

Magical Elements

The Elemental Symbols are undeniably ancient. Some claim they were the first runes carved by the Dwarves in the halls of Dekranator. Others claim that they are the remnants of Elven symbols passed down from master to student for untold millennium. Still others claim that they are the True Names of the Overlords themselves- and any mortal which discovers the pronunciation can command those beings to his will.

Regardless of their origin almost all races, cultures and societies use the Symbols. They have become a form of magical short-hand and their meaning transcends language or cultural barriers.



The Symbol of Life

The Symbol of Life represents all magic that is used to Heal as well as the powerful Life spell itself- an enchantment capable of restoring the spirit to the body of the dead and preventing resurrection. Ritually the Life symbol is often used to mark items which contain Healing or Life magic and is also used by some as a focus while casting such rituals as Gift of Life, Regeneration or even a Spirit Farewell.

The Symbol of Life is a 9-ray sunburst (the three largest rays are equidistant with a single ray pointing up).



The Symbol of Death

The Symbol of Death represents not only the spell Death but also the act of dying itself. Death is a powerful force and not one that many tamper with though by combining its power with that of Chaos many necromancers and dark wizards gain strength for their Rituals. It is not unheard of for a lich to use the Death symbol to strengthen his spells or create wards and Warder Glyphs around their lairs. The Symbol of Death is a potent warning for all who see it.

The Symbol of Death is a stylized eye with 5 bars running behind it perpendicular to the earth.



The Symbol of Chaos

The Symbol of Chaos is a representation of pure Chaos- it is both terrifying and soothing, deadly and restorative. For most practitioners of Magic Chaos represents only the destruction of Necromancy and, indeed, that is a large part of the spells and Rituals which wielders of Chaos manipulate. However some theorize that there is another side to Chaos- a regenerative side. When paired with the energy of Death Chaos is

destructive and cruel. Perhaps when paired with Life magic Chaos can be restorative and invigorating. The debate rages on.

The Symbol of Chaos is three broken circles touching in a triangle and joined by a fourth broken circle across the center.



The Symbol of Order

The Symbol of Order is what many wielders of magic claim fuels the spells of Binding as well as some Protectives and Enhancements. Order is present in most magic- the rigid structure and command of the power it grants to wielders is essential to channeling the power of even the relatively docile Life magic. Order is the ultimate balance- a bridge between creation and destruction, evil and good, etc.

The Symbol of Order is a shield crossed by two waved lines crossing in the center with a circle above the "X".



The Symbol of Air

The Symbol of Air (often called the Symbol of Lightning) represents the basic elements of wind, lightning, electricity and energy in spellcasting. It is most often seen in Celestial effects and is a wild, unpredictable energy which many find exhilarating to manipulate and control.

The Symbol of Air is a wavy "S" line with bars protruding from its curves.



The Symbol of Fire

The Symbol of Fire (often called the Symbol of Flame) represents the power of Fire in magic- both the destructive and creative aspects. It is harnessed in small ways (as in the humble Light spell) and represents the most powerful combat spells a Evoker can wield. So powerful, intoxicating and accessible is the magic of Flame that many spellcasters and non-spellcasters prefer its combat effects over all others.

The Symbol of Fire is a stylized flame with three wavy lines sprouting from a base line.



The Symbol of Stone

The Symbol of Stone is a powerful yet difficult to control element. It is rarely used by many spellcasters because the energy itself is hard to

manipulate. Only the weakest of Evocation spells summon forth Stone energy through creatures of stone, and areas which are infused with this power, are some of the most fierce and implacable. It is theorized by some that the manipulation of Stone energy during the creation of a Construct gives the creature the ability to move and withstand damage.

The Symbol of Stone is a triangle intersected by two mirrored waving lines.



The Symbol of Ice

The Symbol of Ice is a representation of one of the most potent forces in Vandlar. It is said that before Vandlar was created there existed nothing but a freezing Void and, when the time for the world to end arrives, the Overlords will once again bow before the Overlord of Ice and all will be frozen forever. Despite the power Ice can have over the living it is of limited use against the Dead who fear neither cold nor loss of light. Many times Ice energy, in addition to the cold, brings with it shadows and darkness- a mirror to the bright and warming Fire energy.

The Symbol of Ice is a circle held in two "S" lines with a "V" of wavy lines in the center.