

Species, Breed: Elemental, Air, 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 Whirlwind Debris: 1-D20 x 3 / 1 space / considered hurled / See note.

and:

1 Whirlwind Debris: 1-D10 x 3 / 2 spaces / considered hurled / See note.

Note:

When the number of objects that strike a traveller is known, roll on the following chart to find out what the "structure" of each individual object is (if maximum damage has been rolled):

%Roll	Structure	Damage adjustments if maximum damage has been rolled:
01-25	Blunt hard	Normal Dam. + avoid. vs. "Stun" or be stunned for 1 turn (5 seconds)
26-50	Blunt soft	½ Normal Dam.
51-75	Sharp flexible	Normal damage + avoid. vs. "Pain" or be senseless for 1 turn (5 seconds)
76-00	Sharp solid	x2 damage + avoid. vs. "Stun" or be stunned 1 turn (5 seconds), and avoid. vs. "Pain" or be senseless for an additional 1 turn (5 seconds).

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 whirlwind.

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 air 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: Strong winds that carry debris.

Special defenses: Not applicable.

Special offenses: Not applicable.

Susceptibilities: Unknown

Weapon susceptibility: Rank-0 non-magical weapon.