



Each form of magic begins with an Element: Air, Earth, Fire or Water. This is the core substance or domain of magic to which the Magi has a mystical bond. All novice Magi have a leaning toward one Element over the others. It takes a long time to step away from that first Element, but such a Magi is powerful indeed.

The lens through which Elemental Magic is focused is referred to as the Essence: Truth, Augur, Dark or Light. This is the overriding nature of the magic within the Element. Truth Magic deals with the knowing of the Element in its purest form. Augur Magic deals with the esoteric and ethereal aspect of the Element. Dark Magic deals with the more hidden or flawed aspect of the Element. Light Magic deals with the pure and godly aspect of the Element.

Finally, the Expression is the twist on the Essence that every Magi places upon their spells. This is the skill that a practitioner must master in order to craft spells with their will. Meta deals with changing and manipulating. Scry deals with sensation and knowing. Sink deals with absorbing or nullifying. Port deals with summoning and locating.

Each of the parts make the Form, the whole of the spell and in doing so is greater than all the parts. Through these a Magi can bring his will to bear and change the world around him. The Forms are summarised below.

Air Elemental Forms

True Air Magic:

The province of wind, breath, weather and lightning True Air Magic is the mainstay of Sky Mages from the hawkers of Stryker Bay to the valley magi of the North. An Air Magi that learns the Truth Essence works effects that deal with the substance of the air around them, whether directing a gust of wind to blow out a candle or turning a gale to force back an approaching army.

Meta: move air around you; adjust the strength or course of a breeze, direct lightning

Scry: predict how a weather event is about to play out

Sink: absorb the force of a gust of wind or a lightning strike

Port: summon air, call lightning

Augury Air Magic:

Beyond a thin veil in the ether around everything linger the memories of the wind. An Augur of the Air can sense these memories, as well as the thoughts that leak out from live minds into the ether. Air Magi that learn the Augur Essence are often thought of as supernaturally insightful and able to tap into the whispering wisdom of the four winds. This wisdom can come from near or far.

Meta: manipulate thoughts around you or influence live minds through the ether

Scry: sense lingering thoughts around you or tell if there are live minds nearby

Sink: erase or absorb memories and thoughts from the ether around you

Port: push your senses across a great distance to feel the winds wisdom in another area

Dark Air Magic:

The ether traps other things beyond memories and thoughts. Sometimes lingering spirits find their way into the ether. These spirits are the leftover imprint of a person, creature or plant that has suffered some momentous event or trauma. This imprint on the very air around them is what an Air Magi that has learnt the Dark Essence can see. Those that talk to spirits are often feared by the smallfolk of the land as witches or shamans.

Meta: talk to spirits in the ether or interact with them in other ways

Scry: sense if spirits are lingering in the ether and what they are

Sink: draw magical energy from the ether, potentially directly from spirits

Port: force spirits out of the ether so they are visible to all, force a spirit into the ether killing the body

Light Air Magic:

There is much that is godly and pure about Air Magic, but the principle realm of control is movement. Truth magic allows for the manipulation of the air around you, but Light Magic allows you to force your way through the air and the ether. This results in what can seem as godly feats of movement, such as flight or moving instantaneously from one place to another by way of a shortcut through the ether.

Meta: quicken your passage through air, fly with the wind or slow a fall

Scry: sense breaches in or damage to the ether, find links from one place to another

Sink: block the ether in an area so it cannot be interacted with, stolen from or passed through

Port: pass through the ether from one location to another, step slightly into the ether to become invisible

Earth Elemental Forms

True Earth Magic:

True Earth magic is the domain of rock, tree, plant and soil. An Earth Magi that learns this essence has the potential to understand the physical world around them on a level that the normal man could never fathom. You can sense what things are, change their shape or form and move them with a touch. Earth magic of this type can bolster crumbling walls, evaluate objects and their components and distinguish plants from one another.

Meta: bend wood, smooth rocks, or change the shape or materials of an item

Scry: know the type of a tree or rock, sense what the components of an item are

Sink: absorb the impact of objects or collisions

Port: summon materials or objects, move objects through will alone

Augury Earth Magic:

Every time we touch things we leave a little bit of ourselves behind. Every sword carries the deaths it has dealt and the walls of every room have ears. An Augur of the Earth Element is able to tap into these imprints and taints that people leave on the world around them. This might be just a simple case of whether a weapon has been used in anger before, or the trace of golemnic sacrifice upon a previously clean altar to Usion.

Meta: leave a mystical resonance on a material, object or place that other magi can read

Scry: sense taints and imprints in the area, detect nearby relics, see the actions performed with an item

Sink: clear a taint from a material, remove an imprint from a place or room

Port: push your senses to an object or place that you have read or left a resonance on

Dark Earth Magic:

In the dark places of the earth great stresses and strains are placed upon rock and root. Dark Essence magic allows Earth Magi to foster faults and flaws in natural materials. The Earth Magi of the Verge Mountains are renowned for unleashing rockslides on their unwitting enemies and disappearing through narrow fissures. This can extend in some cases to finding the flaws in the structure of another living beings body, to devastating effects.

Meta: extend a flaw, break a branch, crumble rock and crack steel

Scry: find the flaws in materials, sense the point of weakness in a structure

Sink: absorb material strength from objects and nature, place mystical energy into objects and nature

Port: temporarily manipulate flaws to allow the body to pass through soil, rock or plant

Light Earth Magic:

Usion crafted man from the earth itself and Light Earth magic is centred round this relationship in order to reinforce the human body. An Earth Magi that learns the Light Essence can make skin as hard as steel, muscle as thick as oak and even stitch flesh that has been torn asunder. Light Earth magic is often seen as divine as it harkens back to the beginning of man and by all accounts comes from Usion himself.

