

✨ Elemental Spirits of Luminaria

Born of the Grand Architects and imbued with divine purpose

✨ *In the Dawn of Luminaria...*

When the first light pierced the Astral Sea and Luminaria stirred from the dreams of the Grand Architects, the world was wild and unshaped. No mortal foot had yet touched its soil. Long before dragons ruled the skies, before giants raised their mountain halls, before starwhales sang in the celestial tides, there were only the Elemental Spirits. They were the firstborn, woven not from flesh but from the pure forces of existence. Flame raged and renewed under Pyropa's ever-watchful gaze, carving life from ash. Stone rose and endured with Terrak's patient memory, crafting the bones of the world. Tides whispered and surged by the will of Kyrrios, shaping rivers and oceans from dreams. The winds raced free across endless horizons, carrying the laughter of Aethera across sky and cloud. Night fell soft and deep, as Nyxum cloaked the newborn land in mystery and the music of dreams. And through it all, unseen threads of Magic shimmered, spun by Lythari's unseen hand, binding every element to the pulse of arcane life. These spirits roamed the untouched world, keepers of its earliest breath, and though empires have risen and fallen, and mortals now walk where once only spirits danced, the Elementals remain, timeless and eternal, bound forever to the heart of Luminaria.

🔥 FIRE – Pyropa, Goddess of Flame

Theme: Passion, destruction and rebirth, inner fire

Greater Spirits:

- Volcanis – Titanic spirits slumbering in volcano hearts.
- Phoenix Wyrds – Firebird spirits that burn away corruption.

Lesser Spirits:

- Embersprites – Playful hearth spirits.

- Cinderwings – Ember-winged messengers.
- Coalbound – Stoic forge guardians.

Rare/Noble Spirits:

- Flamehearts – Chosen embersprites bonded to the fates of mortals.

Wraiths of Fire:

- Ashwraiths – Spirits born of ruins and smoke.
- Infernowraiths – Wildfire storm spirits.

Primeform Spirit:

- **Ignis Prime** (Fire Elemental) – Living firestorm beings, manifestations of Pyropa's pure flame. They rage or nurture depending on their call.



EARTH – Terrak, God of Stone

Theme: Endurance, memory, growth, patience

Greater Spirits:

- Mountain Fathers / Motherstone Matrons – Living mountains.
- Deeproot Wardens – Massive tree-spirits.

Lesser Spirits:

- Dryads – Tree-bound life spirits.
- Stonekin – Ore and crystal elementals.
- Dustwhirls – Desert spirits.

Rare/Noble Spirits:

- Ironroots – Petrified wood golems.

Wraiths of Earth:

- Sandwraiths – Phantom winds whispering before storms.
- Stonewraiths – Deep stone specters.

Primeform Spirit:

- **Terran Prime** (Earth Elemental) – Towering masses of living rock, embodiments of Luminaria's patience and strength.

WATER – Kyrios, God of the Sea

Theme: Emotion, adaptability, transformation, mystery

Greater Spirits:

- Leviathan Echoes – Mythic sea titans.
- Raincallers – Mist-robed drought balancers.

Lesser Spirits:

- Water Nymphs / Naiads – Freshwater guardians.
- Currentlings – Playful river spirits.
- Mistmourns – Sad, poetic fog spirits.

Rare/Noble Spirits:

- Tidebinders – Spirits commanding waves and creatures.

Wraiths of Water:

- Mistwraiths – Ghosts of fog.
- Icewraiths – Haunters of the cold.

Primeform Spirit:

- **Aquora Prime** (Water Elemental) – Ever-shifting tidal spirits, carrying both life and loss within their endless currents.

AIR – Aethera, Goddess of Sky

Theme: Freedom, foresight, clarity, celestial movement

Greater Spirits:

- Skyborn Titans – Wind-shaping giants.
- Starcallers – Celestial prophetic spirits.

Lesser Spirits:

- Whisprites – Tiny wind motes.
- Galecloaks – Guardians of storm towers.
- Sylphs – Graceful cloud-dwellers.

Rare/Noble Spirits:

- Thunderwrought – Tempest-forged spirits.

Wraiths of Air:

- Stormwraiths – Lightning spirits.
- Skywraiths – Omens gliding before fate.

Primeform Spirit:

- **Zephyros Prime** (Air Elemental) – Pure kinetic spirits, swift as thought and wide as the horizon.
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NIGHT – Nyxum, God of Night

Theme: Dreams, secrets, stillness, mystery

Greater Spirits:

- Nocturnals – Shepherds of dreams and nightmares.
- Starborn Seers – Constellation spirits.

Lesser Spirits:

- Wraiths of the Night – Dream-walkers.
- Shadelings – Riddle-trading shadows.
- Whisperkin – Forgotten story-haunters.

Rare/Noble Spirits:

- Nyxbound – Silent companions to seers.

Primeform Spirit:

- **Umbros Prime** (Shadow Elemental) – Beings woven from living darkness and dream-silk, drifting between planes like smoke on the tide.
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MAGIC – Lythari, Goddess of Arcana

Theme: Power, transformation, potential, arcane balance

Greater Spirits:

- Arcanarchs – Towering ley-born guardians.

- Leystriders – Rune-etched watchers.

Lesser Spirits:

- Spellwisps – Fragmented magic flickers.
- Runelings – Glyph and scroll spirits.

Rare/Noble Spirits:

- Mythkin – Living legends born from spellcraft.

Wraiths of Magic:

- Spellwraiths – Unfinished spell echoes.
- Glyphwraiths – Living runes adrift in power sites.

Primeform Spirit:

- **Mythralis Prime** (Magic Elemental) – Shifting, prismatic entities formed from concentrated arcane energy, impossible to fully predict or contain.