Elemental Brawlers World Building

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| Elemental Groups | Deity | Description |
| The Mothers (WS)  Al-Jalīl (WH)  Neach-Dìon (LeR) | Ankilil, The Tri-deity of the Heavens, Earth, and all between. | An amalgam of Sumerian Gods: An (sky/dad) Ki (earth/mom) Enlil (storms/son) |
| Bhajate (GM)  The Cluster (CM)  Fōji (MB) | The Gaad/Manta/ Kōseki  [Earth & Ore] | Spiritual worship of the planet |
| The First Sparks (FK)  Toishi (LiR) | Egotheism or Autotheism | The innate ability to create using the world around us |

Ground Monk Society (The Bhajate - Sanskrit meaning worship/cultivate/devote): Founded by Elder Yojita (Sanskrit word for connected)

Rocks, dirt, and sand wielders were the first to bend an element to our will. The tactile nature of the गाद “**Gaad**” [Sanskirt for silt] allowed for a deeper connection in those willing to try. With time and patience, the point where the flesh ended and Gaad became nearly invisible. Nature’s perfect tools are our hands, and now it is us. Our home nurtured us and now we can repay that kindness.

With time however, these connections began to diverge. Some were no longer content with the simplistic nature of symbiosis, and longed to cultivate the Gaad into shapes and structures that were as useful as they were awe-inspiring. It took time, and several excursions into the Gaad in order to study, connect, and commune with its deeper riches. But with effort, will and curiosity, a true connection with the crystalline elements was created. This cultivation of the inorganic was met with some criticism, but even the most resistant were not immune as outside of the Water Priestesses none had the power to create a rainbow in their hand. We now had beauty and functionality, a left and a right of a whole.

But some were never content, and only wished for more. More power, more control, more exclusivity, ***more***. The world had already discovered the wonders of metallurgy and the refinement and creation of alloys, but some sought to forge the same spiritual connection with this new form of their world. It was difficult and dangerous to say the least. Refining a metal pushed it further and further from what it once was and the ancient methods of connection lacked the ability to adapt to this. Wielders would need to carry metals to utilise as pulling it straight from the ground was no easy feat. The cold, unresponsive nature of metal also caused many who researched it to fully lose their connection to the Gaad. It was gruelling work, but eventually the blade-keepers were truly born. An occult sect who believed their sacrifices made their techniques and mastery far superior to the “mud ball throwers” of yore.

Crystal Mauler Society (The Cluster): Founded by Elder Kartalku (Ngaanyatjarra word for “break something off”)

In the beginning, the ancestors of our world learned to tame the flora and fauna around them. They crafted settlements, trained students, and sowed the seeds of the future. So unstoppable was their ambition that even generations later, their progeny sought to upstage them and forge a true connection with the **Manta** [Earth in Ngaanyatjarra]. There very essence became intwined with the world, their souls one with dirt. And through this did we prosper exponentially. But there comes a time when every child must exceed their parents, and our tribe sough to do so by digging deeper into the Manta and become one with its glittering gems and jewels. Our connection to the Manta overallat faded partially, but we had forged a a new bond of beauty and brawn. Crystals can be as delicate as a feather, or strong enough to grind the very rocks that made it. Our ancestors may have shaped hills, but we dance with the very colours of the sky. And so we shall be, elegant and unbreakable.

Metal Blade Society (The Fōji - Forge in Japanese): Founded by The First Blade Yūrei (Specter in Japanese)

The sum total of humanity is to control. We built homes to protect us, walls to encapsulate our cities, and weapons to guard our lives. There is nothing inherently wrong with a drive towards progression, an ambition to evolve. It is only when those in control seek to stagnate their own that their wants taint the very meaning. We grew from rock to gem, from flame to lightning, and from tribes to empires. It seemed only natural that our connections grew deeper, and only the bravest sough to forge a spiritual connection with our newest form of our world. It was difficult and dangerous, but all that is necessary is so. Those too weak to connect to the 鉱石“Kōseki” [Japanese for Ore] are not meant to wield it, and if it cost our connection to the Gaad, so be it. The Cluster gave up portions of themselves to become who they are now; it is only right that we be allowed to do so. The Kōseki is discreet, can be carried anywhere you wish, and was a true measure of skill. Anyone can become a mud ball thrower, but to become one with the Kōseki, you must submit yourself to the forge and return anew.

Wind Hashashin Order (Al-Jalīl - Circle/District in Arabic): Founded by Ibn Hafiz (Son of the guarding in Arabic)

Many follow the way of the Tri-deity, but they falter on the path of faith. The heavens, earth, and in between are all of equal import, but to split one’s focus amongst them is to distract yourself. We are instruments of the divine, fashioned with goals we cannot know. We were shaped in the heavens and sent down to earth to train so that we may one day return and join the chorus. We nurture, and tend, and grow, die but this is not our final home. It is up there where our true destiny lies, and where our focus should be.

Live, but do not give into gluttony. Protect what is yours and defend those who cannot. Punish those who transgress, and redeem those willing to atone. And remember, where we come from is where we will return to in the end.

