

# Enchanted Items, Explanation of: Gloves, Frost

**Area of Effect:** Target within the targeted space (and everything else within that space as well).

**Avoidance-roll:** Yes: DODGE (considered as THROWN weapon).

**Charges:** 1-20 (roll 1-D20).

**Command word(s):** “Arctic’s blizzard”.

**Damage:** Up to 12, yet no less than 4 (in 1-12 areas of the body (roll 1 D-12)).

**Duration:** 1 turn.

**Effect time:** Instant.

**Explanation:** The wearer of Frost Gloves can shoot out a bolt of extreme cold, causing extreme cold damage and frost-bite. A bonus of 60 is given to roll a successful strike against an opponent.

Frost Gloves adjust to the hand-size of the wearer when they are put on.

**Hand movement:** Cup hands together, so that both Frost Gloves touch, and point at intended target.

**Healing:** None.

**History:** Unknown. Yorlon denies the invention of this item. Nothing more is known.

**Immunities:** Cold using creatures are immune, and cold dwelling creatures take only 50% damage.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Must be wearing frost Gloves.

**Range:** None.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Fire dwelling creatures will take x2 damage, and cold dwelling creatures will take a maximum strike .

**Value:** 400 + 200 per charge (the gloves are then considered as an O.V.I.).