

UNCOMMON

MAGICAL

NEGATIVE

NECROMANCY

Price 1,400 gp**Usage** etched onto a weapon without a rune with the positive trait.

Runechill weapons are cold to the touch and flicker with a cold blue light. Runechill weapons deal an additional 1d6 negative damage to living creatures. Undead creatures do not receive healing from this negative damage, but must instead make a fortitude save equal to the wielder's class DC or become flat-footed for 1 round. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a will save.