Meta: change the properties of a body or heal wounds

Scry: understand how a body is hurt, if it has been poisoned, tainted or affected by magic

Sink: absorb pain from another body or protect a body against magical attack

Port: magically compel physical movements, or hold a living creature still

Fire Elemental Forms

True Fire Magic:

Pyromancers are seen as the most dangerous of Magi, for obvious reasons. Commanding the power of fire is an intoxicating thing and many have used their powers to ill effect or for immoral reasons. However, there are many nobles that are willing to sponsor a Magi to learn the truth about the flames. This essence allows a Magi to shape and know existing fire and also to bring fire directly from their soul.

Meta: change temperature, increase a flame or dim a light

Scry: sense heat or cold, find the nearest heat source at a distance

Sink: resist the damaging effects of fire, heat or cold

Port: summon fire, heat or light, move fire through will alone

Augury Fire Magic:

The fire that exists within our hearts drives us to achieve great things, but it can also force us to dark places. A Fire Magi that learns the Augur Essence can see into that place, twist it and make an emotion run ten times as deep. They can also turn love into hate, fear into courage and revulsion into desire. An Augur of this type is a powerful tool amidst an army, but even more deadly when hidden away changing the hearts and minds of the people.

Meta: emphasise a feeling into a desire, calm a passion or reduce fear to simple nerves

Scry: sense feelings and desires, know if someone is telling the truth

Sink: draw emotions and absorb negative or positive emotions to enhance your own

Port: force a raw and possibly conflicting emotion upon someone

Dark Fire Magic:

A pyromancer is not only familiar with fire, but the flickering shadows that it casts. The absence of light and heat creates the cold darkness that the Dark Fire Magi is akin to. They are experts in drawing energy from flames into their own souls as well as exploiting the section of the ether that links all shadows together. Dark Fire Magi are feared as it is believed that their powers come from a deep darkness within their hearts.

Meta: lengthen shadows, enhance dark corners or shroud someone in shadow

Scry: see in the dark, sense what is happening in the shadows

Sink: draw heat away, restore physical or mental strength from flame, sunlight or fire

Port: move directly from shadow to shadow as if they were portals through the ether

Light Fire Magic:

When Usion smote down Attilum and broke his metal bones upon the land he used the heavenly power of the Sun, hence his holy symbol of the Noon Sun. The Light Fire Magi can summon upon the power of sunlight to expose deception and fight evil creatures. Magical Sunlight is powerful enough to kill Risen and Fallen and even breach the skin of a Golem. Light Magi are few and far between, but most are found in the ranks of the Strykers.

Meta: enhance sunlight to burn corrupted creatures or destroy shadows

Scry: know the nearest point of sunlight, sense corruption within others, reveal shrouded creatures

Sink: absorb sunlight to heal the body or relieve pain

Port: create a burst of sunlight to light the way or a ray of light to burn corrupted creatures

Water Elemental Forms

True Water Magic:

From the Sternmen of Stryker Bay to the river witches of the North Stryke, water magic is found in all corners of the land. Even in the Deadlands Magi are try to draw water from the earth and sky. In the far north Water Magi are known as Ice Shaman and are savage and deadly magic users. Truth Essence allows a Magi to manipulate water, snow and ice, cleanse it and know what creatures swim within the area.

Meta: adjust the speed or direction of flowing water, solidify water or shape ice

Scry: sense whether water or a liquid is tainted in any way, sense water dwelling creatures

Sink: breathe underwater, absorb the impact of water or ice

Port: summon water or ice, move water or ice through will alone

Augury Water Magic:

Water flows across the surface of the whole of Ternoia, an eternal cycle of rain, river and sea. This water touches all, passing swiftly from mountain to sea. Its path amasses knowledge of the world it flows through, as it brushes the real world and the ether. The Augur Water Magi can learn vital knowledge of the past or predict the future from a body of water. The cycle flows and always will.

Meta: use the flow of water in a region to predict the flow of the future

Scry: find hidden knowledge within a body of water, know the life of a river, feel recent sea battles

Sink: destroy the knowledge within a body of water

Port: push your senses across a great distance to see the knowledge of the seas and rivers

Dark Water Magic:

Water is often seen as the source of life, but there is a dark side to it too. The creeping fluids of poisonous plants and creatures are one such side. The Risen are said to be corrupted by foul blood and the Fallen by the dark drippings of a Golems heart. Alongside this a Dark Water Magi is a master of erosion and the corrosive nature of water, especially under pressure in enclosed spaces.

Meta: slow a poison, hasten acid or speed up an erosive process

Scry: sense acid, poison and other corruptive fluids, evaluate what might be wrong with a diseased person

Sink: resist acid, poison and other corruptive fluids, or draw them from a victim

Port: create dark liquids and project them, project erosive forces

Light Water Magic:

The farmers pray to Embin the lord of nature for the bounty of the heavens: rain. The pilgrims prayed for life giving water in the deep desert before they found the Monument of Usion. Water has a godly quality and that is the giving of life. A Light Water Magi is adept at using water as a healing force and a way to clear the blood of a wounded person. They are seen as miracle workers by the smallfolk of the land.

Meta: turn water into a healing liquid, one that can remove pain and heal wounds

Scry: find restorative water bodies, sense the healing nature of potions

Sink: cleanse foul waters or corruptive liquids, even purify a Risen or Fallen

Port: cast healing waters over a large area, causing healing rain, summon healing liquids