



Name	Mineure Earth				Race	Elemental		Loot	None		Level	4	
Body	8	Arms	8	Legs	8	R-Mana	30	P/PC	12	Gold	40	XC	40
*** Normal weapons have no effect on Elementals, Enchanted Only***											Negate Win	1	
Great Mace Lv2(Hit Target shield 3 times,“Shield Break”, Repair Shield or Midnight fixes Shield, 3x/day)													
Skill	Astral Form Lv1(9 Mana/Minute, Player Astral as long as they can feed the Mana cost, 3x/hr)												
Skill	Punch for Damage Lv2(Punch gloves, Hit Target, “Punch for Damage”,1 HP, 1/6S)												
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 Lv2(Hold Target Limb for 6S, “Break”, Limb receives 3 HP regardless of Armour, Must release Limb, 6x/hr),												
Skill	Create Goblin Dust Lv3(Rice Vial, Throw, “Blind 10S”, can create 9/hr)												
Earth	Stone to Flesh Lv2(CT- 3S, PS- 1, Returns up to 2 Petrified Targets to flesh)												
Earth	Watchguard Lv2(P-3S & set up, “Watchguard 10M”, You have 10M to set up a perimeter of no more than 6 Trip-Alarms)												
Earth	Chameleon Lv2(CT- 6S, PS- 2, Motionless & un-noticed for 10S anywhere, signal 'Invisible' for 6M, may not move)												
Earth	Cloud of Dust Lv2(CT- 6S, PS- 2, Throw rice 360 x 3 spins, “Cloud of Blind 15S”,Must close eyes for 15S)												
Earth	Fists of Stone Lv1(CT- 3S, PS- 1, Punch gloves, Hit Target Players limb, “Paralyse 5S”, 0 HP)												
Earth	Mud Slick Lv1(CT- 6S, PS- 2, Throw rice hit multiple Targets in Legs, “Trip”, All hit must fall down)												
Earth	Rock Ball Lv1(CT- 3S, PS- 1,Brown tennis ball, Throw at Target, ”Rock Ball”, Does 3 HP)												
Earth	Stone Skin Lv1(CT- 6S, PS- 2, “Stone Skin 5M”, You are now Immune to 1 handed non-enchanted weapons and receive +1/+1/+1 for 5M or lost normally)												