

Brutbreve

National sport of the ifrits. 2 teams of four face off in a game somewhat like an Aztec ballgame. Ball must be bounced/richoted into vertical stone hoops. Violence between teams is allowed in a limited fashion. First team to either get 10 points or disable the enemy team wins. Small and mid-sized arenas exist in towns or near inns. Multiple arenas in Hearth and especially Forge.

Variations include: the use of magic by players; hazards on the field; a beast loosed onto the field.

Siphithiphithi

National sport of the oreads. Covers a very wide range of sports that have one thing in common: they involve animals, usually earth elemental animals. Sometimes teams have mounts, sometimes they are fighting against hostile animals, sometimes teams are herding the animals, etc. (no killing on either side, just injuries)

Thủy Cầu

National sport of the undine. Very similar to water polo. Expert games include two balls - one buoyant ball that remains above the water, and one negatively buoyant ball that remains underwater. Both can be used to score.

Caith-an-liathróid-dúr (or just Caith)

Popular sport among sylphs, and many ifrits. Similar to Irish hurling. Since sylphs are natural climbers, there is often a 'vertical' field (a net) on one or two sides of the regular field.

Playing Cards

V, <, T, U

Suits – Black Vultures, Blue Crocodiles, Brown Graves, Black Urns

Ranks: Fool, 1 through 10, Priest, then God and Goddess on top (varies between suits which is high)

God Vultures

God Crocodiles

Goddess Graves

Goddess Urns

Tornarecasa

Ifrit game, very similar to “Backgammon”. Many ifrit cities, especially in the south, have stone tables in parks where locals can play. Very popular game to gamble on among ifrits.

Tshala

Oread game, very similar to “Mancala” that can be played with a wooden board and beads, or simply with small holes dug in the dirt and seeds or rocks. Object of the game is to have the most seeds in your field by game end (or in some variations, you need to grow “trees” in various ways)

The rules of tshala are simple - dig out twelve small holes - a line six on your side, and a line of six on your opponent's side. There is also one slightly larger pit on your right (your home space) and one to your opponent's right (their home)

She draws a quick diagram for you in the dirt.

X oooooo

oooooo X

To set up the game, put three seeds (or what have you) in each of the small pits. On your turn, pick a single group of seeds from your line and "sow" it. That is, pick up all the seeds, and starting with the space to the right, put one seed in each hole, proceeding sinistral until you run out of seeds. You will often end up putting seeds in your home space as well as some of your opponent's spaces.

(there are a few other small details that make the game interesting, but for now narratively it is a game of patterns and trying to walk between short-term gains and long-term "sowing".)

Ō'

Undine game, very similar to “Go”. Can be played on large lily pads, using small flower petals that adhere to the lily pad. The pattern of the veins on the lily pad determine the play areas.

Eite

Sylph game, very similar to “Chess” on an 8x8 grid. Considerably more complex - many pieces have different abilities, and certain squares interact with certain pieces in a myriad of ways. Players may choose a configuration of pieces to their liking (each color has the same kinds of pieces, but players only choose a limited number to actually field)

The two sides are called Water and Fire. The pieces are traditionally cut from turquoise and jasper, respectively.

Rough equivalents to chess for Water and Fire:

Bishop -- Stream ; Pogona

Rook -- Bull ; Golem

Queen -- Maelstrom ; Cauldron

King -- Watersinger ; Ember

Pawn -- Tree ; Flask

Knight -- Trader ; Inquisitor