Unanswered Questions about MageHand

What are the aspects of MageHand that we don’t know the details of yet?

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# Magic

What are the 2nd, 3rd & 4th tier elements?

2nd Tier

* Air + Earth
* Air + Fire
* Air + Water
* Earth + Fire
* Earth + Water
* Fire + Water

3rd Tier

* Air + Earth + Fire
* Air + Earth + Water
* Air + Fire + Water
* Earth + Fire + Water

4th Tier

* Air + Earth + Fire + Water

What changes as a spell increases in level – is there a simple stat increase or does it become an entirely new spell?

|  |  |  |
| --- | --- | --- |
| Air 1 | Weak Gust | Gust |
| [...] | [...] | [...] |
| Air 4 | Very Strong Gust | Tornado |

Does the player have access to all of their magic from the start of the game or are they “taught” spells as they progress?