

Elementalism

(A note before this post begins. Shamanism as a whole was one of the first magics added to the server alongside Druidism. As LOTC reaches it's 10 Year Anniversary, Shamanism does too. Elementalism, one of Shamanism's four branches, has reached an inactive state due to many issues with how it was interpreted during Flam's Lore Games. This rewrite pulls inspiration from each previous Lore Holder and Lore Writer and is an attempt to modernize elementalism and give it an attempt to stay active in this new generation of LOTC.

Thank you to all previous lore holders/writers, and thank you to every member that has helped shamanism grow over these past ten years. Here's to another ten.)

The Basics:

Elementalism is a sub-sect of shamanism that focuses on an individual dedicating their life towards the elements. Through this process, that individual (also known as a shaman) is able to create a pact with an elemental spirit. Many shamans create a pact with these Elemental Spirits because they strive to reach a connection with the Mortal Plane around them, this connection is reached through intense worship and sacrifice. An elemental spirit can vary in personality, appearance, and goals but each follow one of the six typings available to an elementalist:

Fire, Earth, Water, Air, Storm, and Metal.

To create a pact, a shaman must learn the basics of elementalism. The basics (also known as Tier 1) consist of learning the language of old blah through intense meditation, connecting your inner self to the elements of the Mortal Plane, and simple ceremonies to gain approval from the spirits from an existing Elementalist (Approved TA). Later on, the student is taught how to project their soul to the Elemental Plane, how to communicate with the Spirits, and the risks of doing this process. Reaching the Elemental Plane requires many different rituals and substances, often used as a cactus green and crushed sandstone mixture that is passed down from generation to generation of shamans.

The Elemental Plane can take many forms depending on what domain of the spirits you find yourself in. The Elemental Plane can also vary depending on what shaman has entered the realm. To become experienced in navigating the Elemental Plane, a shaman needs to explore and gain understanding. An elementalist teacher can guide the student to a specified elemental domain or let the student find themselves in a random area of the Elemental Plane.

(If the student is taken into the domain randomly, a roll of 4 must be performed.)

1 - Fire

2- Earth

3 - Water

4 - Air

Upon reaching a certain area of the Elemental Plane, the student and teacher will find themselves in the presence of a Lesser Elemental Spirit. This spirit will have a conversation with the student and provide them with a task to complete in the Mortal or Elemental Planes.

(During the teaching roleplay, a Lesser Spirit can be roleplayed by the Teacher or another Shaman of Tier 4 or higher and CANNOT interact with the Mortal Plane during this time.)

Upon completion of the task, the student will be branded with a mark of the spirit which will last with them until the day they die and cannot be removed.

After creating a pact, an Elementalist is required to maintain worship, belief, sacrifice, and dedicate themselves to the spirit to uphold their relationship. An elemental is able to utilize their agreement with said spirit and ask for their power to control the stagnant spirits that make up the mortal plane. This request is not always guaranteed, but time spent with the Spirit and dedication will increase the chances.

The student needs to continuously worship the spirit to maintain this pact.

This can occur through:

1. Performing sacrifices
2. Construction of Shrines or Temples
3. Combat between Elemental Companions
4. Documentation of Spiritual Encounters and Culture
5. Recruitment of others to the Spirit's worship

These are not the only ways to upkeep a pact, but are a few examples that should act as a guideline. Elementalism and Shamanism is meant to be a creative magic unique to each player.

Note: Each element has its own uses, strengths, and weaknesses.

Water is written as an offensive/defensive magic while earth is meant as terrain manipulation and trapping. Fire is powerful but provides self-injury during use. Storm is more about indirectly helping in a situation. Metal is primarily about crafting and air is about stunning and disarming.

How is Elementalism Taught:

Elementalism is the understanding and usage of creating pacts and travelling to the Elemental Plane. Receiving a Magic Application (MA) for Elementalism allows your character the opportunity to create a pact with an Elemental Spirit and travel to the Elemental Plane.

Due to the server allowing each player to have 5 magic slots, Elementalism is a magic that will take up **3** slots. An MA for elementalism is accepting that your character understands how to visit the elemental plane, create pacts with spirits, and maintain continuous worship to please the spirits. After getting an accepted MA, a shaman is able to create a pact which is classified as a Feat. An accepted elementalism may take up 3 Feats across the 6 Elements. Upon creating a Feat, that elementalism must fill out forms on the forums documenting the following features:

RP Name:

Mc Name:

Character Race:

Elemental Feat:

Previous Feats:

Screenshots of Roleplay:

This is meant to hold each player accountable and make sure anyone else on the server can discover if a player is being dishonest about the magic and what they have learned. A shaman can only discover a new feat every 3 months.

The Spirits and You:

Elemental Spirits are broken up into four different categories.

A spirit is either a Greater or a Lesser.
A spirit is either a Phantom or a Stagnant.

Easy to Understand - Greater and Lessers:

All Spirits are given an initial ranking. Greater Spirits are the most powerful of their sub-type, bearing a name in the List of the Spirits and an eternal place in the Elemental Plane. No shaman is able to create a pact with a Greater Elemental. Most refuse to interact with the Mortal Plane, often sending Lessers bound to them to do their work. In the case of a world ending event, Greaterers may involve themselves.

Lesser Spirits vary in strength, but all belong to a specific subtype under one of the Greaterers. Lessers vary spirit to spirit, but they often interact with the Mortal Realm and are found in plenty when a shaman first interacts with the Elemental Plane. A Lesser's strength grows with their followers, the more shamans that worship a spirit, the stronger it gets.

Easy to Understand - Phantom and Stagnant:

A Phantom Spirit is what most people believe spirits are. Phantom spirits are a Greater or Lesser that exist in the Elemental Plane. These Phantom Spirits are spirits that can be interacted with and can grant their power to an individual so they are able to communicate and control stagnant spirits in the Mortal Realm. These spirits are named and can grow in strength with worship and an increase in followers.

A Stagnant Spirit is what a shaman controls when they call upon their spirit in a request for help. Stagnant Spirits are powerless and nameless spirits that make up the physical world known as the Mortal Realm. Stagnant Spirits cannot communicate with a shaman and have no purpose other than to act as a tool for the Phantoms and Shamans.

