«The Forest Spirit who sought the Gods»

-2 World setting no spoilers

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This World is walked by all sorts of creatures, be it humans, demi humans, elves, sentient and moving plants and minerals, and all sorts of mythical beasts.

Most revere no god but still know of their stories, in fear of losing themselves or being changed as a price for blessings.

Children are usually told the ways of the gods early, and given a choice around age 15 to hold a ceremony to choose one. It is an opportunity to receive powerful blessings for those confident in their choice. The believers who bear some mark of transformation are generally respected for their choice and persistence.

To gauge the "power" of someone, the common practice is to look for signs of transformation on the person, referred as "blessings". There are other means too, like watching them using their blessings, or asking an advanced follower of Deva to peer through their heart.

Population is not very concentrated, what can be considered a "big city" is one that has walls to defend it and a governor. There is no concept of State or Kingdom over the size of those cities. Cities are considered the multicultural hubs of the world, the majority of the population still lives in the wild, grouped in communities. This is why the teachings of the gods are usually biaised towards one in particular in small communities, and more liberal and free in cities who can afford to build multiple temples.

The gods are asleep, and share dreams and experiences with some mortals, granting them incredible power. They are the revered Children of the Gods, able to wake their consciousness to bring miracles. Each god will only follow one children at a time.

The temples or shrines have no guidelines, focus and a symbolic offering is usually enough to show devotion and attract attention. The exception to that are the Gods of Creation, which shrine is usually built a specific way: circular, with the roof divided in three sections. One of opaque blackened glass, for the God of Time; one open-aired, for the God of Nature; one of multicolored tainted glass, for the God of the Elements.

Money and language are universal, gifted by Monte and the God of Nature respectively.@@