4 Elements of Magic

The **4 Elements of Magic** derive from Divinity and Profanity and work on Positive and Negative Energy. Seitei is the one that brought these Elements of Magic to the Earth. Accessible to only the strong who are willing to train incredibly hard to achieve formidable magic, mostly habited by Elves and Dark Elves. Including Demons and Fallen Angels. While yes, Demons are humans, their magic energy blasts up the roof because of the Fallen Angels cutting off the leash that binds them to brainwashing. Which consists of using an incredible amount of Samsāra Magic. The Fallen Angels normally use the Third Realm (Third Evolution) on Humans and other humanoid species. The Third Realm gives the Samsāra user unfathomable precision over Soul Manipulation, making them be able to easily slash the thread binding mortals to permanent hypnosis.

Types of Magic and How they work against eachother

Celestial Magic -> A Divine Type, Has alot to do with Wind and Light. Works very well against purgatorial elements (such as chains and pyro-purity). It falls weak to Samsāra Magic, its only piercing attack is able to temporarily disable it though...

Purgatorial Magic -> A Purifying type, Has alot to do with Transformation and Purity. Works very well against Samsāra Magic (Soul Manipulation) and Wind Manipulation. It falls weak to Celestial Magic in its divine type.

Beadu Magic -> A Beserker type, Has alot to do with Adrenaline and Battle Spirit. Works very well against Purgatorial Magic (Purity, as willpower overpowers the art of patience). It falls weak to Samsāra Magic.

Samsāra Magic -> Samsāra Magic represents the repeating cycle of birth, life, death, and rebirth. It has alot to do with repelling/attracting due to it being able to manipulate your soul and gravity itself in its higher stages. Works extremely well against Beadu Magic (While Beadu greatly enhances your durability to withstand countless blows, Samsāra damages the soul.) and Celestial Magic (due to Samsāra being able to manipulate the soul, it tampers with ones inner divinity. Being able to completely shut down Celestial Magic entirely, as it requires you to be pure of heart and soul to function.)

Magical Attacks (Parriable, Unparriable, Dodgeable, Undodgeable and so on…)

Celestial Magic ♦

> **Wind Type Attacks ≫**

1. Tatsumaki: *"The Golden Wind utilizies a formidable Cyclone!"* A Great big Tornado of golden Wind. Capable of stunning the player for a set period of time but dealing a pitiful amount of damage. This attack can be reflected and held back using Gravitational Magic until it fades away. Otherwise its unparriable and due to its unpredictable nature, the word Tatsumaki is able to spontaneously change lanes. Regardless, it is capable of being dodged.

2. Gale Intrusion: *"The Archer unleashes a stupendous bodkin upcycled from a truly resplendent gust of wind!"* A Huge Arrow made out of golden Wind. Capable of piercing armor to extremely low durability and deals a huge amount of damage to a player without armor. This attack is incredibly fast but it is parriable and dodgeable. It can be slowed down logarithmically [decrease in speed] which gives you time to react and parry. This attack cannot be reflected, as its piercing force ignores any type of attempt to reflect it back to the caster.

3. Breeze: *"The Burnished Wind constructs an exorbitant sum of twisters!"* 3 Little Golden Tornados in one spell. Capable of attacking the entire opposing party and it deals a huge load of damage due to the Wind Slashes circling round and round being incredibly sharp. This attack is incredibly slow and it can only be reflected back to the caster. The caster can also tweak the spell to make an upgraded version of the first move by combining 1 and 3 together. The Fusion attack is named Tarbreeze and it's parriable.

> **Light Type Attacks {Evolution} ≫**

1. Luminescence: *"The Ineffable effulgence of Luminescence forges an undying arrowhead!"* An extremely fast bullet of glowing light. Capable of piercing through armor and deals a medium amount of damage. It is very much parriable and can be dodged and reflected but you have to be able to react to it in time to be doing any of those. It can be slowed down with Gravitational Magic to give you a higher chance at reflecting it.

2. Phosphorescence: *"The Supernal Lambency imbibes ye onslaught!"* An absorption attack where the user absorbs all sorts of light magic thrown at them and they throw everything they've absorbed back at them. This attacks parriable/dodgeable/reflectable state depends on the attack they've absorbed. If the User absorbed an undodgeable attack and an unparriable attack, the user will launch an undodgeable attack and an unparriable attack at the opponent.