The Elemental Plane and Spirit Walks:

The elemental plane is a plane of existence that is one of the three spiritual realms: Elemental, Immortal, and Ancestral. An Elementalist learns how to control their inner demons and transcend into the Elemental Realm, able to bring those in meditation around them with. Once in the Elemental Plane, in a spirit walk, the shaman can encounter limitless opportunities. Though they are powerless in controlling the elements in the actual plane, a true elementalist will find ways to take advantage of each encounter. Upon reaching the status of a Tier 3 shaman, an elementalist is able to bring up to 4 passengers to the Elemental Plane.

Those hurt during a Spirit Walk will not face similar injuries in the Mortal Plane. Broken bones will feel like bee stings, missing limbs will result in heavy bruising, and death can lead to the individual residing in a short coma. Being killed in the Spiritual Planes will not result in death in the Mortal Plane.

A traveller will appear in the spiritual plane with nothing but the clothes on their back. Mortal armour will be shredded through with a Spirit's breath, weapons would shatter like sticks against the mountains of the Dwarves. Shamans have discovered the ancient art of creating weaponry and tools out of spiritual energy. Through focus and the will power of the shaman, they are able to equip a unique weapon per each member of the spirit walk. No item gained in any Spirit Planes will appear in the Mortal Plane, but will be attached to the traveller when they return to the Spiritual Planes.

Shaman Strength and Energy

A shaman begins to use up their own energy immediately when making a connection to the spiritual plane. Their energy is drained from their being as long as they maintain this connection.

This allows for shamans to note their energy in the emotes that they are connected to the Elementals. This energy drain is not impacted by Spirit Walks or Spirit Events. Only through combat roleplay and/or encounters with other non-staff players. Numbers for each tier can be found below:

Tier 1: 8 emotes
Tier 2: 16 emotes
Tier 3: 24 emotes
Tier 4: 32 emotes
Tier 5: 40 emotes

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Elementalism Sub-Types and Spells:

Water Elementalism

Water Manipulation (Non-Combat)

A shaman holding a pact with a water elemental can call upon their abilities to help the shaman move and guide water. Water, being a loose substance, requires a fair bit of concentration compared to solid materials and needs more focus. Although it requires more focus, water can be bent into many shapes and distorted as the shaman needs. Later down the line the shaman can perform ice manipulation at T5

Redlines

- Unable to use in combat
 - T1: No manipulation.
 - T2: 1 x 1 block manipulation, 3 emote connection
 - T3: 2 x 2 block manipulation, 2 emote connection
 - T4: 2 x 2 block manipulation, 1 emote connection
 - T5: 4 x 4 block manipulation, 1 emote connection
- Tier 5 water elementalists can cause the water to release energy, lowering its temperature converting it to ice. A Tier 5 elementalist still has full control over the ice after converting.
- Material cannot be manipulated outside of a 10 block radius.
- A source of water must be nearby for the elementalist to control, an elementalist can carry a source of water with them, but the material cannot be made out of thin air.

Water Jet (Combat)

The shaman at T3 using their ability to call upon the Spirits can use their manipulation of the element understanding to force a stream of a solid force of liquid to attack or to push away objects as well as individuals out of the general direction in which this ability has been unleashed.

Redlines

- 3 emotes are required, 1 for connection, 1 for charging, and 1 for application.
- Cannot become faster than an arrow shot
- Highest Tier will not extend the size of a beach ball
- Cannot drown people, however can make people cough and have trouble breathing for a slight period but will never drown/instant kill

- Must be by a body of water within a 20 block radius
- Will create a stinging effect upon contact with the skin when projected at an individual.
This pain is similar as hitting a wall
- Can only do blunt force
- Need a water source to craft

Water Wall (Combat)

The Shaman now understanding how to move liquids alongside projecting them at a fast pace can also decide to move this ability upwards. Using their understanding of 'Water Jet' the shaman can add an additional emote to not aim towards an object but cast the water itself upwards to be used as a defensive means to slow down projectiles entering the source.

Redlines

- Will not stop bladed weapons at all
- Blunt weapons will have slightly lower impact level
- Will not completely halt projectiles but slow them down as they enter the current
- Will extinguish flames upon impact
- Needs to summon water jet plus an additional emote to make it into a water wall
- Total of 4 emotes required, 1 for connection, 1 for charging, 2 for application

Akathro's Shield (Non-Combat)

In the constant battles against the Harbingers, a water elemental discovered that the soaking in the waters of Krugmar helped heal their wounds. Through research and practice, this elemental learned how to control the waters around the caster and coat themselves in a thin layer of water. This water is imbued with the power of the spirits and helps heal any non-magical wounds. The water needs to be constantly rotated out, so the individual who is being healed by Akathro's Shield must be near a large source of water. A shaman of Tier 2 and above can utilize this technique.

Red lines:

- 8 emotes are required, 2 for connection, 2 for channeling, 2 for application, 2 for healing.
- This healing process cannot be used to cure any curses or other magical damage.
- This healing process cannot restore lost limbs or heal removed body parts.
- This healing process requires a large source of water, approximately two blocks or more.
- An individual healed by this technique will still feel the pain of their injuries long after they were healed.
- The primary focus of this technique is to heal cuts, minor wounds, and broken bones.

Ice Beam (Combat)

Once this Shaman holds the ability to fully communicate with a water elemental they can control the temperature of the water they're in the process of manipulating, this will allow the shaman to freeze the water into an icy projectile or weapon. The ice itself being a sharper object trades the forceful impact of water for this brittle spike. The shaman moves the water from an active water source communing with the Spirits allowing this water to freeze within any shape which the shaman can change to as long as they're higher than T5. Creating a spike would be more piercing, creating a block will be more forceful.

Redlines

- Ice will never go through plated or chain. Anything else it will go at least 1 to 2 inches deep, depending on the outfit and the size of the projectile
- Ice takes at least 4 emotes in total, 1 being communing with the Spirits, 2 being communication through chants, and finally 1 for casting.
- Unable to crush or flatten anyone to death. May cause staggering
- Cannot extend faster than that of a bow shot
- Need a water source to cast

Weather Dance (Non-Combat)

A shaman can perform a display of devotion towards the water elemental, pleading for them to allow rain to fall around their region. If the Spirit finds the actions of the shaman pleasing enough then rain will fall throughout the tile which may depend on how heavy this rain is on how the shaman pleads. The shaman must perform a ritualistic dance around a shrine of this elemental and use a total range in emotes.

