1/2

LEGACY FORGE

2E

Absolute Zero

Item 16

BOMB · **COLD** · **ALCHEMICAL** · **CONSUMABLE**

Usage held in 1 hand; **Bulk** L

Brewed from the chilling essence extracted from the breath pouch of a White Dragon and infused with a drop of its icy blood, this crystal-clear elixir holds the bleakness of winter within its depths. Stored in an enchanted glass globe that's impermeable to any force but deliberate breakage, the potion holds an all-consuming cold ready to be released.

To activate its power, one must break the glass globe, exposing the potion to air. Doing so releases an omnipotent winter breath that spans a 40-foot radius centered around the broken globe, engulfing the surroundings in a sudden arctic environment for 1 hour. Every drop of exposed liquid freezes instantly, and the ground within the area becomes difficult terrain. All creatures that enters the frozen area for the first time on a turn or start its turn there must succeed on a DC32 Fortitude save or take 2d8 Cold damage.

Absolute Zero · ITEM 16

2/2

LEGACY FORGE

2E

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All creatures within the area when the liquid is released must succeed on a DC 32 Fortitude saving throw or take 4d8 Cold Damage and become entrapped in a solid block of ice for 1 minute. This block of ice has an AC of 10, a hardness of 10, and 60 hit points; it's immune to critical hits, cold damage, and precision damage, and it has a weakness of 15 to fire. If the ice is destroyed, the creature inside is freed but falls prone due to the sudden release. Those who succeed in the saving throw muster enough strength to break the ice formation around them and avoid being trapped, taking only half the damage.

While inside the ice block the creature is restrained as its body can barely move

Activate ◆ strike;

Absolute Zero   • **ITEM 16**