

Elemental Chart						
	Light	Fire	Air	Water	Earth	Dark
Light	Harmony					
Fire	Purification	Power				
Air	Force	Spirit	Void			
Water	Time	Storm	Astral	Frost		
Earth	Aegis	Magma	Flesh	Plant	Metal	
Dark	Creation	Conjuration	Life	Phantasm	Death	Chaos

It should be understood that when an Invoker is used (such as a magic item, or elemental weapon), it is producing the element; the shape, area, and location where it is manifesting is being decided as it's being produced. It may not manipulate what has been created. In untrained hands, the creations are crude. A trained person who understands what they are making, given enough time, can produce what they wish with some refinement. Thus a layman may craft a blunt sword with Metal magic, but a person with the appropriate proficiency (or a sorcerer) may create a sharp sword with time.

Light - Preserves whatever is placed inside of it, protecting it from time and other environmental damage, while casting a bright light

Water - Create water/fog/mist

Fire - Create fire

Earth - Create rock/soil

Air - creates zones of dead air, surrounded by strong winds

Dark - An area filled with dark magic darkens and seems less vibrant. It dispels all energy simple elemental effects entering it, as well as non permanent physical simple effects (Such as a stone created by making the simple use of earth that has not yet been made permanent by burning a point of effort).

Harmony (Light/Light) - The element of order. One uses harmony magic to get things to move in synchronization with one another, get others to 'share' an emotion, and control others.

Simple: Links everything hit by the element together, causing all objects hit to move as if they were a single object, even if they are a distance away from one another. Lifting one object in the connection, lifts all of them, allowing for ranged manipulation of the objects.

Dungeon: A dungeon where traps, monsters, etc. move fairly predictably; Harmony dungeons are all the same layout and design. Once you've been in one, you've been in all of them. The sameness tends to corrode the mind and make one second-guess themselves.

Purification (Light/Fire) - The element of repair and fixing things back to their "true" state, or removing things that do not fit one's "image" of the thing (or person). Can be used for curse removal or treatment, or more violent removal of things.

Simple: Acts like a strong acid that affects all elements instead of just physical ones. It will eat away at fire, light, stone, and even the endless mirroring of time while it exists. In low amounts it can be used to clean and disinfect.

Dungeon: A dungeon where there are naturally occurring "Health potions" and "Curse Removals", where environments and people are constantly cleaned. In more extreme forms, dipping themselves in Purification magic forces a person to change into their Idealized versions of themselves - usually by stripping away parts of the soul, their traits, and memory.

Force (Light/Air) - Can also be interpreted as "gravity," telekinesis, etc. Force is a blunt invisible instrument in the untrained hands, but it is fairly easy to use and easy to refine into flight and super speed. Can be sometimes mistaken as "Harmony."

Simple: Imparts motion into anything touching the element, as if it were affected by gravity pulling it in a different direction (ignoring normal gravity). This only affects things while they are in this element.

Dungeon: Very disjointed, with lots of floating islands. You have to look around for the right spot to moon-jump or "fly" to different places; very easy to jump and then be tossed to the other side of the room because you hit a spot where gravity works differently.

Time (Light/Water) - Time is a stable, but temporary, construction of reality. Using the element works off of one's perception of time (things moving quickly or slowly) or by altering one's inner-time (Making them move quickly or more slowly).

Simple: Things hit by this element act as if they are moving in slow motion. They react to outside forces just as slowly, and thus become hard to affect. Thus a cloud of dust affected by this element can become almost like a field of dangerous points to any pushed in, though one could also easily stand safely on a falling rock affected this way without any risk.

Dungeon: Time dungeons are quite dangerous as it is very easy to spend 40 years in one, then walk out and it's only been a week, and vice versa. These Dungeons also take the form of a full, parallel world; you can walk into one and end up in a world like yours, but you've made different choices.

Aegis (Light/Earth) - Known as the Immovable Object to the Unstoppable Force. Many sorcerors use it to create barriers and walls. It can also be use to reinforce the strength of material objects.

Simple: This element quickly solidifies into a glowing golden wall that is as hard to break as mythril, but is affected normally by gravity and other forces.

Dungeon: A dungeon where nothing can be destroyed or broken; a labyrinth where monsters cannot be hurt or killed unless through magical means.