The shaman is required to roll out of 10 to see the effects at the second to final emote.

Rolling a 1- 4 will create a light rain around the general area of this shrine

Rolling a 4 - 6 will create a slightly heavier rain which will affect a single region with RO consent, if consent isn't given it will remain around the shrine.

Rolling a 7-10 will result in a much harsher rainfall than before causing the region if consent is given by the RO to experience this effect. If no consent was given then it will remain around the shrine.

- T2: 7 emotes
- T3: 5 emotes
- T4: 4 emotes
- T5: 4 emotes

Redlines

- Purely a roleplay based spell. Cannot cast while in active combat. If the shaman does they cannot defend themselves and must complete the dance.

- If a shaman is interrupted during the dance to invoke this mighty weather they'd not be able to invoke any change
- Environmental effect only
- Rain will only fall

Water Rune (Non-Combat)

The shaman is able to place a sigil down upon any solid surface that is not a living creature. This rune takes up one block, and should be represented by a sign. Shamans are allowed to create their own sigils for their pacted spirit.

The Water Rune will purify water within range of it from all impurities, poison, or salt, making even the most questionable water safe to drink. The Shaman is only able to place down two water runes at the same time. This ability can be used on any variety of drinks, though perceived impurities have a wide range and will simply turn the drink in question to pure water.

T2:

- Requires two emotes of chanting.
- The Water Rune lasts for 4 IRL hours.
- Has a 2x2x2 range.

T3:

- Requires two emotes of chanting.
- The Water Rune lasts for 8 IRL hours.
- Has a 5x5x5 range.

T4:

- Requires one emotes of chanting.
- The Water Rune lasts for 12 IRL hours.
- Has an 8x8x8 range.

T5:

- Requires one emotes of chanting.
- The Water Rune lasts for 24 IRL hours.
- Has a 15x15x15 range.

Redlines

- Water Runes cannot be used to create water.
- The Shaman can only have two runes down at the same time. The Shaman can remove these runes at will.
- The Shaman is not able to place this rune on any living creature.

Air Elementalism

Air Manipulation (Non-Combat)

A shaman holding a pact with an air elemental can call upon their abilities to help the shaman move and guide the air around them. Air, being a gas substance, requires a fair bit of concentration compared to solid materials and needs more focus. Although it requires more focus, air can be used as a force to lift objects alongside push and pull them away.

Redlines

- Unable to use in combat
 - T1: No manipulation.
 - T2: 1 x 1 block manipulation, 3 emote connection
 - T3: 2 x 2 block manipulation, 2 emote connection
 - T4: 2 x 2 block manipulation, 1 emote connection
 - T5: 4 x 4 block manipulation, 1 emote connection
- Unable to lift individuals
- Cannot suffocate people

Gust of Wind (Combat)

With praise gained from the air Spirits. A shaman at T3 can now manipulate the air around them to fire it as a forceful impact towards a target which can stagger and may also knock people off their feet backwards to a total of 3 blocks if at T4 in total allowing the shaman to maintain their distance. If they wish to do this they'd need to spend 1 emote chanting 1 emote concentrating a current flow of air around a centred point then a final emote which includes another chant of projecting this concentrated flow. The shaman can put 2 extra concentration emotes which include chanting emotes to create a slightly more forceful knockback, this will mean if they wish to knock a tree down they'd need 5 emotes total.

Redlines

- Can only manipulate the air around them, cannot manipulate air outside a 2 block radius around their person, except launching the cast.
- Cannot force people to choke with lack of air
- Cannot knock really heavy objects like a Golem down.
- Cannot be cast downwards to project the user upwards in anyway
- Will not project anything upwards that is heavy
- Fatigue applies based on the weight of the object attempting to knock down alongside emote count. Heavier the object the more fatigued you'd be

- Cannot levitate only stagger or knock over
- Cannot suffocate people
- Must be tier 3 or above.
- 3 emotes are required, 1 for connection, 1 for charging, 1 for application
- 2 additional emotes of charging can be applied for a larger blast that is potentially strong enough to knock over a tree or individuals. Can't destroy buildings.

Wind Defense (Combat)

A shaman is able to manipulate the very air we breathe in around us and then can create an almost mini vortex of sorts in front of them which will circle in and create an odd pattern current flow which is standation and created with concentration around a singular area to create an almost air type shield. Unable to be seen but with the flow of the air being concentrated individuals will very much feel it. To achieve this a shaman can simply take 2 emotes, one into chanting and speaking to the wind elemental and the next is casting, they can maintain this wind shield for around 6 emotes in total. The longer they hold it, the more difficult it'll be to keep up.

Redlines

- Unable to use it as an attack. Can only redirect projectiles launched at it to the side never returning to the one who launched a projectile
- Must roleplay fatigue
- Cannot be used to harm anyone, is only for defensive needs
- Can kill off a flame or any gasses which is thrown at it by redirecting them away from the shaman
- Cannot redirect overly heavy objects like boulders etc
- Projectiles do not simply 'miss' the shaman, they get pushed away by the randomly concentrated currents of air which the shaman has casted before them.
- Cannot suffocate people
- 2 emotes are required, 1 for connection and charging, 1 for application.
- Shaman can hold wind defense for 6 additional emotes.

Dragon Claws (Non-Combat/Combat)

A wind elemental is able to summon the power of the wind elements around them in what seems to be an act of solidifying the air. This process involves a shaman condensing the air in multiple spots creating claws. These claws enable a shaman to grab and move objects that are out of reach of the shaman or would cause harm to the shaman. This technique was popularized by Eath'Lur to pull pranks on his fellow orcs when he stole their Minas Pouches.

Redlines

- Requires 3 emotes at Tier 2 and above, 1 for connection, 1 for channeling, 1 for action.
- Cannot be used to strangle or inflict heavy damage upon the individual, a punch from this claw would barely bruise the target.
- Can be used underwater or other extreme environments.

- Cannot exceed a twelve block limit from the caster.
- Claws must be in the vision of the caster.
- Claws can hold the weight of whatever the caster can hold with their hands.

