

RELIGIONS OF ESTEGALLE

The major, organized religions of Estegalle are The Church of The Defiant and The Children of The Enlightened. Other than these organized religions there are various animistic or totemic religions throughout Estegalle. The chart below shows where each religion of Estegalle is prevalent.

The Great Dominions	Religion	Symbol	Ruling Body	Patron Deity
Caerleon, Kashgar, Suttegarde	Polytheism: The Defiant	Seven pointed star	The Patriarchs	Aeldris
Mauridia	Monotheism: Fallen Lords	Phoenix	The Sarnhedin	Malbon
Independent Lands	Religion	Symbol	Ruling Body	Patron Deity
The Free People	Various	Various	None	Various
The Savage Lands	Religion	Symbol	Ruling Body	Patron Deity
Narahim	Nontheist philosophy	Flower of Life symbol	Elders	Elemental Lords
Vinnisklad	Animism: The Elemental Gods	Ivory totems	Shamans	Elemental Lords
Yssgelund	Animism: The Elemental Gods	Totem animals	Godsmen	Elemental Lords
The Tribes of Vors	Religion	Symbol	Ruling Body	Patron Deity
Carmascia, Sarathia, & Voruskai	Animism: The Elemental Gods	Totems	Shamans (druids)	Elemental Lords
Other Cultural Groups & Races	Religion	Symbol	Ruling Body	Patron Deity
Aberrations	Polytheism: The Great Old Ones	Kraken	High priests	Great Old Ones
The Avadain Exiles of Mauridia	Polytheism: The Defiant	Seven pointed star	Local prelates	Maedra
The Callandae	Polytheism: The Defiant	Three crowns	Local diviners	The Three Queens
Dark Elves	Polytheism: Fallen Lords	Crown	High priests	Moloth
Dragons, Chromatic	Polytheism: Fallen Lords	Wyrm	High priests	Belgorix
Duergar	Polytheism: Fallen Lords	Salamander	High priests	Moloth
Dwarves	Polytheism: The Defiant	Seven pointed star	High priests	Ord
Ebothi	Animism: The Elemental Gods	Totem animals	Shamans	Various
Giants, Hill, Frost & Fire	Polytheism: Fallen Lords	Salamander or wolf	High priests	Moloth or Yssghul
Giants, Stone & Storm	Polytheism: The Defiant	Anvil or cresting wave	High priests	Ord or Uldrem
Gnolls	Animism: Fallen Lords	Snarling dog	Shamans	Vureal
Goblins	Polytheism: Fallen Lords	Bat	High priests	Moloth & Bes
High Elves	Polytheism: The Defiant	Moon	High priests	Illandea
Lizardmen	Animism: Fallen Lords	Salamander	Shamans	Belgorix
Maelnach	Animism: The Defiant	12-branched oak tree	Druidic councils	Caledh
Orcs	Polytheism: Fallen Lords	Snarling dog	High priests	Vureal
Sylvan Elves	Polytheism: The Defiant	Stag	High priests	Caledh
Trolls	Polytheism: Fallen Lords	Burning tree	High priests	Moloth

ANIMISM

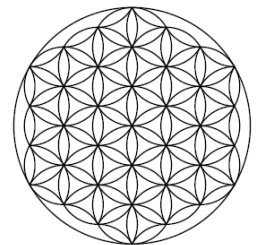
Animism is practiced by the Ebothi, Maelnach, and Callandae people, as well as the people of Yssgelund, Carmascia, Voruskai, Sarathia, and Vinnisklad. Druids and clerics of animistic faiths are often called shamans and call upon the spirits of nature and their ancestors for assistance and guidance. In addition, each clan reveres its legendary ancestors as godlings tied to the land and lifeblood of their people. In most lands, animism is linked to the worship of the Elemental Lords who are the masters of air, earth, water, and fire. Among the Maelnach, animism is tied to the worship of Caledh, who is believed to be the divine progenitor of their people. Gnolls and lizardmen also practice animism but worship the demonic beings known as The Fallen Lords. Yssghul of The Fallen Lords is worshipped in Yssgelund, which derives its name from her.

MONOTHEISM

The worship of a single deity is practiced in The Mauridian Empire. Here the demon Malbon is worshipped in the guise of Shar'edan, Eternal Emperor of the Tribe of Maurid. Most supplicants of this faith have no notion as to the true nature of their patron deity, for such dark wisdom only comes to those who devote themselves utterly to this foul god.

NONTHEIST PHILOSOPHY

The Narahim believe that all creation stems from a force they call Nara (the fountain). To the Narahim, Nara is the font of order, tranquility, creativity, and creation. Birth, life, decay, and death are all part of a natural order that perpetuates further growth and creation. Chaos, manifested through uncontrolled emotion, destruction, and violence, goes against this order and forestalls it... but cannot hope to destroy order and halt creation. Priests of this philosophy draw power from The Elemental Lords, as they are the architects of this world and the progenitors of The Defiant Gods.



POLYTHEISM

Most of the civilized people of Gaile worship the gods of a pantheon. Among the dwarves, elves, the Avadain exiles of Mauridia, the Callandae, and the people of The Great Dominions the pantheon of Defiant Gods is worshipped. Most monstrous races of Gaile tend to worship demonic beings known as The Fallen, while the alien creatures collectively called aberrations worship the Lords of Chaos that they call The Great Old Ones.