

Fire

Level 1: Fireball, Fireheal

Level 2: Fire Breath, Berserk

Level 3: Fire Barrage, Push (F)

Ice

Level 1: Freeze, Create (creates a block of ice, idk why)

Level 2: Splash Attack, Ice Armor

Level 3: Gear Freeze, Down Degree (Turns some water into ice)

Wind

Level 1: Push, Small Tornado

Level 2: Airjump, Sail Powerup

Level 3: Concentrated Push, Decompressurize

Earth

Level 1: Boulder Attack, Wall Defense

Level 2: Underground Retreat, Accelerated Plant growth

Level 3: Earthquake, Sand Boulders

Thunder

Level 1: Electricity Strike (hands)

Level 2: Thunder Charge, Thunder strike

Level 3: Charged Thunderstrike (Need Thunder Charge)

Water

Level 1: Heal, Wave

Level 2: Water Torpedo, Boat Propulsion

Level 3: Water Charge, Charged Torpedo Attack

Darkness

Level 1: Dark Swipe, Dark Blind

Level 2: Dark Push, Dark Drain

Level 3: Teleportation, Sacrifice

Level 4: Vortex, Organic Charge

Level 5: Necromancy, Organic Big IMA FIRIN MY DOTH LAZOR

Light

Level 1: Luminos, Light Attack

Level 2: Charge, Cross Effect, Heal

Level 3: Charged Corruption Cleanse (3 Charges), Holy Fire