Wind Discs (Non-Combat/Combat)

With the guidance of the air elementals, a wind elemental will learn the Wind Disc Technique upon reaching Tier 3. Through this technique, a wind elemental can condense the area around them into 3 discs the size of a dinner plate or frisbee. These discs can be used to transport items short distances, maxed at a range of 12 blocks from the caster. Upon reaching Tier 4, the shaman learns how to force the discs to spin at increasing speeds. Due to a lack of practice, a shaman who is forcing the discs to spin must keep the discs close to them, in a range of 3 blocks of the caster. These discs can reach speeds that can cut through flesh and most light armour. An air elemental mastered this technique in the Siege against the Undead in Athera, using his discs to perform surgery on the wounded to amputate limbs. At Tier 5, a shaman has fully mastered the technique and is able to throw the rotating discs away from the caster. A disc can be thrown at max range 7 blocks from the caster.

Red lines:

- 4 emotes required, 1 for connection, 2 for charging, 1 for application.
- Discs must remain in eye sight of the caster.
- Rotating discs cannot cut through metal.
- Rotating discs cannot sever limbs with a single move, they act as a saw, saws take time.
- To maintain rotation, the caster must not lose focus. Any slight interaction can cause failure.
- Tier 3: Move Objects, Tier 4: Rotate Discs, Tier 5: Throw discs
- Discs cannot cut through armour.
- Discs should be treated similar to a circular saw in roleplay perspective.

Weather Dance (Non-Combat)

A shaman can invoke the power of the wind elements around their shrine to call upon them for strong gales to a simple weaker breeze. The air elemental shaman can do this with a number of emotes and shamanistic chants as they'd dance around the shrine of the respected element. Once this has been completed the effects will change depending on the respectable roll out of 10.

The shaman is required to roll out of 10 to see the effects at the second to final emote.

Rolling a 1- 4 will create a light wind around the general area of this shrine

Rolling a 4 - 6 will create slightly stronger breezes to stagger which will affect a single region with RO consent, if consent isn't given it will remain around the shrine.

Rolling a 7-10 will result in much harsher gales than before causing the region if consent is given by the RO to experience this effect. If no consent was given then it will remain around the shrine. Potentially knocking people off their feet completely, including the shaman.

- T2: 7 emotes
- T3: 5 emotes
- T4: 4 emotes
- T5: 4 emotes

Redlines

- Purely a roleplay based spell. Cannot cast while in active combat. If the shaman does they cannot defend themselves and must complete the dance.
- If a shaman is interrupted during the dance to invoke this mighty weather they'd not be able to invoke any change
- Environmental effect only
- Only wind based weather

Air Rune (Non-Combat)

At Tier Two a shaman is able to place an Air Rune down. This rune will cause the sounds of orcish war chants and drums to echo in the passers' ears. This can be changed from shaman to shaman depending on their style and flavor, and can be as simple as the rustling of leaves to an orcish war cry.

The creation of an Air Rune requires the shaman to place their hand upon the surface, followed by chanting in Old Blah. Once finished chanting, the sigil of the spirit the shaman has pacted with appears in a gust of wind, causing mild visual distortions around it similar to mirages.

Shamans may create their own sigil for their pacted spirit.

T2:

- Requires three emotes of chanting.
- The Air Rune lasts for 4 IRL hours.

T3:

- Requires three emotes of chanting.
- The Air Rune lasts for 8 IRL hours.

T4:

- Requires three emotes of chanting.
- The Air Rune lasts for 12 IRL hours.

T5:

- Requires three emotes of chanting.
- The Air Rune lasts for 24 IRL hours.

Redlines:

- Can be used to distract people, but cannot be at volumes loud enough to deafen. The
- rune cannot create air.
- The visual effects cannot be manipulated.
- Runes cannot be placed on animals or living beings other than on the shaman casting it. Casting a rune upon yourself will hurt as though you have been branded.
- The shaman may dispel their own rune at any time at will.

Storm Elementalism

Static Manipulation (Non-Combat)

After creating a pact with a Storm Spirit, an elementalists unlocks the ability to call upon the Storm Spirit for help manipulating it's base element, electricity. A shaman learns the process of identifying sources of electricity and pulling that energy towards them. Common sources of electricity come from frictional static electricity. Electricity is a fluid substance and can be used by the shaman to create various shapes of various sizes, any electricity under the shaman's control will give off a faint light that varies per shaman. This use of Storm Elementalism is often used for story telling.

Red lines:

- T1: No manipulation.
- T2: 1 x 1 block manipulation
- T3: 2 x 2 block manipulation
- T4: 2 x 2 block manipulation
- T5: 3 x 3 block manipulation
- Unable to combat
- No neon lights
- No blinding lights

Static Charge (Non-Combat)

A shaman at T3 which holds the ability to manipulate static can redirect this ability to place the manipulated static within a container of any size with any material which doesn't conduct electricity. This will allow the shaman a single less emote. Unless redlines state otherwise.

- T3: Charge will last for a total of 24 hours.
- T4: Charge will last for a total of 48 hours.
- T5: Charge will last for a total of 72 hours.

Redlines

- Cannot perform during combat
- Can only store the static for a total of 24 to 72 IRL hours if sealed.
- Once the seal is broken it will last for 2 emotes if connection is not made.
- Charging reduction applies for all spells EXCEPT lightning.
- Roleplay of charging must be screenshotted and kept on hand. Reusing roleplay is unacceptable. Don't copy paste emotes.

Crackle Boom (Non-Combat/Combat)

A shaman can call upon the Spirits to summon a highly inaccurate shock of lighting towards the general area of which they're casting towards. The Shaman must be at a T5 to be able to perform this and holds a higher chance of missing completely.

Roll of 2 or less: Bolt will strike near the caster, stunning the shaman for a max of 4 emotes.

Roll of 3 to 6: Bolt will miss the target and randomly strike an area in a 20 block radius of the shaman. This will most likely miss anyone nearby. If surrounded by a large group, the bolt may strike a nearby individual.

Roll of 7 to 9: Bolt will strike an area near the shaman's target. This bolt will stun the target(s) within a 2 block radius for 1 emote. The target can remain conscious but will lose control of all limbs for the duration of the emotes.

Roll of 10: Bolt will strike the specified target. This will render the target completely immobile for 3 emotes. The target will lose consciousness from a direct strike.

Note: Roll modifications for large staff sponsored events, if staff allow. The shaman will add +2 to their final roll.

