

# Arrow, Frost

Area of Effect: One full target

Avoidance-roll: None.

Charges: 5-30 (roll 5 D-6) arrows will be found. One use per arrow. when this arrow is shot from a bow, it will ignite. The arrow is no good after it has been shot.

Command word(s): None.

Damage: 3D-10 points of cold damage (roll 3D-10) in all areas of the body.

Duration: Instant.

Effect time: Instant.

Explanation: The Frost Arrow is an arrow that has light-blue runes etched into its surface. Once shot, the next object that it comes into contact with will cause it to transfer a freezing cold magic frost to cover the target. Even if one point of damage is taken by this arrow, it will freeze, damaging the target it touches with severe cold.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: Fire-dwelling creatures take only ½ damage, and Fire-using creatures take no damage from the flame-burst of this enchanted weapon (although they are susceptible to the physical damage of the arrow itself).

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As the normal range of the bow it is shot from.

Resting time: None.

Special: None.

Susceptibilities: Fire-dwelling creatures take 50% more damage, and fire-using creatures take x2 damage from the flame-burst of this enchanted weapon.

Value: Arrow value + 750 W.G. per Rank + 1,000 W.G. ea.