



Name	Mineure Fire				Race	Elemental		Loot	None		Level	3	
Body	5	Arms	5	Legs	5	R-Mana	30	P/PC	12	Gold	30	XC	30
*** Normal weapons have no effect on Elementals, Enchanted Only***											Negate Win	1	

*** Normal weapons have no effect on Elementals, Enchanted Only***

Negate Win

1

Racial Skill	Astral Form Lv3(3 Mana/Minute, Player Astral as long as they can feed the Mana cost, 9x/hr)
Skill	Punch for Damage Lv2(Punch gloves, Hit Target, "Punch for Damage", 1 HP, 1/6S)
Skill	Punch for Push Lv2(Gloves, Hit Target with 2 hand strike, "Push", Target receives 0 HP but Target must fall back 5' and fall down, 6x/hr)
Skill	Create Fire Dust Lv1(Rice vial, Throw, "Set On Fire", can create 1/hr)
Skill	Rage Lv2(Gloves, "Rage", HP+2/+1/+1 & Punch =1 HP, 2 Targets only, 15S exhaustion, Triggers- Shank, Last Body HP, 6x/hr)
Fire	Blazing Fist Lv2(CT- 3S, PS- 1, Punch gloves, Hit Target, "Punch for Damage", Target receives 1 HP, 1 punch / 3S, Lasts for 1M)
Fire	Cloud of Smoke Lv2(CT- 3S, PS- 1, Baby Powder vial, Throw, "Cloud of Smoke 10S", Hidden for 10S and must flee,)
Fire	Cloud of Stench Lv2(CT- 6S, PS- 2, Throw Rice 360 for 3 revolutions, " Cloud of Stench 20S", all Targets hit are affected and can now do nothing but gag and defend themselves)
Fire	Fire Ball Lv2(CT- 3S, PS- 1, Must have Red tennis ball, Hold in hand and touch Target Player OR Throw at Target, "Fire Ball" , Does 3 HP,)
Fire	Flame Mail Lv1(CT- 6S, PS- 2, "Flame Mail 5M", You receive +1/+1/+1 for 5M or lost normally, You are now Immune from Fire damage,)
Fire	Impervious to Fire Lv2(CT- 3S, PS- 1, "Impervious to Fire 10M", Immune to all Fire based damage for 10M)
Fire	Shield of Flames Lv2(CT- 3S, PS- 1, Must have heavy fabric scroll no bigger than 2'x2', "Mystic Shield 2M", Used to protect against Hand or Bow thrown projectiles only)
Fire	Soothing Warmth Lv2(CT- 3S, PS- 1, Touch Target injured Limb, "Heal Limb", 2 Arms OR 2 Legs healed to full HP, Can be used on self,)