow tip of the flat, shallow axe head.

Usually, a sharp blade up to 2 feet attached to a thick shorter shaft of 5-6 feet. The weapon afforded better swinging maneuverability than longer polearms and fearsome chopping capability even against armored foes.



### Qualities & Utility

- A heavy chopping poleaxe with stabbing point
- Deadly weapon when wielded by a strong, well-trained soldier, guard, mercenary, or fighter. Utility for hunters, woodsmen, or mountaineers, *e.g.* chop wood, branches, skinning bark
- The length made it terribly effective against infantry or cavalry. The bardiche has no billhook for pulling riders from their mounts.
- **Gear Slots:** 2
- **Cost:** 10 gp depending on quality, condition, and location

### Combat

- **Damage:** 1d10
- **Versatile:** Chopping/slashing, or piercing damage
- **Brute:** Must be wielded with two hands, so no shield bonus to AC
- **Regional:** It's recommended that the GM limit its availability to a pastoral, mountainous region in your world setting, so the bardiche remains an uncommon, colorful weapon type associated with a specific people or culture.

Designed for use with

**ShadowDark RPG**

