

Main Adopt Page

Elementals is a fantasy horse adopt existing around the premise of the four elements. While participation in interactive events is not required, it is encouraged to experience the adopt to its full potential. It's highly recommended that you develop your horses and interact with the community.

Use the Document Outline to skip to the header you want to read about.

Premise

Participation in Elementals is based upon users joining one of the four elements. Water, Fire, Air, and Earth. These are called the 'alliances.' Users can actively and passively complete alliance goals, community achievements, and personal achievements. The completion of these triggers rewards and benefits. Each element has elemental and non-elemental lines, as well as element related markings. Users can participate in events that boost their alliance's status, and holidays that provide competitive and team experiences. Horses on elemental lines are designed to be more difficult to attain than their non-elemental counterparts, but both lines have their purposes and benefits.

Alliances

Every user must choose one of the four alliances in order to participate at all in the adopt. Alliance sign-ups are always open, and users may join at any time. It's encouraged to consider your preference in the lines, markings, and the amount of users already in each element when choosing. Choosing an alliance results in the following:

- You are eligible to enter into adopts. You do not have to wait for your founder to be made.
- With updated stables you can also order customs, and order breedings.
- You are given an elemental founder that matches your chosen alliance. It will have one elemental marking.
- A lasso is deposited in your inventory. You may use it to claim an artist's entry.
- You are given any existing benefits that your element has already earned.

Rules regarding your alliance:

- You cannot change your alliance. Once you make your decision, it is final.
- While you do not have to participate in alliance events, you will still earn rewards as your alliance completes goals and achievements. It's polite to participate before using these rewards, but there is no rule against it. Ill behavior towards non-participant users using these rewards is absolutely not allowed.
- You can choose to trade/purchase/sell items and horses between the whole community or solely within your alliance.
- Healthy competition is good, but poor sportsmanship is under no circumstances condonable.

Adopts

All regular adopts will be on non-elemental lines, and will not have elemental markings. They may, however, have breed-specific markings. Milestone adopts (50, 100, 150...) will all be elementals with at least one elemental marking. You must have an alliance to enter adopts, but your stables do not need to be made or updated.

- Users need to fill out and post the form provided on each horse's page.
- All adopts should be judged within a month of their posting.
- There is no limit to how many adopts you may enter.
- You do not need to enter for adopts of your own element. If you ally with fire, you can enter for air-based horses, etc.

Claims

When artists are hired, they can choose to keep one of their entries as a 'claim.' They will add this horse to their stables. If they choose, they can also open their remaining entries for other users to claim. Users must have a Lasso in their inventory to claim, and upon claiming this item will be used.

- Only entries that note they are open for claims can be claimed.
- Users must post on the entry that they would like to claim.
- Claiming works on a FCFS basis. The first user to post will take the claim.
- The claim will be confirmed by the artist, and the user's Lasso is removed from their inventory.
- The entry's post will be changed to the standard info form.
- Claims use their own archive and don't have to be numbered on their page.

Customs

Most customs will require some form of payment, though artists are at liberty to offer the occasional free opening or slot giveaway. Each artist may choose from a variety of payment options to charge, though not every artist will accept the same currency. Artists are also free to charge their own rates, so not all artists cost the same. Artists are not required to open customs at all, though may do so as they please.

- Users can order customs on non-elemental and elemental lines.
- Non-elemental and elemental bodies, manes, and tails cannot be mixed up. Non-elementals can only have hair, and elementals can only have flame/water/clouds/earth. Neither can elements be mixed. For example, you cannot have a fire body with a water mane and tail.
- As more hair options are unlocked, users may choose to mix and match hair-based manes and tails on non-elementals.
- Artists may charge through different methods. One may charge per gene added, while another may charge through tiers, etc.

- Supposing the same coat, elementals will always cost more than non-elementals.
- Typical forms of payment include but aren't limited to: C\$, pets, art, credits, items, horses, USD
- There is no limit to how many you can order, but artists may choose when opening to create their own limits. For example: 'you may not have already ordered from me this month' or 'one form per person this round'
- It is up to the artist to determine when payment is sent and accepted. They may choose to take payment beforehand, or accept it after the custom is posted.
- It is recommended that if both parties are hesitant to either pay or post first, the artist posts the completed custom under a semi-transparent cover first. Once payment is sent, the artist will then uncover the custom.
- Should payment be accepted and the custom not be posted within two weeks of the transaction, please contact me (adheline) to request an update, rather than the artist directly.
- If need be, I will complete any missing customs for users who pre-paid, and they will also be compensated with their choice of items, credits, and horses matching the value of their payment.
- If USD (or any irl currency) is the chosen payment, discussion of payment should immediately be taken offsite. This can include discord, toyhouse, deviantart, etc. Artists must provide their preferred sites and their handles on those sites. Users ordering should state 'USD' under the payment section of the form and contact the artist through a given site to exchange info and preferred transaction methods (venmo, paypal, cashapp, etc.).

Breedings

Users may breed any two horses together. Breedings are not limited by element, lines, gender, or alliance.

- Horses have a default of five breeding slots.
- Completing certain alliance goals will add breeding slots to all horses owned by users in that alliance. If traded to another alliance, a horse's extra breeding slots are lost unless already used.
- There are no cooldowns.
- To order a breeding, you must have updated stables.
- There are several items that you may use in a breedings.
- Inbreeding is absolutely not allowed, no matter how far back the relationship is.
- In any breeding, there is a 15% chance of twins. This can be boosted by items.
- If a breeding rolls for twins, there's a 5% chance it fuses into a single chimeric foal.

By breeding together different elements and elementals with non-elementals, users create the circumstance of chance. They can use items to eliminate that chance to choose certain breeding results.

