Sea Season Contemplation	Fire Season	Earth Season  Physicality	Dark Season Concealment
~	0		
↑ for water magic, scholarship, diplomacy or meditation.	↑ for fire magic, perception, leadership and law.	↑ for earth magic, healing and relationships.	↑ for darkness magic, stealth and protection.
#	#	#	#
Storm Season	Disorder Week	Harmony Week	Death Week
♠ for air magic, running, jumping, climbing and fighting.	Disorder, disunion and resistance.	Harmony, peace and compromise	Ending, separation, death and division.
#	#	#	#
Fertility Week	Stasis Week	Movement Week	Illusion Week
Creation, life and healing.	Tradition, stability and maintenance.	<b>R</b> Change, travel and innovation.	Deceit, concealment and entertainment.
#	#	#	Ж

Truth Week	Freezeday	Waterday	Clayday
Y	••	~777	口申
Justice, honesty and loyalty.	Crescent Go	Dying	Black
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#			
	#	#	#
Windsday	Fireday	Wildday	Godday
	_	vviidady	
6	000	<del>0</del> 4	$\Delta \hat{\mathbf{x}}$
Crescent Come	Empty Half	Full	Full Half
•	•	0	<b>O</b>
#	#	#	#