To preface, the time between events in the 1st Age can seem large. Elementals will never die of natural causes, and as such live extremely long lives. This can leave long periods where Elementals do not do much, or focus intensely on a singular project. There were pressures before Ruen’s story that led to Relnor’s empire expanding, but now that Vilnis has been quelled, the peacetime has slowed progress down.

The setting of the 1st Age is mainly in one continent with some islands surrounding it. The continent is extremely large, but some other landmasses on the planet exist. These other landmasses are populated by numerous minor Elemental tribes. The main three: Relnor, Mezo, and Vilnis all populate the supercontinent.

On the coastlines to the west and south, Mezo rules. Mezo commands the oceans as well, but it’s a rather empty rule as nothing but flora populates it. The Water Elementals stay near the coast anyway, as gathering building material is much easier. Water Elemental society focuses on art and architecture. They come on land to mine massive quarries, then carry off the stone to the sea. Polishing and strengthening the stone, they build gargantuan monuments and palaces beneath the waves. Water Elementals also formed a complex system of social interaction. Their expansion has stagnated as their cities build inwards more than outwards. Focus on reconstruction of old architecture to constantly push towards new forms of art dominates the culture.

Further inland, thick forests--ranging from tropical jungles to cloud forests to alpine reaches--rule. Elementals are frequently corrupted here, and later on Nature Elementals rule this area. The plant life is mostly trees, grasses, and shrubbery, with a few vine species winding around. Most are green, but some are closer to blue, and all have unique leaves. Rivers run down from the mountains in this biome, and Water Elementals move up and down them to travel through the area. After the events of Ruen’s story, Nature Elemental society is tribal, but beginning to settle. They have a handful of villages hidden in the depths of the forests, and their influence has expanded the range of flora in both the mesa and the coastline.

The massive central area of the continent is Relnor’s domain: A sandy, rocky biome. An uninhabitable wasteland to the previous two tribes, but perfect grounds for crafting a massive population of Earth Elementals. They dominate the population of Elementals on the planet, far surpassing all the others combined. As such, their society has progressed quickly. They have many outposts, a handful of towns, and a central city; and a robust system of roads in between. Their society focuses on infrastructure, efficiency, and expansion. They are just on the verge of an industrial revolution.

In the northwest, near a solitary volcano, Vilnis seethes. Relnor had laid claim to most of the continent, and Vilnis’ Elementals stood no chance against Relnor’s. Previous skirmishes had only lost him some of his meager share of land as punishment. Fire Elemental society has not progressed much at all. Most Fire Elementals are nearly mindless, only a handful having a strong enough connection to Vilnis to be sapient.