Redlines

- Unable to kill. Only stun and render unconscious.
- Must have 6 emotes total, with 4 emotes consisting of chanting and consolidation of clouds above the area. 1 emote of surrounding effects and 1 emote of the bolt striking.
- ROLL will occur on the 5th emote. This roll will determine what the outcome is in the 6th emote.
- All emotes involving a change of environment must be in #s. The orcs chanting can be in #rp but all environment roleplay must be in #s.
- Any environmental damage must have OOC consent of the RO or PRO.
- Any major disruption in casting will stop all progress and require you to restart from the beginning. Major disruptions are similar to being stabbed, beaten over the head. A simple small object being thrown will not stop this process.
- Unable to use battery alongside this spell

Big Clouds (Non-Combat)

Similar to Crackle Boom, a shaman can call upon the spirit to move the clouds above. This ability is a non-combatative meant to create a roleplay environment only. This will occur in large areas around a shaman, even providing cover over cities.

- T2: 7 emotes
- T3: 5 emotes
- T4: 4 emotes
- T5: 4 emotes

Redlines

- Environmental effect only
- Wind and rain can occur while with a water/air elemental user.

Storm Clouds (Combat)

A shaman calling upon the Spirits of storm can formulate a type of cloud which ranges in effects around their hands to forearms, which can be projected forward to mask an area with this thick darken cloud. Need a total of 4 emotes, 1 being the connection, 2 being the chanting and final being the casting.

Water Elemental - Heavy rain or sleet can be used within this projected cloud - Additional 1 emote

Fire Elemental - A hotter storm cloud can be projected towards a target - Additional 1 emote

Earth Elemental - More solid cloud which can throw small rocks within it - Additional 1 emote

Air Elemental - Faster moving force impacting cloud - Additional 1 emote

Pure Storm - A violent cloud being casted towards a foe to cover their gaze

Redlines

- This cloud cannot be any larger than a beachball
- Cannot freeze anyone within the ice cloud
- Cannot suffocate those within the cloud
- Cannot push people of their feet
- Clouds cannot be seen through by both the shaman and anyone else

Shock Therapy (Non-Combat)

A shaman harnesses the electricity around him for medical treatment. Shock therapy cannot heal wounds, stop infection, or do anything that restores a person's health. Using electricity on an individual is risky and may provide more damage than what is there currently. Electricity will numb the pain of an individual for a period of time. Any new pain experienced after receiving this treatment will be felt and nullifies any treatment, causing all treated pain to return.

Redlines

- Pain will be lost instantly upon receiving treatment. This does not make someone immune to pain, it is a roleplay treatment for wounded characters.
- If wounded after receiving treatment, the individual will not be under the effect of the spell.
- The spell will last for 6 to 12 IRL hours.
- WILL NOT HEAL OR RESTORE HEALTH. We aren't farseers. We like painkillers.

Light Show (Non-Combat/Combat)

Electrical masses of light suspended by clouds can be created by a shaman. They can call upon the spirits to lend them an ability to create a small almost pocket sized cloud which projects a light source which can be channeled into a more blinding light source if the shaman wishes for a quick get away.

Redlines

- 2 emotes are required for chanting and channeling of the electricity and converting it into a light source, which is surrounded by a blacken cloud
- 2 extra emotes are required to release the light and cause a blinding flash. If a shaman doesn't focus the release, the light is released and converts back to electricity that fades with no effects.
- When using a battery, only 1 emote is required for creating a light source. 2 emotes are still required to release the light.
- An individual who is facing in the direction of the light when it is suddenly released will be blinded for 2 emotes. The first emote of blindness will fully impair the vision and the second emote will be recovering.
- During the recovery emote, an individual would only see the outlines of those around them and have trouble identifying others.
- No permanent effects.
- Blind people are immune
- Seers are not immune

Fire Elementalism

Manipulation (Non-Combat)

A shaman holding a pact with a fire elemental can call upon their abilities to help the shaman move and guide the air around them. Fire being a hot flame made up of gas makes it more violent on display. A shaman wielding and manipulating a flame will be under the effect of the heat, leading the shaman to develop more burns as they hone their abilities.

Redlines

- Unable to use in combat
 - T1: No manipulation.
 - T2: 1 x 1 block manipulation, 3 emote connection
 - T3: 2 x 2 block manipulation, 2 emote connection
 - T4: 2 x 2 block manipulation, 1 emote connection
 - T5: 4 x 4 block manipulation, 1 emote connection
- Roleplay correctly if burnt and rp the effects of the burns (nerve damage, scars, etc.)

Concentrated Flame (Non-Combat/Combat)

A shaman bound to a Fire Spirit is able to channel their powers and concentrate the fire around them. This process would involve the flames of torches, fire places, and all other sources being pulled into one spot in front of the shaman. This is the main source of all of their casts. With the flames pulled closer to the shaman, the caster would often experience intense burning. Over time, an experienced shaman would begin to tolerate the pain learning to live with it.

Redlines

- Roleplay correctly if burnt and rp the effects of the burns (nerve damage, scars, etc.)
- There must be a source of flames/embers. This can be a source carried by the shaman or it can be nearby torches, lamps, or fire pits.
- This process will range from 2 to 4 emotes, often on the lower end due to this cast only concentrating flames for later roleplay.
- Need flames/embers in a 10 block radius of your character.

Ring of Fire (Combat)

After channeling their own source of flames or having a large enough base source close to them, a shaman can erupt these flames sending them out in a ring from the source. This ring of fire is extended as a shaman learns to control their abilities. If the ring strikes a person or object, they will erupt, and cause the individual or object to be burnt and/or catch on fire depending on clothing. A shaman can not control which direction these flames will travel, as these flames

travel out in all directions from the fire. A shaman can also mix the Ring of Fire and Concentrated Flame together by concentrating the released flames back together at increased strength.

Redlines:

- 4 emotes are needed. 1 for connection, 2 for channeling and 1 emote for the release of flames.
- The strength of the spell is determined by the source of the flames. If using a torch, the ring will be weak compared to using a Concentrated Flame.
- A single ring of fire travels further from the source of the spell. At the end of their reach, the flames will lose power.
 - T1: No manipulation.
 - T2: 2 block radius from source.
 - T3: 3 block radius from source.
 - T4: 4 block radius from source.
 - T5: 5 block radius from source.
- Any flammable objects will catch fire. No damage can be done to a region without RO or PRO consent. A countertop could catch fire but it would not be destroyed.
- Cannot melt metal.
- Will not explode.
- Will cause 2nd degree burns if directly touching an individual's skin.
- Need an active fire source within 10 block radius.

