
Elemental History and Nature

History: Everyone knows the history of elementals on this human plane. One hundred years ago, a human somehow managed to open the conduit and pull through 4 mid-level elementals, one of each of the cardinal elements fire, water, earth and air. These elementals quickly expanded over the earth by aliquoting their power into minions. As on the elemental plane, there is no love lost between the factions and infighting reigns supreme. Each faction is always trying to one-up the others and gain mastery over the whole world.

The Conduit The conduit is the weakest point between the human and elemental plane. Once every 10 years or so, the planes come into close proximity with each other. Every 100 years or so, the planes come particularly close, and it is therefore particularly easy to open the conduit between the planes. That time is now. The planes will be most aligned right at midnight. The last time the conduit was opened was 100 years ago when the first elementals were brought over.

The Suppressor Field As a general rule, elementals do not like to be near the conduit because it has a damper field of some kind. For reasons unclear, even the strongest elementals on this plane cannot wield their powers with impunity in the field. Powers are so dampened in fact, that an elemental and a human might be nearly equally matched in fighting prowess.

The suppressor field extends over all of game space.

The Elemental Council: Once every 5 years, the elements hold a council. For one night only, the factions put aside their squabbling and come together to discuss issues that affect them all. Normally the council is held on an island in the middle of the pacific ocean, as far away from humans as possible, but since the two planes are so close together tonight, the conduit has been selected as the location, despite the suppressor field.

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The hierarchy is more than just a social formality though. Since all lower ranking elements are spawned from the Kings and Queens, their survival is tied to that of their leader. If the leader of an elemental faction were to die, all of the other elementals of that faction would be crippled.

Enslaving Humans: Elementals also have the ability to compel humans to some extent. This is not common practice because it is rare that elementals find some use for humans. Enslavement is a long and tedious process and doesn't last for very long; it is rarely worth it. It does potentially have its uses however, particularly to tip the balance between elemental factions.

The Quintessence

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Human History

The year is currently 2650 CE. Humanity has gone through a long and messy history since the 21st century, the relevant parts of which are detailed below.

Azis and Cits: In the 24th century, an inter-continental war broke out. During this period, humans developed an array of technologies, by far the most important of which was “artificial zygote insemination”, which is a combination of intensive genetic engineering and psychological conditioning that result in the birth of Azi, a highly talented and specialized form of human. Through years of extensive psycho-sensory training, these humans can be trained as experts in just about anything. Azi make wonderful soldiers, mechanics and scientists, and during their upbringing each is conditioned with specially-prepared visual-auditory stimuli called “tape”. During their training period, they are conditioned to respond mostly to the orders of a specific human handler. They will do most things asked of them by their supervisor as long as it does not conflict with their basic taping.

Azi have come to play a prominent role in human society, but having a class of humans that are extremely good at what they are trained to do, and unlikely to question most orders, is of course a temptation for some Cits (“citizens”, or non-Azi humans). There are a few dark souls who might wish to usurp Azi for their own ends. Every now and then, stories surface of Azi who have been re-taped too quickly. Taping is a process designed to take weeks or months. There is no safe way to re-tape an Azi in a shorter span of time. It can be done, but at a terrible price. The Azi is rarely able to recover, and may be non-functional for the rest of their lives. The legal consequences for re-taping an Azi too rapidly are extreme.

Elementals: One hundred years ago, the world was changed forever when Strauss, in a foolish attempt to make more powerful Azi soldiers, somehow managed to build a connection between Earth and the elemental planes known as the Conduit. Through the Conduit came four hugely powerful elementals - one each of fire, water, earth and air. What ensued was a period of utter chaos as the elementals wreaked havoc across the world. Although they have since spawned many more minions, the four original elementals still reign supreme over their factions.

Literally hundreds of thousands of people have died since the elementals were created. It is not clear that the elementals have even noticed. Humanity has long sought a way to fight back, but to no avail. It doesn't matter whether the elemental is fire, water, earth or air, humans die when they get too close. For the strongest elementals, “close” could be within 100 meters. Some of the weakest elementals do not passively destroy things, but can do so easily if annoyed. A few humans believe that this fact is something humanity has not capitalized on the way it should. Benedetta is testing the idea that if elementals could be made to see the value of humans, they would not destroy, and maybe even actively protect humans. So far Benedetta is still alive, so perhaps it has some merit. It all relies on the continued goodwill of the elementals however, and that makes many people understandably nervous.

One particularly disturbing phenomenon involving elementals is that of mind control. It has recently come to light that some elementals are taking an interest in humans in a bad way. They are apparently inducing some form of mind control, that can compel humans to do things against their will. To compound the problem, the phenomenon often leaves the human with amnesia, and so their actions can only be pieced together from the accounts of bystanders.

Within the last 10 years or so, a new movement has emerged among the humans. This movement argues that humanity should seek not to fight the elementals but to ally with them. , the leader of the new united nations, and the high ranking diplomat, Patrick, have been championing the cause. seems to be willing to entertain the possibility of peace, and and Patrick are moving forward with the process. Some people are wary of his sudden good will, others say not to look a gift horse in the mouth. Regardless, has secured an invitation to an elemental council tonight. It is the first time humans will be able to interact with elementals in some meaningful way. The world waits with bated breath for a positive outcome.

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The suppressor field extends over all of game space.

The Elemental Council: Once every 5 years, the elements hold a council. For one night only, the factions put aside their squabbling and come together to discuss issues that affect them all. Normally the council is held on an island in the middle of the pacific ocean, as far away from humans as possible, but since the two planes are so close together tonight, the conduit has been selected as the location, despite the suppressor field.

The Hierarchy: One of the most important aspects of elemental culture is the hierarchy. Lower rank elementals must defer to higher rank elementals of their faction. The King or Queen is the highest ranking element of the faction on this plane at rank A. Most factions have three or four ranks under the King or Queen. Since the suppressor field dampens all elemental power, it will be harder than usual to determine the rank of an elemental. Although it is rarely necessary, an elemental of higher rank can compel a lower ranking elemental of the same element to do some task.

The hierarchy is more than just a social formality though. Since all lower ranking elements are spawned from the Kings and Queens, their survival is tied to that of their leader. If the leader of an elemental faction were to die, all of the other elementals of that faction would be crippled.

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The Quintessence

You have been on this plane for some time, and have come to realize that things are not as wonderful as they might first have appeared. Just like on the elemental plane, the four elements have been in a state of near-constant warfare since arriving. You have astutely realized that these battles are in some ways different here. Among the ways is that they are substantially more destructive. Low and even mid-ranking elementals often sustain serious injury that take months to heal. In rare occasions, elementals have actually died. These deaths rock the entire hierarchy. The amount of fighting has consequently declined substantially as the factions try to work out why the consequences of fighting for dominance on this plane are so extreme.

The only thing that is missing from this plane, that exists on the elemental plane, is the Quintessence. The Quintessence is best described as a fifth element. Rather than wielding one of the four cardinal elements of fire, water, earth and air, the Quintessence is all about maintaining the balance between the elements. It is not entirely clear how they do this, but they do. No elemental faction has ever managed to gain the upper hand against the others, no matter how it tried. Whenever any elemental faction has seemed to make progress, the Quintessence, despite being few in number, have managed to restore order and balance very rapidly.

You feel unsettled on this plane some times. The feeling is becoming more prominent and more frequent. You have begun to wonder in the deepest recesses of your mind whether the Quintessence actually served some purpose other than subverting you and your kind. Because of this uncertainty, the elemental factions have shifted their focus away from outright destruction of the other elements to exerting control over them similar to how the Quintessence controlled the elements on the elemental plane.

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