**Elemental Gods Locations**

In the 3rd Age, the location of the hibernating or deceased Elemental Gods denotes the density of their associated Elementals. Areas with higher Elemental activity will be more sparsely populated, but result in awe-inspiring warriors. Areas with lower Elemental activity will see human population booms, but overall more standard military. Another difference is that areas with high Elemental activity will result in much more amicable relations between human settlements. The areas with low Elemental activity see more political strife.

Below are the rough locations where the Elemental Gods died or went into hibernation in the 1st Age, and have remained since (Only somewhat disturbed during the 2nd Age):

1. Vilnis’ charred bones are scattered across the continents of Nityr and Nevoria.
   1. The God is dead, but his Aura still possesses the shards of his once-massive form. Touching one will burn and cause you to hear the violent whispers of the raging god. Collecting enough into one area is exceedingly dangerous, and has the possibility of resurrecting a shadow of Vilnis.
   2. Fire Elementals are highly prevalent in the western continents, and exist as the main threat.
2. Mivra awoke in the equatorial oceans south of Nithran after humans had settled, but was disgusted by the flora and fauna they brought with them. She moves up to the north pole, and dedicates to creating new Ice Elementals to expand her range of cleansing, icy grip.
   1. Water Elementals are the most prevalent Elementals in Nithran, both east and west. They are nearly nonexistent in the western continents of Nityr and Nevoria, but some new Ice Elementals do wander down into the former from time to time.
3. Relnor is located somewhere beneath Nityr, possibly on the southwestern coast.
   1. Earth Elementals are prevalent more or less equally across the continents, but especially strong ones show up in Nityr.
   2. These Elementals retain much more of their former minds than other types of Elementals, however. Those in Nityr are able to shake off the panicked rage that grips their kin elsewhere--Possibly due to their proximity to Relnor.
4. Ruen