

1

2

INTELLIGENT

DR 2

# Water Loa

♣ PASSIVE

## ARCANE

When making an Attack against the Water Loa , , and  rolled during the Attack roll are considered non-existent.

## H2O

The *Water Loa* is not affected by Water terrain and may never choose to leave it. The *Water Loa* never provokes Break Attacks. If removed from Water, movement it makes must be towards Water. When the *Water Loa* affects an opponent with a Spell or hits an opponent with an Attack, place a *Water* token on the space the target occupies.

### ◆ Is there a figure within SOI with an Effect?

Remove a Negative Effect from an ally within SOI. Otherwise, remove a Positive Effect from an opponent within SOI.

CONTINUE DOWN

### ◆ Is there more than one opponent adjacent?

Make a  ATK against the opponent with the most Damage.

**THEN:** Place *Water* tokens on all adjacent spaces to the *Water Loa*.

**THEN: MOVE** to the farthest space possible from any opponent.

### ◆ Is there an opponent within SOI?

Cast a **SPELL** 6, prioritizing the opponent with the lowest Conviction Value. Deal Magic Damage equal to 2 plus the difference rolled on their failed Conviction Check.

### ◆ Can it Move and Attack an opponent within Range 6?

**MOVE** to be at up to Range 6 from the nearest opponent. **THEN:** Make

a  6 ATK against the opponent with the lowest Armor Value.

 +1 TO THE ROLL  **FU:** HEAL 2



CONVICTION:   CASTING: 

12

9

6

0

HEALTH

DEFENSE

MOVEMENT

ARMOR

COMBAT  
DICE

## TROUBLED WATERS

For a long time, loas were thought to be spirits trapped in specially crafted gems from ancient times. Gems known to contain loas were very rare, and it was assumed that the magic used to capture a loa in a crystal had been lost. However, once re-colonization of Elenia began in earnest, explorers soon began encountering loas in the wild.

These sentient crystalline beings were determined to be a species unto themselves, with each loa acting as an individual. Every loa has a preferred medium it uses to create a body. When dormant, a loa appears to be a semi-precious gem. Loa crystals span a wide range of colors, hues and sheens. If a loa feels threatened or wants to move somewhere else, it can gather materials of its favored element around itself to create a body.

Loas of all types are a very common sight in Elenia. Water loas draw energy and nourishment from water, and in the process, purify it. In fact, were it not for the inevitable conflict between Elenians and the loas, many places would keep them in the local water supply just to benefit from their purifying effects. Unfortunately, if a water loa sees anyone drawing from their waters, they will defend their territory ferociously.

When a water loa creates a body, it pulls water around itself, usually in the shape of a slight, female humanoid. Unlike earth loas, who usually only form a body when threatened, water loas are often seen in this state. It's speculated that this form was originally taken as a self-defense mechanism as many adventurers would likely let their guard down when approaching such a form.

While other loa types seem to be largely solitary, water loas are much more social, playing and interacting with other water loas and even other creatures in their environments. This has caused many to consider if loas could be more intelligent than they let on. While there is no recorded account of the creatures learning any language that humans can understand, it's widely accepted that they can communicate complex ideas and emotions to each other.

