

In Eserim, religion isn't particularly widespread. It's most prominent in the Kingdom of Lundengard where the Church of Phalos rules everything behind the scenes. The military arm of the church, the Order of Light, has the ability to publicly execute anyone who offends Phalos or his rules. In Lundengard, matters of the church supercede the law. If a person is found guilty by the Order, they do not have the right to a trial and can be punished at will. The Order uses their authority so brazenly that the general populace of Lundengard believes in Phalos out of fear rather than anything else. Although they would never publicly admit it, the highest-ranking members of the church don't believe in Phalos and simply view the god as a means to gain power.

The role of religion in Lundengard has greatly influenced the beliefs of other human kingdoms. Many fled Lundengard to get away from the church and as a result, quite a few kingdoms don't subscribe to any particular deity. Even so, there are pockets of people that have faith. Some genuinely believe in Phalos and have for years while others subscribe to the Elven beliefs. There are even a few small sects that worship Kalaad, the god of war in Bul'vach.

Elves don't pray to specific deities, but rather treat their five "arts" as spiritual entities. The five arts, according to the elves, are music, poetry, smithing, war, and politics. In elven culture, it is believed that an art is chosen for the individual at birth and that art becomes their life's work. Yet it isn't enough to simply make an art one's profession. You also have to honor the art in a manner similar to prayer. Once a day, an elf must stop whatever it is they're doing and give thanks.

Other than this daily ritual, elves have no other religious ceremonies nor are there any specific places of worship.

Dwarves treat the Great Forest of Ralanpost as their god. To them, the forest provides life and sustenance. Upon successfully hunting an animal, dwarves give thanks to the forest for providing the beast. After forging a weapon, dwarves pray for a blessing, hoping the weapon strikes true and is able to honor the forest. Like the elves, dwarves don't have specific ceremonies or places of worship. They believe that simply living in the forest and honoring its spirit makes for a holy life. Since Ralanpost is so important, many felt distraught when they had to leave the forest during the Nightingale invasion. Some dwarves are trying to rally enough support to move back to Ralanpost despite the danger.

Halflings pride themselves on not having any religious beliefs whatsoever. Basically, if it does involve trade or coin, halflings want nothing to do with it. Those who are religiously active amongst halflings are openly mocked, although no one has been put to trial or attacked outright due to their faith. In general, halflings practice a "live and let live" sort of mentality and even though many of them detest religion, they're not against it to the point where they actually want to do something about it.

Bul'vach is a far more religious continent than Eserim. Many tribes, regardless of location or racial mix, believe in Kalaad, a God of War. These groups live to honor Kalaad in combat by traveling the land and defeating as many opposing tribes as possible. In their view, your worth as an individual is entirely determined by strength in

battle. Nothing else matters outside of one's ability to fight. It's also commonly believed that Kalaad greatly enjoys spectacle, so warriors kill their enemies in the most brutal ways possible. Both the Blackfoot and Underwood orcs believe in Kalaad.

It is said that the Nightingales have their own specific deity, but no one in Eserim has been able to properly identify what or who that is...