

# Species, Breed: Elemental, Water, Minor

Type: Conjuror's Spell

Class: Spell

Align: Not applicable.

Gender: Not applicable.

Level: As the level of the caster.

Number encountered: 1

Experience points: 10 x level.

## Characteristics:

Awareness: As the caster's awareness.

Charisma: Not applicable.

Constitution: 20

Coordination: 20

Dexterity: 20

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 15

Wisdom: Not applicable.

## Movement:

Flying: 9

Grounded: 3

Swimming: Not applicable.

Luck: The caster can use his or her own luck for this elemental.

Oxygen-points: None

Blood-points: None.

## Attack descriptions:

1 Water-strike: 1-D20 x 3 oxygen-point damage / 1 space / See note.

Note:

This attack is considered as an ability, not a spell; it is real Water.

Defense: 20

Offense: 20

Damage-Points: Roll 1-D10 per level of the caster.

## Treasure: %Roll needed to have money and treasure:

Copper: None

Bronze: None

Silver: None

Electrum: None

White-gold: None

Yellow-gold: None

Black-gold: None

Treasure item(s):

Common: None

Uncommon: None

Rare: None

Legendary: None

## Description:

**Annihilation Strike?:** Yes.

**Description:** Height: 6', Weight: N/A., Skin color: As water, Skin texture: As water, Hair color: As water, Hair texture: As thin strands of clear water, Eye color: N/A, Eye shape: N/A, Posture: This spell will appear as a water in the shape of a faceless humanoid.

**Dislikes:** Not applicable.

**Disposition:** Not applicable.

**Fears:** Not applicable.

**Habitat:** None.

**Immunities:** Not applicable.

**Life-span:** See: "Duration" for the spell itself.

**Likes:** Not applicable.

**Needs:** Not applicable.

**Note:** As all elemental spells, there must be a source from which this elemental is created from. An elemental cannot be created from nothing, therefore a water source must be present to form this spell from.

This is a spell conjured by the Conjurer spell-caster. It will move and fight, or retreat and defend as the Conjurer wills.

**Special Abilities:** The Minor Water Elemental can withhold its drenching water so that objects will not become soaked in the area it is currently within. But if it attacks, objects in the space the Minor Water Elemental is in will become soaked wet.

**Special defenses:** Not applicable.

**Special offenses:** Not applicable.

**Susceptibilities:** Water-based spells and abilities will have x2 the normal effect upon this elemental.

**Weapon susceptibility:** Rank-0 non-magical weapon.