Skathach breath (Combat)

A shaman at T3 can manipulate a flame towards a general direction with a sway of their hands and the Spirits on their side, creating a general flame projection which follows the movement of the hand of the fire elemental user, into a spew of hot flames towards the target in mind.

Redlines

- Needs 4 emotes in total, one connection, two chanting, and a final for casting
- Unable to burn to a crisp
- Will cause a 2nd degree burn if directly touching an individuals skin
- Can light flammable objects
- Will not explode
- Cannot melt metal
- Need an active fire source within a 10 block radius

Weather Dance (Non-Combat)

A shaman can invoke the power of the fire elements around their shrine to call upon them for a sunny day. The fire elemental shaman can do this with a number of emotes and shamanistic chants as they'd dance around the shrine of the respected element. Once this has been complete the effects will change depending on the respectable roll out of 10.

The shaman is required to roll out of 10 to see the effects at the second to final emote.

Rolling a 1 - 5 will cause no effect to the environment, the Spirits haven't seen you blessed as

Rolling a 5 - 10 will cause the sun to come out as the sun shines brightly making it a beautiful sunny day.

- T2: 7 emotes
- T3: 5 emotes
- T4: 4 emotes
- T5: 4 emotes

Redlines

- Purely a roleplay based spells. Cannot cast while in active combat. If the shaman does they cannot defend themselves and must complete the dance.
- If a shaman is interrupted during the dance to invoke this mighty weather they'd not be able to invoke any change
- Environmental effect only
- Will only make the sun shine, clearing the sky
- Can cause plants to grow faster

Earth Elementalism

Earth Manipulation (Non-Combat)

A shaman holding a pact with an earth elemental can call upon their abilities to help the shaman move and guide the earth: stone, dirt, brick, mortar, sand, and/or lava. Earth, being a hybrid between a loose and compact material at different times, allows a shaman to take advantage of this when controlling the material. As a loose material, Sand can be manipulated similar to water. A compact material, Stone would be more blocky and less subtle to control.

Redlines

- Unable to use in combat
 - T1: No manipulation.
 - T2: 1 x 1 block manipulation, 3 emote connection
 - T3: 2 x 2 block manipulation, 2 emote connection
 - T4: 2 x 2 block manipulation, 1 emote connection
 - T5: 4 x 4 block manipulation, 1 emote connection
- Material cannot be manipulated outside of a 10 block radius.
- A source of earth must be nearby for the elemental to control, an elemental can carry a source of earth with them, but the material cannot be made out of thin air.

Seismic Slam (Non-Combat/Combat)

Seismic Slam is a spell created from an earth elemental causing a great force to occur in a large body of earth. The caster builds up a large amount of energy in themselves from the Earth Elemental and releases it into the ground from contact of their body. This force will shake the earth, being able to knock over objects and/or individuals. If the roleplay involves rolls, each individual who is in the radius of the seismic slam will roll 20. If they roll below 12, they will be knocked over briefly for one emote.

Redlines:

- 3 emotes are required. 1 for connection, 1 for charging, 1 for application.
- This spell cannot damage the environment directly. It can knock over nearby objects that are not mounted to their area but cannot break walls or floors.
 - Tier 3: 3 block radius around the caster
 - Tier 4: 4 block radius around the caster
 - Tier 5: 6 block radius around the caster

Bear Traps (Combat)

The Bear Trap is a combative spell meant to hold an individual in place. It was originally designed by a Lur Earth Elementalist who used it to trap prey by covering their feet in stone until the creature was slain. The spell causes the earth at the feet of the victim to pop up, enclosing around their feet tightly, and trapping them. Stone or brick is the strongest material for this spell, sand is often weaker.

Redlines:

- 3 emotes are required. 1 for connection, 1 for charging, 1 for application.
- Is not a rune, must be actively cast to use.
- This spell cannot crush armour, it's meant only to hold an individual in place.
- The trapped individual can emote to break the trap, 2 emotes for stone and similar material, 1 for sand and soft clay.
- Cannot sever limbs, cannot break bones, cannot kill unless cast around an individual's neck who is laying down.
- Can be cast at Tier 2 and above.
- Has a range of 10 blocks from caster.

Sinkhole Rune (Non-Combat)

The Sinkhole Rune is a rune that is meant to turn nearby earth into a softer material that anyone who walks on it will sink. Often compared to modern quicksand, this material will not cause someone to sink so their head is covered, an average grown individual will sink about 4 feet deep. This rune can be activated immediately after casting, or saved for up to 72 hours.

Redlines:

- Tier 4: 5 emotes are required, 1 for connection, 2 for charge, 2 for application
- Tier 5: 4 emotes are required, 1 for connection, 2 for charge, 1 for application
- An additional emote from caster or another individual is required to trigger the trap
- Traps can be marked in an area by creating a 3 by 3 outline of sand or cobblestone, whatever is easier to see in the terrain.
- This trap cannot suffocate or kill on it's own.
- The Trap will not break bones or cause internal damage.

Raise Earth (Non-Combat/Combat)

Raise Earth is a spell for earth elementalists meant to move the earth around them. To create a path, block a door, or remove access to an area entirely. This spell has two different uses, in combat and out of combat/event usage.

Redlines:

- Can be cast at Tier 3 and above.
- Requires 5 emotes are required, 1 for connection, 2 for charging, 2 for application
- In a combat situation, this spell cannot be used to crush an opponent, can only be used to create obstacles and obstructions.
- Any obstructions created in a combat scenario require 2 emotes to break down by any parties involved.
- In a non-combat or event situation, this spell can be used in an attempt to crush, weigh down, or slow down an opponent.
- Spell can be used to create bridges of up to 10 blocks. Must have region owner permission outside of events.
- Spell can be used in combat or non-combat to pull earth apart. Max size of hole is a 2x2 at a max range of 8 blocks away from the caster.
- For event usage, max range is 20 blocks from caster. For all others, max range is 10 blocks.

