

Absolute Zero

Shatter refreshes Freeze instead of ending it, and resets the break-free clock. Freeze still expires if you stop shattering — deep enemies thaw faster.

Shatter refreshes Freeze (or Brittle during freeze immunity) instead of ending it. Successful Absolute Zero refreshes also reset the consecutive-skip break-free clock. Marks still expire on schedule; deep enemies thaw faster via depth resist.

Revision #1

Created 2026-08-22 11:57:14 UTC by Gnomey

Updated 2026-08-22 12:17:47 UTC by Gnomey