

# Encounter type: Elemental, Dragon, Water

# Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: Claw: 1-D12 x5, Claw: 1-D12 x5, Bite: 1-D12 x7 See: "Special".

D20 roll needed to have Gold / # of gold coins found: None.

D20 roll needed to have Silver / # of silver coins: None.

D20 roll needed to have [Treasure](#) / # of treasure items found: None.

Defense: 18 This elemental will have a +5 added to its defending rolls to evade attacks, as well as to avoid the effects of enchantments and spells.

Experience: 100 (+1 experience-point per 3 life-points gained for advancing a level).

Life-points: 300

Offense: +5

Region: Plane of Water.

Special: Water Breath: At the beginning of each turn, before this conjured creature attacks, there will be a 2 in 6 chance that this elemental will exhale freezing water and ice upon 2 foes of its choice, causing 1-D12 x5 damage.

Immunities: Water-based attacks, enchantments and spells.

Note: This creature is considered 1<sup>st</sup> level. You must share experience-points with it, just as you share experience-points with pets and steeds. This conjured elemental will level just as a character levels, and will gain 1-D12 life-points per level advanced, becoming more durable (though this is all it will ever gain).