Rock Throw (Non-Combat/Combat)

Rock Tomb is a spell used to move stones for whatever use. It's the base spell of all earth elementalists and can show true mastery through its usage. Shamans have used this ability to move small pebbles, large boulders, waves of sand, or a storm of dust. The material used depends on what the elementalist has around them or on them, and the size depends on the strength of the shaman.

Redlines:

- Emotes Required:
 - Tier 1: Cannot cast
 - Tier 2: 5 emotes required, 2 for connection, 2 for charging, 1 for application
 - Tier 3: 4 emotes required, 1 for connection, 2 for charging, 1 for application
 - Tier 4: 3 emotes required, 1 for connection, 1 for charging, 1 for application
 - Tier 5: 3 emotes required, 1 for connection, 1 for charging, 1 for application
- Stone/Rock/Brick:
 - Tier 1: Cannot cast
 - Tier 2: Can throw up to 3 stones, max size of a baseball, the speed of projectile is maxed at 80 feet per second (below average pitching speed of a baseball)
 - Tier 3: Can throw up to 7 stones, each the max size of a baseball, the speed of the projectile is maxed at 100 feet per second (average pitching speed of a baseball)

- Tier 4: Can throw anything listed above or throw a single stone the max size of a meter squared (one mc block). Smaller stones can be thrown at previous speeds, a larger stone can be thrown at the speed of 40 feet per second, close to 10 blocks per second.
- Tier 5: Can throw up to 10 stones at the max speed of 80 feet per second, or two one meter squared blocks (one mc block) at the speed of 40 feet per second, close to 10 blocks per second.
- Sand/Dust:
 - Tier 1: Cannot cast
 - Tier 2: Can suspend a wave of dust or sand in the air with a width and height of 1 minecraft blocks by 2 minecraft blocks with a thickness of 1 minecraft blocks.
 - Tier 3: Can suspend a wave of dust or sand in the air with a width and height of 2 minecraft blocks by 2 minecraft blocks with a thickness of 1 minecraft blocks.
 - Tier 4: Can suspend a wave of dust or sand in the air with a width and height of 3 minecraft blocks by 3 minecraft blocks with a thickness of 2 minecraft blocks.
 - Tier 5: Can suspend a wave of dust or sand in the air with a width and height of 4 minecraft blocks by 4 minecraft blocks with a thickness of 2 minecraft blocks.
- Max range of all thrown projectiles is 10 blocks from casters origins
- Sand/Dust cannot cut, suffocate, or cause direct harm to an individual. Anyone caught in the sand/dust would be blinded and have a hard time breathing.
- All stones are blunt, any damage to an individual is treated as blunt force trauma. This can kill someone with a head shot or enough hits to the ribs or other body parts.
- All projectiles are cast at speeds that are half of what a crossbow or bow would perform for reference.
- Caster can cause rocks to levitate briefly. Once objects are thrown or connection is broken, they abide by all rules of gravity.
- Stones can cause damage to buildings, but cannot be used to punch holes straight through walls.

Metal Elementalism

Metal Manipulation (Non-Combat)

Once a shaman has formulated a pact with the respected Spirit they gain the ability to call upon them when time is needed to bend and shape the world around them, this ability allows a shaman to idly call and craft, move or even repair objects which hold different types of metal.

Redlines

- Unable to use in combat
 - T1: No manipulation.
 - T2: 1 x 1 block manipulation, 3 emote connection
 - T3: 2 x 2 block manipulation, 2 emote connection
 - T4: 2 x 2 block manipulation, 1 emote connection
 - T5: 4 x 4 block manipulation, 1 emote connection
- Must have hands touching the metal wanting to manipulate
- Cannot interact with boomsteel

Non Combat/Combat - Corrosion

Metal Shielding (Combat)

Using the power of the Spirits, a shaman can use the very armor they wear or any metal which is within their reach turning it into a flat surface creating a shield which will react as a shield would. This shield can only use the mass which they hold. If the metal item is small then the end product will be a thinner sheet of metal in front of the shaman. Shamans must remember that this doesn't allow the metal to levitate once it's completed and will need to create a means to hold the shield, requiring some of the limited metals to be spent on such.

Redlines

- 3 emotes are needed in total. 1 casting, 1 chanting and 1 casting
- Must be within the hands of the shaman
- Only able to use metals listed
- Will be a fixated object and will react as a simple ferrum shield
- Weight applies
- Unable to cast on others
- Will need to roleplay the effects of thinning metals correctly
- Cannot interact with boomsteel

Tighten Metal (Combat)

Since a Metal shaman holds the ability to bend metal as they sees fit if they plead to the Spirits to allow them to do so, a shaman can hold an ability to protect themselves by bending the metal around and armored foe to increase the size preventing the armored being to move more effectively as they once was.

Redlines

- Takes 4 emotes, 1 connection to the Spirits, 1 channeling, 2 for casting.
- Will not kill only slow each action that is affected taking one additional emote to perform physical tasks
- Cannot bend the metal into spikes can only tighten the area
- Must be cased in a 8 block radius around the caster, if the foe is outside this 8 block radius the spell will simply fail
- Cannot interact with boomsteel

Trinket crafting - Smaller trinkets (Non-Combat)

A shaman can use the ability of manipulation of metals while chanting to the spirits to allow the spirits to help them craft simple little trinkets which hold a more refined shape to them. Able to be shaped any way one can imagine but can never be sharp. This shaman calling to the Spirits by placing their hand directly connecting it to the material they wish to forge calling upon the Spirits to speak to them and attempt to sway them to assist in the effects of creation, if the shaman is successful the Spirits will bend the metal to the sigil of the respected Spirit.
(Elemental Spirits Only)

Redlines

- Is a roleplay ability. Rule of logic will apply on emote count depending on the size of the object
- Only able to use metals listed
- Will not give the user buffs
- Can obtain sigils from only Elemental Spirits and only Elemental Spirits

Spiritual Guidance (Non-Combat)

As a metal shaman holds the ability to manipulate metal and is able to formulate it into a more refined form. The shaman is able to use this ability to smith weapons and armor with the help of spirits, this action alone allows the shaman to give praise alongside craft a sturdy type of equipment. This process gives no buffs or blessing and will need knowledge of smithing to perform. To do this a Shaman must hold a decent amount of metal around them and must hold hand contact with the metal before speaking to the Spirits to help them bend it to the shape they wish for it to bend.

