Constructs can react to and/or hold certain elements from certain sources only.

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Findings

 Every single entity and construct has different properties about elements that can (or can not) be applied and/or react to them but, I have found out that the source of the elemental application also matters.

 Based on [Stuff Can Infuse Cryo by Raven#9205](#) we found out that cryo can be applied to many constructs by the players. Some of our evidence can be referenced there.

 Evidence can be found in Hyperlinks like this → [Evidence](#)

 Entities and constructs not listed down below both lack an existing aura and the applicability for a new one.

 *Entities NOT listed but have the properties above are not able to be tested by me at the moment due to insufficient conditions and will be listed. Please see more below.

 I will not be looking at living beings because most of them can be affected by all auras similar to enemies. This list will be filled with mostly constructs.

 *Contrary to "Stuff Can Infuse Cryo" a chest's ability to hold auras does not come from their type, but from how they are obtained instead. See more below.

In this document we will look at the following properties concerning the construct
- Existing Aura.
- Can a new aura be applied? How?
- Is the new and/or existing aura removable?
- Does it react to players' elemental application?
- Does it react to other Environmental elemental applications?
    - The testing includes Rainfall, Electro-Charged Water, Overworld Water and Burning Grass
- Notes / Other interactions.

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Constructs

Elemental Monument
- Existing Aura: None
- New Aura Applicable: Yes
  - Hydro: Rainfall
  - Electro: As part of EC
- Aura Removability: Removable
  - When Rain stops 4Head
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: N/A; Can't burn grass when Raining
- Notes: Rainfall affects the monument with Hydro but doesn't activate it.

Cumulation Stone
- Existing Aura: Electro
- New Aura Applicable: None
- Aura Removability: Removable
  - Overload from Burning Grass
- React to players: False
- React to Rainfall: False
- React to Electro-Charged Water: False
- React to Overworld Water: False
- React to Burning grass: True
- Notes: Seems to only React to Burning Grass only.

Discharge Stone
- Existing Aura: Electro
- New Aura Applicable: None
- Aura Removability: Not Removable
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: In the same puzzle as Cumulation stone but very different properties.

Campfires and Cooking Pots
- Existing Aura: None (or Pyro)
- New Aura Applicable: Yes
  - Pyro: By Player
  - Hydro: By Rainfall
  - Electro: As part of EC
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions: Pyro Cryo and Electro
  - Automatically: Hydro Cryo and Electro
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: True
- React to Overworld Water: N/A; No sunken campfires
- React to Burning grass: True
- Notes: All 4 aura applying elements can be applied. All campfires and cooking pots have similar properties.

Baron Bunny
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: Only Character based construct that can be affected by an Aura.

Dandelion
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
  - Hydro: By Rainfall
  - Electro: As part of EC
- Aura Removability: Removable
  - Reactions
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: N/A; Not in water
- React to Overworld Water: N/A
- React to Burning grass: True
- Notes: Doesn't show up on Elemental Sight

Cor Lapis
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
  - Hydro: By Rainfall
  - Electro: As part of EC
- Aura Removability: Removable
  - Reactions
  - Automatically: Except Hydro
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: Only ore affected by rain

Noctilucous Jade
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Sakura Bloom
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
  - Hydro: By Rainfall
  - Electro: As part of EC
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: False or N/A; They kinda float
- React to Overworld Water: N/A; None directly above water
- React to Burning grass: True
- Notes: Doesn't Show on Elemental Sight

Mist Flower
- Existing Aura: Cryo
- New Aura Applicable: Yes
    - Cryo: [By Player](When Extinguished)
    - Hydro: [By Rainfall]
    - Electro: [As part of EC](Only When Extinguished)
- Aura Removability: Removable
    - Reactions
    - Automatically
    - Extinguishing: Melt
- React to Players: [True]
- React to Rainfall: [True]
- React to Electro-Charged Water: [True]
- React to Overworld Water: [False]
- React to Burning grass: [True]
- Notes: It holds both a Hydro and Cryo aura when raining with Hydro over Cryo when not Extinguished. **Anemo MC prioritizes cryo over pyro.**

Flaming Flower Corolla
- Existing Aura: Pyro
- New Aura Applicable: Yes
    - Cryo: [By Player](When Extinguished)
    - Hydro: [By Rainfall]
    - Electro: [As part of EC]
- Aura Removability: Removable
    - Reactions
    - Automatically
    - Extinguishing: Melt / Vaporize
- React to Players: [True]
- React to Rainfall: [True]
- React to Electro-Charged Water: N/A; Fire in water?
- React to Overworld Water: N/A; Not in water
- React to Burning grass: [True]
- Notes: Rain removes Pyro and applies Hydro but doesn't extinguish the flower. **Anemo MC prioritizes cryo over pyro.**

Amethyst Lump
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: By Player
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Crystal Chunk
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: By Player
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Iron Chunk
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Magic Crystal Chunk
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

