

Basics & Religion:

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

Arhat - creation, birth, life  
Melkor - destruction, death

} while Arhat is generally worshipped and Melkor not, Melkor is not evil, just uncomfortable to acknowledge

Arhat and Melkor themselves are alien and unreachable, 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 [Trade, Travel]	God of Storms

} - old, X

Fictional and real "tight pantheons" are based more on people, or types - Father, Mother, Son, Daughter, Brother  
Father, Mother, Child, Maidens, Warriors, Smiths ; Father, Son, Holy Spirit  
Shapers

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

- 1) Racial gods -> e.g., fishborn and related. Would be unusual for other races to worship, but not impossible
- 2) Demi-gods / godlings (ancient Dragons / Fey -> many of these, especially associated w/ non-Pe 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 Father: God of Light, Order, Justice, Summer Associated with the Sun	The Wyrdling: Chaos, luck, fate, storms, weather
The Night Queen: Goddess of Darkness, Death, Sleep, Winter Associated with the night	The Warlord: God of War, Vengeance, Smiths, Autumn Associated with day	The Wildling: Nature, elements,
The Sibyl: Goddess of Magic, Knowledge, Love, Beauty	The Wanderer: God of Travel, Trade, Strangers, and Outcasts	

} genderless

Worship:

Religion is largely based in the home, at least in the Dankorian tradition. Most people will have a small shrine to Arhat or to the Eightfold 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 1/ month

Winter solstice - Night Queen

} Many people interact w/ deiant monks/priests, who ask for things

The Eight Virtues (?)

- Mother - Faith
- Father - Justice
- Night Queen - Compassion
- Warlord - courage
- Sibyl - Love
- Wanderer - Charity
- Wyrdling - hope
- Wildling - prudence