3. Gleam: *“Dispense a piercing luminosity!”* A Blinding Attack where the user blasts an incredible beam of light to blind the opponent for a few seconds. This partially stuns the opponent and it cannot be blocked, parried or dodged. It can be reflected back using your own Gleam attack.

Purgatorial Magic ♠

> **Chain Type Attacks ≫**

1. Judgement: *“Guilty! Confiscation!“* A chain attack where the user throws a lariat of a chain at the opponent and if it where to hit, it would temporarily take away a specific magic ability from the opponent that got hit. This attack is parriable but not dodgeable, as it tracks the opponent and follows them.

2. Sagacity: *“Guilty! Death Penalty!“* Another Chain attack where the user connects a chain to the opponent to control their every move. They can make you fall right into their attacks on purpose using this attack. This attack is parriable but not dodgeable.

3. Adjudication: *“Guilty! Invertion!“* Yet another chain attack where the user connects a chain to the opponent. This chain determines positive and negative energy. Its purpose is invertion. If your positive energy is slightly above your negative energy, it rewrites your energy so both negative and positive energy are inverted. This gives the opponent a disadvantage because it usually inverts both energies by which one is lesser than another. Meaning if you were to have only 20% negative energy and 80% positive energy, it’d rewrite it to 80% negative energy and 20% positive energy. Which disables Celestial and Samsara Magic. Although, the user can also risk getting into a huge disadvantage themselves. It has a chance of inverting the energy of everyone in battle. Which brings the users teammates at an incredible disadvantage. This attack is unparriable and undodgeable but it can be reflected.

~ THESE ATTACKS CAN BE IMBUED WITH FIRE ~

Beadu Magic ♣

> **Berserker Type Attacks ≫**

1. Adrenaline: *“heal.“* This is support magic. It boosts your stats and it increases your durability by a long mile. This can be turned off by the opponent using Soul manipulation Magic. It also gives you the ability to throw an incredible amount of words at your opponent without a cooldown.

2. Manic Episode: *“*rawr*”* This attack unleashes a fury of words. They’re parriable and blockable but once they hit, they cause great damage. These words can be slowed down and deflected with Gravitational Magic.

3. Drug use: “ ˅ " The user uses drugs to enhance their capabilities. They become nigh immortal for 4 minutes and 11 seconds considering they ignore pain and cannot fall. But once this

enhancement ends, the user falls to their death.

- Note: This is considered a type of magic because the users use berserker magic to use these attacks, which is why it falls weak to Samsara Magic, as they are able to manipulate the raging berserker energy within their soul. You get a near infinite supply of Amanita muscaria with the drug use attack. -

Samsara Magic ♥

> **Gravitational Type Attacks ≫**

1. Singularity: *"The Singularity shall Imbibe ye onslaught!"* This attack lets the user attract and absorb any type of magic and store it inside of their palm to later then launch out a fury of those same attacks they've absorbed at the opponent at any time. The state of this attack depends on the attack the user absorbed.

2. Criticality: *"To enforce the sovereign will of Criticality!"* This attack lets the user unleash an incredibly powerful pushing force at the opponent. The force depends on how long the user holds the attack, getting stronger and stronger the more the user holds. The state of this attack is usually blockable if at low pushing force, but this changes to parriable/dodgeable if at medium force, it then changes to only dodgeable if the opponent moves to the far right/far left at a really fast pace. Otherwise, it stuns the opponent for a moment.

3. Pheonix A: *"The Raging Pheonix chooses execution!"* This attack lets the user unleash an incredibly powerful pulling force in the middle of the battle field, which absorbs all incoming attacks and even slightly damages the opponent in the process. The attack comes out as a tiny black hole from the users palm, it can be broken if a really fast piercing attack were to be thrown at it.

> **Soul Type Attacks ≫**

1. Quintessence: *"The Future determines your instincts!"* The User manifests a white orb within your heart, this white orb allows the user to completely control the opponents body; Enabling them to do anything with the opponents body. Such as injuring themselves, or in many cases, trick their minds into thinking their lives have hit rock bottom. Which makes the opponent incredibly demotivated and hurt mentally. This is blockable but it requires an intense amount of will and its not parriable or dodgeable or deflectable.

Revision #8
Created 2026-08-02 20:12:37 UTC by mista mista
Updated 2026-08-22 21:02:48 UTC by mista mista