Creation (Light/Dark) - Also known as evolution. Can be used to create objects and alter creatures.

Simple: Creates duplicates of any crafted objects caught in the element. These copies are not perfect, but instead are created using any other elements caught in the field that are not constructed into crafted objects.

Dungeon: Usually a blank canvas, easily malleable. One thinks of an idea here, the dungeon takes the idea and makes it into reality. Usually a fantasy type of reality. Monsters here are fully sentient, but not necessarily free-willed, as they usually lean toward Light/Dark type thinking.

Power (Fire/Fire) - The element of energy, or 'Heat.' It is a fire that need not burn, or can burn much more intensely than Fire alone, and without needing a source.

Simple: Heats anything the element touches. The level of heat depends on its user, it can be just enough to keep someone warm in icy weather, or extremely hot. Used this way it does not block sight.

Dungeon: Sun dungeons are intensely bright and blinding, making it difficult to see. One navigates by sensation and the inner eye. The exit always seems to be nearby, no matter how far one wanders. Monsters here are fairly sociable, and will often not realize that they are not speaking to one of their own, and are not fully intelligent.

Spirit (Fire/Air) - A unique and mysterious element, usually seen as a state of being. Humans and Monsters can become incorporeal using Spirit magic. The only type of magic that directly harms the human soul; often weapons with this element are used to discreetly kill.

Simple: Shifts any object covered by the element into partial insubstantiality, allowing it to pass through other objects or physical obstacles, but not living creatures, or anything they wear or carry (which react to the object as if it weren't insubstantial).

Dungeon: A world of incorporeal foes, though many do not interact with outsiders. One is free to wander around as they wish, but cannot interact with anything unless they possess the correct tools. Objects left here tend to be possessed by an incorporeal monster.

Storm (Fire/Water) - Rain, Lightning, and Wind. Used to manipulate the weather.

Simple: Manifests as bolts of lightning.

Dungeon: Those who wander in are immediately swept into the air, tossed around through clouds, rain, thunder and lightning. Those who cannot catch their bearings are simply lost, unable to escape. Those who can will usually find nothing to stand on, as monsters (usually a sort of bird/bat mutation) assail them.

Magma (Fire/Earth) - Molten lava; quickly hardens into rock. Used in Smithing to quickly reshape metal.

Simple: Manifests as molten stone. Counts as both a physical element and energy when made permanent, as if the energy within is successfully dispelled, the molten stone hardens into common rock.

Dungeon: Surrounded by molten lava, explorers find themselves atop obsidian platforms. They are quite fragile; the slightest force gives way, dropping visitors into the lava. Monsters here tend to swim in the lava. Valuable, precious metals can be found here.

Conjuration (Fire/Dark) - The element of summoning; one can draw from one's inner world to Summon something. Usually, using this element is about pulling from something that already exists clearly in one's mind

Simple: Creates a translucent image of an object imagined when the user brings forth the energy. The image is obviously an illusion, and won't stop anything from passing through it, but it may move, change, and make noise, as would make sense for the object it apparently is

Dungeon: Easily mistaken for creation; however, whereas a creation dungeon may run wild with an idea, creations here remain firmly in control of their creator until released.

Void (Air/Air) - The element of nothingness. A sprinkle of the element creates a suction effect, as all items around move to fill it in. Hitting an object with the element causes the item to warp, as it's individual pieces will also try to fill the void. Quite deadly to humans.

Simple: Everything within the affected area is drawn sucked towards the center of where the element is placed appearing to disappear. This draw continues, though is not felt outside the element. Once the element is dispelled, everything that was sucked in, is violently expelled.

Dungeon: It is said that everything 'eaten' by void goes to a nearby Void dungeon, though this is just a rumor. Void Dungeons are the closest to being in space one can get. Unlike Force, which can be highly unpredictable, usually travelers here are able to will themselves to other places. Ironically, low levels of oxygen make the area intolerable. A wide variety of monsters live here - even some who are not 'void' monsters themselves.

Astral (Air/Water) - The element that portals and the ways consist of. A very difficult element to master as a non-sorcerer, as it requires concise calculations as to where one is coming from and where they are going. The element is inert if it is not used to do either of those two things.