- Two pure elementals will have elemental foals.
- Two non-elementals will have non-elemental foals.
- Breeding together a non-elemental and a pure elemental rolls: 40% elemental, 60% non.
- For every non-elemental in an elemental's lineage, the chance of an elemental foal decreases by 5%. Ex: a pure elemental and an elemental with one non parent will have 95% chance of elemental. A non-elemental and an elemental with one non parent will have a 35% chance.
- If two different elements are bred together, elemental or non-elemental, the foal's lines are decided by a 50/50 roll. Items can be used to choose between the parent's lines.
- Elemental markings can appear on a different element's lines through cross-breeding.

Credits

Credits are a form of currency that users can use in the shop, trade for customs, and trade with other users. Not all artists will accept it as payment for customs, but the shop will always accept credits. Credits can also be used during holidays and special events. This currency is distributed in numerous ways, including artist wages, personal achievements, and writing/art prompts. Your credit total will be kept in your inventory. It's encouraged that you track your own total as well, including a log of links to proof of your earnings and spending. Typically, any event that involves credits will state your user ID and the amount of credits earned/spent. Credits cannot be bought with C\$ or any other currency. Usually, you will be able to mix payment between credits and other currencies like C\$ and pets.

Writing/Art Prompts

To help you develop your horses and stables, writing and art prompts offer rewards for your creativity. You may submit stories, poetry, and artwork. You are allowed to commission art and writing to be submitted for rewards here. Note that this is only recommended if you intend to commission artwork anyway, as the only reward offered is credits and you may as well just pay for things with what you would commission with rather than any credits you may earn.

- More difficult prompts will yield higher rewards.
- There is no limit to how many prompts you can complete.
- Each prompt may be completed multiple times, only so long as each submission doesn't contradict the others nor overlaps with it. Each submission must be unique.
- You will be rewarded with credits, the amount of which depends on the prompt and your submission.
- You may then use your credits in the shop, for customs, and to trade with.

Items

Users can use items for a variety of things, and they can trade them between themselves. Items are given as rewards, obtained during holidays and events, etc. The current list of items and their purposes are given in this [spreadsheet](#).

Archive/Inventory

The archives and inventory are updated regularly on Sundays, and any chance I get between then. The archives are on this [spreadsheet](#). There are several pages dividing the archives. First are the adopt and

custom sheets, then breeding, then claims. Next is the stables archive, which links users and their horse storage. Finally is the inventory, where items are recorded.

Alliance Goals

Each alliance has a similar set of goals to work through. By completing a goal, an alliance unlocks benefits for all of its allied users. Rewards include piety, items, breeding slot increases, and triggered events like elemental adoptions and mini-events.

- Mini-Events are where three elementals (all the same as the alliance that triggered it) go up for raffled adoption. Only members of that alliance may apply for them.
- Alliance Hosted Events are like a travelling fair. Any user can enter the event, regardless of their alliance, and participate in challenges and mini-games. These will last for a week, and will distribute items, horses, and elementals from the hosting alliance.
- Goals are divided by element on this [spreadsheet](#).

Community Achievements

Community achievements can be completed by anyone, no matter their alliance. For every ten achievements completed, an elemental with at least one elemental gene will go up for raffled adoption. Every time a user completes an achievement, they are rewarded with five credits to their inventory. Community achievements will be added as Elementals grows. Community achievements are recorded on this [spreadsheet](#).

Personal Achievements

Personal achievements are a list of actions and rewards that each person can complete. There is a list on this [spreadsheet](#), but users must keep track of their own progress and achievement completion. Every achievement has a reward, and users can submit their completion proof to redeem rewards. The submission thread has not been made yet, but will be shortly.

Piety

Every week there is a piety race. It opens at rollover on Monday morning and closes at rollover Friday night. During this time, users link the elementals they own that match their element (such as founders). Each element is worth one piety point, but alliances and individuals may earn temporary boosters as well as additional piety to add to their totals. At the end of each week, the alliance with the most piety earns a reward. The reward can change each week, and may include items and alliance benefits.

Explore

On Saturdays and Wednesdays, from rollover to rollover, users may explore their alliance's territory. Users can take one pace per horse they own. For each pace you take, you have the chance to find one of the following:

- 50% chance of fief (one fief per pace) (1-50)
- 35% chance of an item (51-85)
- 10% chance of a non-elemental (86-95)
- 5% chance of an elemental (96-100)

Fief doesn't directly benefit the users that find it, but it counts towards alliance goals and will reward users in that way. Fief is a unit of measure to record how much territory has been explored in each alliance. Fief is tallied in totality and in a weighted measure, which is the total divided by the members of each element. The weighted total acts as a ratio to display the average fief collected per user of that element, decreasing the importance of membership size in elemental competition.

Holidays

Elementals will host holidays as they relate to those we know, and even some that are unique to the adopt. Holidays can vary between simple themed adopts, games, challenges, and more. Every holiday is unique.

Sales/Trades/Transfers

Users may list horses and items up for sale, trades, and transfers (gifting). You may ask for credits, C\$, pets, art, other horses, other items, etc. You may sell horses for off-site currency only if you purchased it with off-site currency, or you purchased art of that horse with off-site currency. You may not sell items at all for off-site currency.

- When selling, trading, or transferring horses and items, you must make a post on the [transactions thread](#).
- Both parties must acknowledge the transaction according to the guideline on the transactions thread.

Personal Narratives

Users are free to imagine their horses as they like. They may be wild or domestic, exist in a herd or in stables, they may split their horses into wild and tame. Elementals as an adopt is not domestic by nature. Horse images will not be updated with halters, nor will events be limited to your interaction as their 'owner.' However, your stables/herds/individual horses are yours to narrate. Using art and writing to develop your image of your horses is encouraged and rewarded, and will not be limited in any way.