Coldest Iron +1



A beautiful snowflake-shaped battleaxe head, forged from cold-iron and made even colder with Frost runes on its long fur-covered handle.

Critical Specialization: Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (including extra dice for its striking rune, if any). This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

4 Frost: Weapons with this rune empower your strength, and attacks with these weapons leave your foe staggered. When you critically hit a target with this weapon, your target becomes clumsy 1 and enfeebled 1 until the end of your next turn.