**Intro**

The Elemental Gods were the first creations of Nn, with dozens of minor Elemental Gods created afterwards. They all are connected to Nn’s power ethereally. All of the Elemental Gods, soon after their creation, began creating ordinary Elementals. All of these Elementals were connected to their God similarly.

Ordinary Elementals are unable to create more Elementals, so the tribes rely on their God to create more beings. The process takes time and energy, though, so most do so patiently, steadily growing their numbers. Ordinary Elementals are, like the Gods, ageless. Their bodies can change dramatically, but as long as their essence holds together matter they continue to live.

Elementals receive a constant flow of energy from their God. This is enough to sustain them normally, but using abilities can drain it quickly. Over time their energy will restore, but consuming energy from other Elementals is necessary at times. The Elemental Gods also get a constant flow of energy from Nn himself.

**Composition**

At their essence, Elementals are composed of unnatural material more akin to energy than matter. This material attaches to matter and energy in our universe, and forms a consciousness through complex interactions with itself.

**Abilities**

Elementals can control the element their energy has bonded to. Earth Elementals can control dirt and stone, Water can manipulate water, etc. This is done by reaching out with their essence, technically a part of Nn, and attaching it to the matter. This essence can be manipulated in itself to produce energy, in the case of Fire Elementals. Doing so requires energy, which Elementals naturally receive from their God, and Gods receive (in much larger amounts) from Nn. After extending their essence out to control matter, only some is returned.

**Communication**

Elementals all communicate with somewhat structurally similar languages, but using very different sets of tools. Water Elementals create bubbles of different sizes to create strings of popping or blurble sounds, and can roar with the rush of a waterfall. Earth Elementals grind and clatter parts of their torsos together to create crunching, rumbling, or loud crack sounds. Fire Elementals crackle and flare, their voices ranging from soft pops to roaring infernos. Nature Elementals slide leaves and grass in their torsos together, making soft whispery sounds, or the snapping of sticks in moments of strife. The Elemental Gods are able to communicate with each other relatively well, but it takes a lot of practice for ordinary Elementals to learn to communicate with other tribes.

**Diet**

Elemental Gods are ageless and require no food due to their strong connection to Nn. Ordinary Elementals require some sustenance, some more than others, and in different ways. The first way is repairing their form. If an Earth Elemental uses part of their body in an attack, they must collect more dirt and stone to fix their body. This is seen as a form of eating. Other Elementals do similar processes. The second way is gaining additional energy. If an Elemental kills another Elemental, the victim’s energy begins to evaporate into the ether. The killer can consume this energy to empower themselves. This is useful after a fight, as the killer will most likely be low on energy reserves.

**Gender**

Most Elementals are unique to some extent, and in their languages no gendered nouns exist. However, using “they” or proper nouns for each in writing like this may get confusing or redundant. Mostly, I assign gender to Elementals arbitrarily. There are male and female Elementals of all tribes, but Water Elementals tend towards female while Earth Elementals tend towards male. During corruption, this has the possibility to change.

All of the initial Gods are referred to as male, and Nn himself is referred to as male as well. Nn’s gender is not arbitrary. The Gods being male may be a reflection of Nn himself.

**Corruption**

Plantlife growing on Elementals was initially seen as harmless, but as it began to rob them of movement and even kill, it was seen as a corruption. Elementals with plantlife growing on them had to either try and excise the part of them infected, which usually was in vain as more had already seeded; or leave their village to travel to Creaking Rumble.

**Appearance**

* Earth Elementals
  + Dense conglomerations of dirt. Usually roughly humanoid with a head (usually large for the body), two arms and two legs. Come in varying mixtures of dirt, sand, and clay, each forming a niche in Earth Elemental society. Horn styles usually resemble bulls, with two arching upwards or forwards. Torsos of pure stone, sometimes showing layers, are seen as a status symbol. Those composed of random dirt and rocks are seen as unkempt.
* Water Elementals
  + Formed from water of varying purities. The water making up their bodies is in a constant state of movement, flowing in circles and streams. Their heads float above their bodies, connected via spurious streams of water. Their torsos are droplet shaped, as are their arms. Horns usually go down or backward.
  + Can reform any body part into ice or vapor with some effort. Ice is usually used for battle, and is easy to form but difficult to move around. Vapor is usually used for travel or stealth, but takes significant effort to maintain the form.
* Fire Elementals
  + Formed from flame. They usually have a skeleton of plant matter used as fuel, and must constantly replenish it. Most do not have notable horns, but very strong ones can have sharp, straight horns pointing outwards at an upward angle.
  + Their fire is empowered by their connection to Vilnis. Simply splashing water on one will damage and weaken it, but will not outright kill it. If a Fire Elemental is completely extinguished, it will die, but usually it is able to evade this fate by spreading to nearby flammable matter.
* Nature Elementals
  + Formed from sticks, leaves, and grass. Previously Earth or Water Elementals that had been corrupted, then empowered by Swishing Gust. Their horns arch upwards at varying angles. From their necks, long cloaks of grasses or leaves cover their bodies, which too are covered in short grasses.
  + They can seed and accelerate growth of vines, trees, bushes, etc. for use in battle. These Elementals are mostly passive, however, and will usually only attack when threatened. They are obviously extremely weak to fire.