

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.).