(Either split it along culture or do it along cultural similarities)

(Magic Religions will stay mostly in the same religion group but split among two types, Dark and Light)

Nature-aligned Religions:

* Druidic and Reformed Druidic (Decentralized Religion)
* Uses personal deities
* War goddess, Morrigan; Brigia, Fertility Goddess; High Goddess Danu; Cernunnos, God of the wilderness; Dagda, God of wisdom and Druidry; Macha, Goddess of life and death; Taranis, god of thunder
* Fae Religion
* Do Coptic blessing mechanics
* Beast kin Religion (Need to make an actual name for them)
* Uses ancestors’ mechanics
* Totemism and Dreamtime are also a part of this.

Ancient Europa religions:

* Germanic Religions (Decentralized Religion) [Fyrnsidu]
* Uses personal deities
* Hellenic Religions (Religious Head in Rome)
* Use Christianity mechanics
* Canaanite Religions (Currently Dead)
* Norse Religion
* Use the same system in Reformed Religion/in game
* Other Religions or split offs from this group

Draconic Religions:

* Enlightened Draconic
* Uses Anglican Power? Or Personal Dieties
* Fae Draconic/True Draconic
* Uses Isolation Mechanics
* Quetzalcoatl Draconic
* Uses deity mechanics or Anglican power

Magic Religions:

* Elven
* Use of Orthodox Patriarchs System?
* Elven Tribunal
* Use of Orthodox Patriarchs System?
* Dwarven
* Use of Orthodox Patriarchs System?
* Dwemer
* Basic Religion or a system for Research Speed
* Orcish
* Use of Orthodox Patriarchs System?
* Cat Folk Religion (Take in game name if they survive)
* Use of Personal Deities
* All Dark counterparts as heretical/opposites of the religion