



Name	Avatar of Nature			Race	Elemental		Loot	None		Level	9		
Body	15	Arms	15	Legs	15	R-Mana	30	P/PC	36	Gold	90	XC	90
*** 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 Lv3(3 Mana/Minute, Player Astral as long as they can feed the Mana cost, 9x/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	Create Acid Lv3(Vial of rice/green chalk, Throw, Areas hit takes 6 HP disregarding armour, Create 3/hr)												
Skill	Create Dispelling Powder Lv3(Rice vial on affected Target, Negates lingering Mana/Spell based effects or 1 use/day for items, Can create 9/hr)												
Skill	Exorcism Lv3(45S preparation, 10S Touch or Rice, Can negate all Mind Control/Possession (10S Touch), Cancels Astral Form for 1M (thrown Rice), Negates Familiars. Demon Spawn, Devil Kin & Voodoo Dolls (Thrown Rice), 9x/hr)												
Skill	Grace of the Gods Lv3(Must have Holy Symbol, You or any target Prayer Caster by touch, Resurrect with full Prayer Cycle available, 9x/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)												
Air	Breathe of Life Lv3(CT- 6S, PS- 2, “Resurrection 3”, Dead Target now alive and healed with +3/+3/+3)												

- Air** Negate Cloud Lv3(CT- 3S, PS- 1, Throw rice 360 x 3 spins, Negates instantly any Cloud based magic/lingering effects on any Target Player hit)
- Air** Shock Ball Lv3(CT- 3S, PS- 1, Must have Silver tennis ball, Hold in hand and touch Target Player AND Throw at Target "Shock Ball", Does 3 HP,)
- Air** Summon Storm Lv3(CT- 9S, PS- 3, Throw rice 360 x 3 spins, 360 x 3 spins, " Pain 15S", 1 HP & Any hit can only defend themselves for 15S)
- 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** Petrify Lv3(CT- 6S, PS- 2, Must have Eye contact and throw rice, "Petrify 15M", Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, 2 Trolls or a Giant and a Troll)
- Earth** ShockWave Lv3(CT- 6S, PS- 2, Heavy foot stomp on ground, "ShockWave", Targets in 10' must back up 5' and fall down, 3 uses/cast within 1M)
- Earth** Stone to Flesh Lv3(CT- 3S, PS- 1, Returns up to 2 Petrified Target to flesh with full HP)
- Fire** Cloud of Toxins Lv3(CT- 6S, PS- 2, Throw rice 360 x 3 spins, "Cloud of Confusion 20S", Can only defend themselves for 20S)
- Fire** Fear's Fire Lv3(CT- 9S, PS- 3, Throw rice 360 wit 1 Arm revolution and hit Multiple Targets, "Fear 1M", All Targets must flee for duration)
- Fire** Parched Throat Lv3(CT- 6S, PS- 2, Throw rice, "Silence 1M", All Targets hit can no longer speak, cast Spells or Prayers)
- Fire** Shield of Flames Lv3(CT- 3S, PS- 1, Must have heavy fabric scroll no bigger than 2'x2', "Mystic Shield 3M", Used to protect against Hand or Bow thrown projectiles only)
- Water** Armour of Ice Lv3(CT- 6S, PS- 2, "Armour of Ice 15M", You receive +3/+3/+3 for 15M or lost normally, Can be given to Target by Touch, You are now Immune from Water/Ice damage,)
- Water** Deadly Drink Lv3(CT- 3S, PS- 1, 2 ounces of Hot Sauce in vial, Pour in drinks only, Failed 'save' & 10S later Target receives 6 HP to Body)

Water Freeze Lv3(CT- 6S, PS- 2, Eye contact and thrown rice, “Freeze 15M”, Living Ice statues can not be moved or damaged in any way, The Ice has a Body of 9 HP and can be broken freeing the Target Player inside,)

Water Scrying Bowl Lv3(CT- 9S, PS- 3, Need 1/2 full bowl of water, approach GM, “Premonition 4”, ask 4 questions in 3M)

The Seeds of LifeEvery Avatar of Nature will appear with 3 Seeds of Life. These Seeds, once 'eaten' by a Character will allow that Character to automatically heal 1 HP of damage every 3 minutes until midnight that day. The HP must be allocated as to what Target-able area it is going to be applied to (ie- Body, Arm or Leg) and will never raise a Character above their normal Hit Point amounts. If the Character dies that day, the first Hit point will automatically go to the Body and resurrect the Character to life.The Seeds of Life are lootable and may be banked by Gatehouse.