Water Priestesses Society (The Mothers): Founded by Mother Martha

Water is life, it is what we are made of, and what all life sprung from. It is an eternal gift given to us by the mother god; so that we may bless her world as she has us. Our eldest speaks of beginning, when our people had just stepped into this world. Even then, we knew that to live, we needed the water. And once we no longer starved, once we could step beyond simple survival, we recognised the need for a deeper bond.  A bond of the divine and mortal, the mother and child… A sacred trust. The tillers, rock-folk, and gustmyn saw this need too, but not every child can make the right choice the first time. No matter, all their connections are tied to Ankilil, and while they might not all preach her name, they worship her nonetheless. Mother God teaches us to love all bodies, and what they may hold.

The only thing she does NOT abide, is the perversion of her trust. Those that wish to withhold her gifts from her children, or sell them. Those who seek to “purify” the divine, as if we could ever improve perfection. And those who believe that being given a gift makes us as powerful and being able to give one.

Leaf-Ranger Groves (Neach-Dìon, Defender in Scottish Gaelic): Founded by Damhair Isobel

The true meaning of existence is to nurture. The leaves pull from the heavens, the roots from the earth, and the fruit is borne in between. We may take from this world only for as long as we repay it. Our cities, kingdoms, and achievements last only as long as we do.  We are mere tenants of this world, and a thousand years after the last mortal is gone, the world will still be. The only way to truly leave a mark is to leave this place better than we found it. Nurture nature so that it may nurture our future. The world is harsh, the heavens are lofty, and we are the bridge between both ideologies.

Lightning Ronin Order (Toishi, Sharpening Stone in Japanese): Founded by Omo [Lord] Akira

Like our brothers from the west, we too believe in the supreme power of fire. It was our first tool, our first weapon, and our first taste of divinity. But should not be our only tool. To willingly stagnate is to remain ignorant, to remain mortal. Fire is slow and requires constant guidance. For it to reach its true potential, we must shape it into a more practical form, that of lightning. Lightning is simply a purer form of energy. It can create fire, can create intense sounds, is more fluid, and its speed makes it better for survival. It is our divine right to wield the liquid flame and create fantastical new technology with it. We can separate the waters into their gasses, melt sand into glass, strike trees into charcoal, and fuse metals with ease. The fulgurate is faster, more powerful, and flows through our very bodies as a true extension of our souls. Precision, Power, and Pedigree all derived from the fire that flies. Simply put, there is no counter to lightning. Just as it runs in our veins, so too does it run our world.

Fire Knight Order (The First Sparks): Founded by Ser Galeas

The first life was fire. The celestial explosions of our burgeoning universe created the stars, the planets and all in between. This divine flame was creator and destroyer, never content to dance a single way for too long. Without the majesty of fire, we would not be.

Even now our world orbits a ball of flame that allows us to continue living. It is the engine of creation, and the first step to godhood. To take a flame and bend it to your will is tantamount to being a world shaper. You can forge weapons, cook food, purify water, heat homes, destroy or give life. But this is merely child’s play. True divinity comes to those who earn it. It comes to those who are willing to bind themselves to the flames, permanently. To channel it as naturally as the liquid flames in our veins.

The Mothers - Religious worship of Nature gods (plants, sky, water)

Sumerian gods

* Ki (earth) An (sky) Enlil (storms)
  + An (dad) Ki (mom) Enlil (son) the mooring-rope between the two.
* Ankilil - the tri-deity (heaven, earth, and all in between)

Lightning Ronin, Fire knight

* Cultural brothers that often compare techniques are engage in frendly rivlaires.
* Neutral with MB as the group evolution is interesting to both (Also possess an edge over MB, either by melting them or via Electroplating)

Water Priestesses, Leaf rangers

* Despise MB as their "purification" of ores creates pollution and infringes on "nature's plan"
* Fire is seen a symbol of life and progression, so they welcome the knights, but only the Leaf rangers like the ronin (The water Priestesses see them as competition for the sky)

Possible attack names

* CM: Quartz Slam (air), Nucli-strike/Gem Flourish, Sp - Crystal wave, Shimmer Seed Form
* GM: Dust Kick (air), Dirt Jab/Gravel Fists/Hill Strike, SP -Mud Slide, Tectonic Titan Form
* MB: Blade Swarm (air), Iron Cast, Dagger Trap/Steel Swipe, SP - Steel Forest, Singularity form
* LR: Cloud Strike (air) Channel Slash/Voltaic Dash, SP - Arc Blast, Fulgurite Form
* FK: Hot Shot (air), Cinder Swipe/Baton Spin/Ember Slash, SP - Scorching Strike, Living Flame Form
* WP: Pressure Pierce (air), Droplet/Ripple Lunge/Wave Slash, SP - Freezer Burn, Bubble Field (Heal), Siren Form
* LeR: Thorn Strike (air), Nettle Stab/ Blooming Blast/Germ Shot, Chloro-Beam, Oak Soul Form
* WH: Zephyr Slash (air), Gust strike/Gale Storm/Dust Devil Spin, SP - Sky Drive, Whirlwind Reaper Form