**Elemental Identities:**

* **Fire** 
  + **Fire brings light and warmth to an otherwise dark and frigid day. It was the birth of civilization, by way of bringing people together around it and warding off predators.**
  + **Fire is hot, untiring, and relentless, the more it consumes, the more it grows. The only true way to stop it is to snuff it out at its source**
  + **To harness fire is a contract. You agree to provide it fuel, and fire agrees to burn it. The fire, meanwhile, will take any opportunity to find its way around the contract and burn you with it. You must always be on your guard.**
  + **Fire mages harness great power, but are also burdened with the responsibility of controlling it. Should you let it burn unrestrained, it will destroy you and everything near. In this way, using fire takes the most control of all the elements.**
  + **Fire believes in defending yourself through offensive action. Its main weapons are cursebreaking, wardbreaking, and offensive attacks. Defense spells will likely not save you much Aether but instead will make attacking more costly.**
  + **Good at: Jinxes, Curses, Counterspells, Relics**
  + **Bad at: Wards, Potions, Charms**
* **Water** 
  + **Water quenches your thirst on an otherwise arid and sweltering day. People center their life around it, and cities are built next to sources of water.**
  + **Water is powerful. Waves pound the shore with unrelenting ferocity. Floods destroy entire towns.**
  + **Water believes in the practice of diminishing the effect offensive moves have on you. This can be by absorbing damage or by replenishing your Aether, but water will stall until it has the power to break through and finish in a single tidal wave. Their curses will build up over time, waiting for the moment to strike.**
  + **Good at: Curses, Wards, Potions, Charms**
  + **Bad at: Jinxes, Counterspells, Relics**
* **Earth** 
  + **Earth nourishes life, feeding its inhabitants when they are hungry. Fertile ground is valuable and highly sought-after to farm.**
  + **Earth builds rock solid defenses, and utilizes the practice of letting your opponent wear themselves out by making them expend Aether faster than they can regain it. Therefore, earth will build up towering walls that it strikes from behind, crippling its opponent’s ability to last.**
  + **Earth will be playing heavily defensively. Even its attack spells will be defensive, focusing more on disrupting your opponents than on dealing damage. Relics may deal damage, but even so it’s not particularly aggressive.**
  + **Good at: Wards, Counterspells, Charms, Relics**
  + **Bad at: Curses, Jinxes, Potions**
* **Air**
  + **Air gives life through breath, but it can also take it swiftly and devastatingly. Those who underestimate its power will sorely regret it. Air is the quickest of all the elements, sharing its aggressive nature with fire but having more self-preservation.**
  + **Air rushes at its opponent with attacks that are difficult to defend against. It will find its way around any obstacle. Air also makes sure to keep itself around to see its victory. Air will not let itself run out of Aether for any reason.**
  + **Air is the most reactive of the elements, specializing in jinxes and counterspells. Any wards or curses will be heavily reactive, giving your opponents choices that keep them guessing. It also blows away lasting spells and items. It fuels itself by replenishing aether, but also will be playing less defensively than water, and defense spells will not typically block much damage, instead either nimbly avoiding attacks or striking back at your opponents’ materials.**
  + **Good at: Jinxes, Counterspells, Charms, Relics**
  + **Bad at: Curses, Wards, Potions**