

Freeze

Crowd-control status that prevents the frozen target from acting. After breaking free, targets gain brief freeze immunity — Freeze procs still apply Brittle (Shatterable, no CC). Frost Legendaries like Shatter and Ice Lance interact with Freeze and Brittle. Deep enemies thaw faster.

Each attack: Freeze chance = Frost commitment $\times$ 30% cap (~14 mid school pieces = full commitment). Frost Mastery still scales Shatter / Ice Lance damage separately. Enables Shatter while Frozen or Brittle. During freeze immunity, procs apply Brittle (damage mark, no CC) instead. Deep enemies shorten Freeze duration.

Crits: Freeze deals no damage. Shatter chance = effective Critical Chance (Hunt Focus included). Shatter damage is $\times$ Crit Damage when the triggering attack was a crit. Ice Lance / Shatter Strike require a crit vs Frozen or Brittle.

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