Simple: Astral element creates a portal leading to the closest second patch of astral element. The distance that these portals can connect between is limited by a character's power control. A portal without another to link to exists as a swirling mass, waiting with potential for another section of astral element to be placed within a range it can link to.

Dungeon - Portals. Portals everywhere. It is very easy to get lost in such dungeons as direction is usually meaningless. Monsters here instinctively know where to get to where they need to go, but are almost impossible to follow due to their traveling methods.

Flesh (Earth/Air) - It is important to know that Flesh is distinct from Life and Death in that it is the only element that can allow the user to gain additional appendages. Some Flesh golems are even mistaken for undead (users would decry that Flesh golems were never alive to begin with), though the truth wouldn't make anyone feel better.

Simple: Manifests as tentacles of writhing flesh, reaching out and grasping. These tendrils try to grab anything made of flesh and wrap them up.

Dungeon - Disgusting.

Plant (Earth/Water) - Otherwise known as nature or wood. Casually cause plants to grow, overgrow, produce flowers/fruits, and wither and die.

Simple: Manifests as vines and leaves, covering the area, and limiting the movement of anything caught within. Depending on the user, variations such as vines with thorns, or vines with edible berries can be manifested.

Dungeon - Overrun with plant life. Most plants are actually a type of monster.

Life (Air/Dark) - The element of making that that does not live, alive. Like purification, it can heal wounds, but it does so in a more gentle way. In a corpse, it can create intelligent undead.

Simple: Anything not alive that is coated in this element is suddenly able to move, even if it would normally be impossible for it. These objects are able to follow very simple instructions of the user of this element, as long as the instructions are given while the creator is within their power control range.

Dungeon - All things in the dungeon are alive. Stepping inside causes one's own items and gear to be alive; they do not necessarily gain the ability to speak, though someone with sufficient language skill (such as an air sorcerer) can definitely understand them. It is difficult to tell where one life starts and the others end (such as the wall); some explorers suspect these dungeons are a hivemind network of sorts. Monsters range from 'living' automatons and undead.

Frost (Water/Water) - The element of cold, freezing, etc. Can also be used to create fog. Mostly used to preserve food, among other things.

Simple: This element manifests as pure ice, often appearing as if icicles are being thrown. This ice brings cold with it, freezing locations where it hits.

Dungeon - A dark, frozen wasteland, forever in an eternal blizzard. One usually can find loads of mirages and illusions here, as the snow obscures all. It is very easy to set out toward something, and never reach it.

Phantasm (Water/Dark) - The element of illusions. Used to travel stealthily, or obscure oneself from scrying. Otherwise useful for party tricks.

Simple: Anything completely covered in this element seems to fade out of sight, blurring, and becoming translucent. The blurring can manifest as a trail of afterimages of the object at the user's discretion when the element manifests.

Dungeon - Nothing in a Phantasm Dungeon lasts. Things seem extremely real one moment, the next it disappears, as though it were nothing. It is good at fooling others, and can be quite mentally traumatic.

Metal (Earth/Earth) - The element of Metal. Interestingly, can make metal, or can make things impossibly hard like mythril.

Simple: This element quickly crystalizes into spikes of iron when manifested.

Dungeon - The real reason the element is called Metal; a natural mining site to collect ebon and silver. Mythril can be collected by fighting monsters here, though they are very difficult to kill.

Death (Earth/Dark) - The element of Death. Responsible for curses, decay, and rot; another silent killer as well.

Simple: While this item is on an object or surface, that object or surface becomes hostile to all life, slowly poisoning/eating away at anything attempting to live there. This starts with ones immune system, making them more vulnerable to disease, but it is perfectly capable of killing those unable to escape.

Dungeon - The monsters here are not necessarily undead, but their touch creates undead from those who would perish to them. The land is barren, the air is poison. Items here tend to lose durability the longer it remains here.

Chaos (Dark/Dark) - Self-explanatory.

Simple: Anywhere that this element covers gains a greater risk of catastrophic failure. Solid walls risk crumbling, trees fall, artifice fails, and shoelaces come untied.

Dungeon - Every instance of the dungeon is different. You can never map out a dungeon; it will always change on you. Say goodbye to anything you leave here. Nothing in the dungeon seems to appreciate the presence of humans, as their consistency stops the non-stop constant cycle of being remolded.