Redlines

- Unable to use in combat
- Will act the same way as normal armor expect the metal itself will be more dull and unable to be sharp
- Unable to craft sharp weapons, if swords, daggers, spears etc are crafted each of the ends will be dulled and need the shaman to sharpen them by hand
- Can use any metal listed and can do any design if not too silly or complex (remember this is purely rp uses)

Metallic Purification Rune (Non-Combat)

The Metal Shaman is able to place a rune upon a surface. Any metals or ores in the area of effect will slowly form into a ball over a period of time. This will not improve the quality of metal past its natural state when purified. Over the course of the required time the metallic ore will form into a ball of purified metal, with all imperfections and non-metallic substances cast off as a fine dust. The shaman may dispel these runes at any time.

T4:

- May affect any metals, including but not limited to iron, gold, and non-magical alloys.
- Works in a 2x2x2 area.
- Takes two IRL hours to finish.
- The shaman may have one rune out at any given time.

T5:

- May affect any metals, including but not limited to iron, gold, and non-magical alloys.
- Works in a 3x3x3 area.
- Takes one IRL hour to finish.
- The shaman is able to have two of these runes out at any given time.

Redlines

- Metallic Purification Runes do not improve metals past their natural properties.
- Metallic Purification Runes do not create metallic objects past the shape of a smooth ball of the metal being purified.

- Metallic Purification Runes may not purify chunks of ore larger than the specifications given in each tier.
- Metallic Purification Runes do not give metals any magical properties.
- All metal objects in the area will be affected. Keep unwanted metal objects away from the rune.

Elemental Companions

(Credits to Leonie. This is pulled from the last rewrite, if Leonie wants it removed, I will remove it.)

Starting at T3, elementalists are able to pull together stagnant spirits present in elements around them and form a small companion that will follow them around. This companion is, at most, one block in size. While the Elementalist is able to utilise the element that makes up their companion, they may not enlarge it in size and the companion cannot enter combat against anything other than another companion unless used as a manipulated element. These companions are able to understand speech, but cannot replicate it. They may respond with nods or gestures. The companion is not able to grant access to areas that the player cannot access mechanically. The companion will dissipate if it travels more than fifteen blocks away from the Elementalist.

Elementalists are required to chant for two emotes to summon a companion from an element of the same size within a 10x10x10 area around the shaman. This applies fatigue, and cannot be done unless out of combat.

These companions are cosmetic, but are made up of the element that the Elementalist controls. Therefore, while there can be any variation in shape and form, they must conform to the traits of their element. Fire companions will always be made of fire, earth companions will always be made of stone or dirt or sand, metal companions will always be made of metal, etc.. The only thing limiting an Elementalist's number of companions is how many pacts they have, with only one companion permitted per pact.

Combining two elements to form one companion is allowed, but may still only reach 1 block in total maximum size. Combined element companions do not merge the two elements unless they are directly compatible, which will be indicated below. Using this cancels the ability to manipulate elements from the companion. Combined companions only requires half the amount of material it would take to create a single non-combined companion, and so allows the Elementalist to create two combined companions.

There are no set abilities for companions, as they simply follow the abilities that their element imparts. Fire companions can burn things, water companions can douse flames, air companions can dry wet things, static companions can shock things, etc.. These are all minor effects. If your companion comes to an untimely end, such as your fire companion being doused entirely, it may be resummoned outside of combat.

Possible Appearance Ideas for the Lazy

While companions can take almost any form, here are a few ideas to grant inspiration. This also lists what certain companions are able to do.

Fire = A bouncing fire in the shape of a fox. Can light up areas, and can ignite items such as lanterns, torches, candles, etc..

Water = A blob of water in the shape of a floating fish. Can douse flames.

Air = A swirling mini-tornado. Can blow out fires, help with lighting campfires, blow a small breeze, etc.

Earth = A walking stone/dirt/sand mass, studded with crystals. Can douse flames. Stone companions can sharpen objects. Dirt companions may have plants growing in them.

Metal = An empty suit of armour. Can sharpen objects, and may cut things if it has sharp edges.

Storm = A ball of clouds and static electricity. Can light up areas.

Fire + water = A watery core surrounded by fire. (Combination allowed; steam)

Fire + air = A fiery core surrounded by air currents.

Fire + earth = A stone/dirt/sand core surrounded by fire. (Combination allowed; molten rock)

Fire + metal = A fiery core surrounded by a metal cage. (Combination allowed; molten metal)

Fire + storm = A crackling static core surrounded by fire.

Water + air = An air bubble surrounded by water. (Combination allowed; fog/mist)

Water + earth = A stone/dirt/sand core surrounded by water. (Combination allowed; mud)

Water + metal = A miniature set of armour around a body made of water.

Water + storm = A mass of crackling water in the shape of an eel.

Air + earth = A sparkling globe of fine sand particles, swirling through the air currents.

Air + metal = A metal humanoid figure with holes in it, that air currents zip through to create music.

Air + storm = A hawk-shaped mass of static sparks and air currents.

Earth + metal = A golem-like form, studded with precious metals.

Earth + storm = A cloud of dirt and pebbles orbit a static core. (Combination allowed; glass)

Metal + storm = A skeletal metal wolf, whose innards reveal cogs and wheels powered by static.

Redlines

Elementalists may only have as many companions as they have pacts.

Elementalists may only create companions from elements that they have a pact for.

Elementalists are only allowed to create one non-combined companion or two combined companions, from any one element. For example, an Elemental could have a single fire companion, or one fire/water and one fire/air companion.

While it is possible to create companions in the form of limbs, they cannot be used in combat and must be verbally told what to do. They are not controlled by the elemental as one would control a real limb.

Touching a companion will impart the effects of that element. The shaman is not exempt from this, unless they use a spell from their repertoire that permits such. For those who aren't aware

of what things do:

Fire burns you.

Static shocks you.

Water makes you wet.

Sharp metal will cut you.

Changelog:

Version 1.1 - 6/5/21

Added Air Elementalism Dragon Claws

Added Air Elementalism Wind Discs

Modified Fire Elementalism Ring of Fire

Added Water Elementalism Akathro's Shield

Modified Water Elementalism Water Jet

Modified Metal Elementalism Tighten Metal

Modified Metal Elementalism Corrosion

Added Section - Elemental Plane and Spirit Walks

Added Section - Shaman Strength and Energy