



Name	Mineure Water				Race	Elemental		Loot	None		Level	2	
Body	5	Arms	5	Legs	5	R-Mana	30	P/PC	12	Gold	20	XC	20
*** Normal weapons have no effect on Elementals, Enchanted Only***											Negate Win	1	

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1

Racial Skill Astral Form Lv3(3 Mana/Minute, Player Astral as long as they can feed the Mana cost, 9x/day)

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 Basic Herbalism Lv2(White wrap & green symbols on bottle, Can create 6/hr, Potions listed below)

~~~Fearless Lv2("Fearless", Can negate any variation of "Fear" 1x/Potion )

~~~Heal Limbs Lv2("Heal Limb", Limb by touch restored to full HP, 2x/Potion within 10M )

~~~Remove Poison Lv2(Within 10S of failed save "Remove Poison", Negative effects are cancelled, 2x/Potion within 10M. )

~~~Communion Lv2(Can take all or part of 2 Targets voluntarily offered Prayers or Racial Mana (15Racial Mana=1Prayer) to replenish your own Prayer/Prayer Cycle, 1x/Potion )

~~~Heal Lv2(Touch injured Target Player, "Heal", Target receives +2 Body HP, 1x/Potion)

~~~Peasants Death March Lv2("Peasants Death March 6M", 1 Dead Target becomes animated corpse, Can not think or fight, Can follow simple directions, carry things and defend itself, 1x/Potion )

Skill Create Healing Potion Lv2(Taped bottle with coloured marker Symbols below,+2 Body, 6x/hr)

Water Armour of Ice Lv2(CT- 6S, PS- 2, "Armour of Ice 10M", You receive +2/+2/+2 for 10M or lost normally, You are now Immune from Water/Ice damage,)

Water Cloud of Steam 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)

Water Fists of Ice Lv2(CT- 3S, PS- 1, Punch gloves, Hit Target Players limb, "Paralyze 10S", 0 HP damage)

Water Ice Ball Lv2(CT- 3S, PS- 1, Must have Blue tennis ball, Hold in hand and touch Target Player OR Throw at Target, "Ice Ball" , Does 3 HP,)

- Water** Icy Grip Lv2(CT- 3S, PS- 1, Throw rice at Target hand held item, “Drop_(item)_”, Target must drop item to ground, 2 uses/cast within 1M)
- Water** Scrying Bowl Lv2(CT- 9S, PS- 3, Need 1/2 full bowl of water, approach GM, “Premonition 3”, ask 3 questions in 3M)
- Water** Sheet of Ice Lv2(CT- 6S, PS- 2, Throw rice hit multiple Targets in Legs, “Trip”, All hit must fall down, 2 uses/cast within 1M)
- Skill** Create Poison Lv1(Salt vial, Drinks only, Failed 'save' & 10S later, Target receives 3 HP to Body, 1 vial/Day)