

Type	Level	Name	Description	Damage	Speed
Stone	1	Stone	Lobs basic rocks, possibly pebbles	low	slow
Stone	2	Marble	Harder rocks	med	med
Stone	3a	Obsidian	Shoots large black stones	high	slow
Stone	3b	Pumice	Shoot fast but small	low/med	fast
Fire	1	Fire	Flying flames	low	slow
Fire	2	Flame	Rapid fire flames	low	fast
Fire	3a	Flame Stone	Flaming boulders that stay on ground	high	slow
Fire	3b	Flame Spray	Like a flame thrower	med	fast
Electric	1	Shock	Close range shock	low	slow
Electric	2	Shock Burst	Throws cantrip style shocks	med	med
Electric	3a	Lightening	Instant kill 1 mob	high	slow
Electric	3b	Shock Stream	Constant stream of electricity	med	constant
Ice	1	Snow	Snowballs	low	slow
Ice	2	Ice	Sharp ice chips	med	slow/med?
Ice	3a	Glacier	Large, jagged ice blocks	high	slow
Ice	3b	Icicle	Icicles spears	low/med	fast