White Iron Chunk
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Electro Crystal
- Existing Aura: Electro
- New Aura Applicable: Yes
  - Cryo: By Player
  - Hydro: By Rainfall
- Aura Removability: Removable
  - Reactions w/ 2U Cryo and Anemo (and Geo?) then apply Cryo or Hydro from rain Quickly
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: ***Evidence can be found here in TCL**

Chests from Puzzles
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
  - Hydro: By Rainfall
  - Electro: As Part of EC
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Chests with Red Rings to Unlock
- Existing Aura: None
- New Aura Applicable: No
- Aura Removability: N/A
- React to Players: N/A
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: N/A; Nothing to react to.
- Notes: ***This is to act as a control for the other 2 chest types.**

Unlocked Chests, Time Trials Chests and Rock Piles
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: By Player
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Four-Leaf Clover (windmill mechanism)
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: By Player
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: True
- Notes: None in water.

Bloatty Floatties
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: True
- Notes: None in water. All properties are removed about 1 second after the balloons fly away.

Large Rock Piles
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: False
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura

Light Actuator
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: [By Player](#)
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: [True](#)
- React to Rainfall: [True](#)
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: [True](#)
- Notes: None in water.

Stormstone (Littable)
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: [By Player](#)
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: [True](#)
- React to Rainfall: N/A
- React to Electro-Charged Water: [False](#)
- React to Overworld Water: [False](#)
- React to Burning grass: [False](#)
- Notes: Doesn't rain in Tsurumi.

Torch Puzzle
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: [By Player](#)
    - Hydro: [By Rainfall](#)
    - Electro: [As Part of EC](#)
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: [True](#)
- React to Rainfall: [True](#)
- React to Electro-Charged Water: [True](#)
- React to Overworld Water: [False](#)
- React to Burning grass: [True](#)
- Notes: EC Water doesn't cause superconduct on the Cryo Aura.

Ishine Script tsurumi Puzzle (Done)
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: [By Player](#)
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: [True](#)
- React to Rainfall: N/A
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: [False](#)
- Notes: Doesn't rain in Tsurumi. None in water.

Kitsune Statues
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: By Player
    - Hydro: By Rainfall
    - Electro: As Part of EC
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: True
- React to Rainfall: True
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: N/A
- Notes: Not on Grass nor in water.

Triangular mechanism (Enkanomiya)
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: By Player
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: True
- React to Rainfall: N/A
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: Doesn't rain in Enkanomiya.

Geogranum (Rock)
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura.

Geogranum (Puzzle)
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: True
- React to Overworld Water: False
- React to Burning grass: True
- Notes: EC Water doesn't cause superconduct on the Cryo Aura.

Dendro Brambles and other Dendro Based Burnable Constructs
- Existing Aura: Dendro
- New Aura Applicable: Yes
    - Cryo: [By Player](#)
    - Hydro: [By Rainfall](#)
    - Electro: [As Part of EC](#)
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: [True](#)
- React to Rainfall: [True](#)
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: *N/A
- Notes: *It takes more than 2 units of Cryo to stop the burning which is more than grass and would also stop it from burning. This makes it very hard to test.

Parametric Transformer
- Existing Aura: None
- New Aura Applicable: Yes
    - Cryo: [By Player](#)
- Aura Removability: Removable
    - Reactions
    - Automatically
- React to Players: [True](#)
- React to Rainfall: [False](#)
- React to Electro-Charged Water: [True](#)
- React to Overworld Water: [False](#)
- React to Burning grass: [True](#)
- Notes: EC Water doesn't cause superconduct on the Cryo Aura.

Small Rock Piles
- Existing Aura: None
- New Aura Applicable: Yes
  - Cryo: By Player
- Aura Removability: Removable
  - Reactions
  - Automatically
- React to Players: True
- React to Rainfall: False
- React to Electro-Charged Water: N/A
- React to Overworld Water: N/A
- React to Burning grass: True
- Notes: None in water.

Other Constructs with Properties but not Listed

- **Furnace lamp (Enkanomiya)**
  - Floating, conditions unlikely to be met anytime soon.
- **Ancient Rime**
  - Cryo unremovable.
- **Damageable Rock**
  - How do you test this without breaking this?
- **Ruin Brazier**
  - Has a pyro aura when activated, doesn't react to the player.
  - Can't be reacted to Dragonspine Grass
- **Weird blue Rocks**
  - Only 2 Exists. Can't be tested
- **Explosive Barrels**
  - How do you test this?
- **Thunder Dwelling**
  - Doesn't Rain, Not on water. [Only reacts to Grass.](#) Simpler to put it down here.
- **Amber on Mt. Hulao**
  - Doesn't Rain, Not on water. [Only reacts to Grass.](#) Simpler to put it down here.
- **Scarlet Quartz**
  - Can't be reacted to Dragonspine Grass
  - No Rain in Dragonspine
  - Not in water.
- **Large Rock Pile (Electro)**
  - Always Electro.
  - Can be Reacted By Player.