

Species, Breed: Elemental, Earth, 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 Ground-Strike: 1-D20 x 3 / 1 space / See note.

Note:

This attack is considered Blunt with the capability of stunning its foe. See: "Special offenses".

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: N/A, Skin texture: N/A, Hair color: N/A Hair texture: N/A., Eye color: N/A, Eye shape: N/A, Posture: This spell will appear as 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 an earthen 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: Molecular Earth Travel: This creature can move just under the surface of earthen material (not solid rock) and rise up to defend or to fight. It's movement is the same above ground as within soil. It will take 1 turn (5 seconds) for the Minor Earth Elemental to rise up and fight or defend. So it must take one full turn to position itself before attacking or defending.

Special defenses: Not applicable.

Special offenses: Stun-Strike: If the Minor Earth Elemental strikes for maximum damage, the targeted must make pit its strength against it or it will be stunned, unable to attack, or do anything offensive for 1 turn (5 seconds). Defense will also be penalized by -10 for the duration of the stun as well.

Susceptibilities: Earthen spells will have x2 the normal effect upon this elemental.

Weapon susceptibility: Rank-0 non-magical weapon.