

## Basics of Religion:

Arhat & Malkor are the fundamental units of Divinity, although they are actually really two aspects of the same thing.

Arhat - creation, birth, life ] while Arhat is generally worshipped and Malkor not,  
Malkor - destruction, death ] Malkor is not evil, just uncomfortable to acknowledge

Arhat and Malkor themselves are alien and unreachably, so are mostly worshipped through their aspects, which function as a tight pantheon:

|   |                  |
|---|------------------|
| Goddess of Birth [Spring, Love, Agriculture, Life, Healing] | Goddess of Death |
| God of Sun [Light, Order, Justice]                          | God of War       |
| Goddess of the Moon [Magic, Knowledge]                      | Goddess of Chaos |
| God of the Ocean [Tide, Travel]                             | God of Storms    |

} old, X

Fictional and real "tight pantheons" are based more on people or types - Father, Mother, Son, Daughter, Bachelor  
Father, Mother, Crane, Maiden, Woman, Child, ; Father, Son, Holy Spirit  
Stranger

In addition to Arhat, Malkor, and their aspects, there are other divine beings:

- 1) Racial gods → e.g., fist, sun and related. Would be unusual for other races to worship, but not impossible
- 2) Demigods / godlings / ancient Dragons / Fey → many of these, especially associated w/ non-PC races, but also particular places and countries. Kind of like Saints.

The Mother:  
Goddess of Birth, Fertility, Spring, Healing, Wisdom  
Associated with the Moon

The Night Queen:  
Goddess of Darkness, Death, Sleep, Winter  
Associated with the night

The Sibyl  
Goddess of Magic, Knowledge, Love, Beauty

The Father:  
God of Light, Order, Justice, Summer  
Associated with the Sun

The Warlord:  
God of War, Vengeance, Smiths, Autumn  
Associated with day

The Wanderer:  
God of Travel, Trade, Strangers, and Outcasts

The Wyrdling:  
Chaos, Luck, fate, Storms, weather

The Wildling:  
Nature, elements

genderless

## Worship:

Religion is largely based in the home, at least in the Dankonian tradition. Most people will have a small shrine to Arhat or to the light/dark path, or sometimes to one aspect if particularly connected. Larger communities will have a shrine or temple, or sometimes a monastery, which serves as a focal point for feast days and festivals.

There are major feast days about v/l/morth  
Winter solstice - Night Queen

Many people interact w/ itinerant monks/priests, who ask for alms

## The Eight Virtues (?)

Mother - Faith

Father - Justice

Night Queen - Compassion

Warlord - Courage

Sibyl - Love

Wanderer - Charity

Wyrdling - Hope

Wildling - Prudence