



Name	Majour Earth				Race	Elemental		Loot	None		Level	8	
Body	13	Arms	13	Legs	13	R-Mana	30	P/PC	24	Gold	80	XC	80
*** Normal weapons have no effect on Elementals, Enchanted Only***											Negate Win	4	
Great Mace Lv3(Hit shield 3x,“Shield Break”, 3x/day & Hit Body/Shield, “Push”, Knocked back 5' and fall down, 3x/day)													
Skill	Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)												
Skill	Punch for Damage Lv3(Punch gloves, Hit Target, “Punch for Damage”, 1 HP, 1/3S)												
Skill	Punch for Push Lv3(Gloves, Hit Target with 2 hand strike, “Push”, Target receives 0 HP but Target must fall back 5' and fall down, 9x/hr)												
Skill	Break Lv3(Hold Target Limb for 3S, “Break”, Limb receives 3 HP regardless of Armour, May attempt multiple breaks in a row 3S apart, 9x/hr),												
Skill	Crush Lv3(Hit Grounded Target Body with 2 hand Great,”Crush”, Target receives 6 Body HP, Can Crush Heavy Lv1-2 but not Heavy 3, 9x/hr)												
Skill	Create Goblin Dust Lv3(Rice Vial, Throw, “Blind 10S”, can create 9/hr)												
Skill	Grace of the Gods Lv2(Holy Symbol, You or Target from your Religious Faction by touch, Resurrect with full Prayer Cycle available, 6x/hr)												
Skill	Pure Will Lv3(Can self dispel any variation of Blind, Sleep, Pain, Persuade, Fear and/or all Set On's, up to 9x/hr)												
Skill	Iron Mind Lv3(“Iron Mind”, Can negate any variation of Confusion, Beguile, Calm, Cute, Joy. Sorrow, Words of Truth, 9x/hr)												
Skill	Incorruptible Lv3(Can negate any variation of Persuade, “Incorruptible”, 9x/hr)												
Earth	Chameleon Lv3(CT- 6S, PS- 2, You and 1 Target by touch motionless & un-noticed for 10S anywhere, signal 'Invisible' for 9M, may not move)												
Earth	Cloud of Burning Ash Lv2(CT- 9S, PS- 3, Throw rice 360 x 3 spins, “Cloud of Pain 15S”, Any hit take 1 HP and can only defend themselves for 15S)												
Earth	Cloud of Dust Lv3(CT- 6S, PS- 2, Throw rice 360 x 3 spins, “Cloud of Blind 20S”, Must close eyes for 20S)												

Nat	Earthbound Lv2(CT-9S, PS- 3, Throw rice 360 x 3 spins, “Entangle 45S”, 1 or both Legs (if both were hit) frozen in place)
Earth	Mystic Metal Lv3(CT- 6S, PS- 2, Attach glow stick to weapon, “Bless Weapon 30M”, Weapon now “Enchanted”)
Earth	Petrify Lv2(CT- 6S, PS- 2, Must have Eye contact and throw rice, “Petrify 10M”, Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, or 2 Trolls or a Giant and a Troll)
Earth	Rock Boulder Lv3(CT- 6S, PS- 2, Must have Brown Dodge ball, Hold in hand and touch Target Player AND Throw at Target ” Rock Boulder”, Does 6 HP,)
Earth	Rock Ball Lv3(CT- 3S, PS- 1, Must have Brown tennis ball, Hold in hand and touch Target Player AND Throw at Target ” Rock Ball”, Does 3 HP,)
Earth	Set On Quicksand Lv3(CT- 6S, PS- 2, Throw Rice 360 with 1 revolution of the Arm,“Set on Quicksand“,Target receives 1 Body HP every 3S until helped or dead in 15S)
Earth	ShockWave Lv2(CT- 6S, PS- 2, Great weapon ground smash, “ShockWave”, Targets in 10' must back up 5' and fall down, 2 uses/cast within 1M)
Earth	Stone Skin Lv2(CT- 6S, PS- 2, “Stone Skin 10M”, You are now Immune to 1 handed non-enchanted weapons and receive +2/+2/+2 for 10M or lost normally)
Earth	Stone to Flesh Lv2(CT- 3S, PS- 1, Returns up to 2 Petrified Targets to flesh)