

The Faiths of Norvostra

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The Pantheon

Religion in [Norvostra](#) recognizes a broad pantheon rather than requiring every person to belong exclusively to a single faith. A sailor may appeal to one deity before a voyage, a farmer to another before planting, and a family to still another during burial or childbirth. Priests, champions, temples, and religious orders are more likely to devote themselves primarily to one god.

The entries below describe the gods currently recognized in Norvostra as they are publicly worshiped and understood. Individual sects may disagree over doctrine, and surviving religious traditions do not always interpret old revelations in the same way.

Widely Recognized Gods

- [Auril](#), **the Frostmaiden** — goddess of winter.
- [Bane](#), **the Black Hand** — god of tyranny.
- [Beshaba](#), **the Maid of Misfortune** — goddess of misfortune.
- [Bhaal](#), **the Lord of Murder** — god of murder.
- [Chauntea](#), **the Great Mother** — goddess of agriculture.
- [Cyric](#), **the Prince of Lies** — god of lies.
- [Gond](#), **the Wonderbringer** — god of craft.
- [Helm](#), **the Vigilant One** — god of protection.
- [Ilmater](#), **the Crying God** — god of endurance.
- [Kelemvor](#), **the Lord of the Dead** — god of the dead.
- [Lathander](#), **the Morninglord** — god of birth and renewal.
- [Leira](#), **the Lady of the Mists** — goddess of illusion.
- [Lliira](#), **the Joybringer** — goddess of joy.
- [Loviatar](#), **the Maiden of Pain** — goddess of pain.
- [Mask](#), **the Lord of Shadows** — god of thieves.
- [Mielikki](#), **the Forest Queen** — goddess of forests.
- [Myrkul](#), **the Lord of Bones** — god of death.
- [Mystra](#), **the Lady of Mysteries** — goddess of magic.
- [Oghma](#), **the Binder of What Is Known** — god of knowledge.
- [Selûne](#), **the Moonmaiden** — goddess of the moon.

- [Shar](#), **the Lady of Loss** — goddess of darkness and loss.
 - [Silvanus](#), **the Oak Father** — god of wild nature.
 - [Sune](#), **Lady Firehair** — goddess of love and beauty.
 - [Talos](#), **the Storm Lord** — god of storms.
 - [Tempus](#), **the Lord of Battles** — god of war.
 - [Torm](#), **the Loyal Fury** — god of courage and self-sacrifice.
 - [Tymora](#), **Lady Luck** — goddess of good fortune.
 - [Tyr](#), **the Even-Handed** — god of justice.
 - [Umberlee](#), **the Bitch Queen** — goddess of the sea.
 - [Waukeen](#), **the Merchant's Friend** — goddess of trade.
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Other Established Deities

- [Bahamut](#), **the Platinum Dragon** — god of justice, protection, and honor.
 - [Lolth](#), **the Spider Queen** — goddess of lies, shadows, and deception.
 - [Moradin](#), **the Soul Forger** — god of creation and the forge.
 - [Vecna](#), **the Whispered One** — god of secrets and undeath.
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Religion in the Festering Lands

The [Rotmire Blight](#) has intensified religious practice rather than making belief uniform. Old rites, pilgrimages, relics, local saints, competing interpretations, and claims of revelation all carry greater weight in communities that have lost confidence in ordinary institutions.

Faith is therefore lived at thresholds as much as in temples: before a voyage, beside a sickbed, over a grave, at planting, during a bargain, or whenever frightened people need an explanation for what ordinary institutions cannot answer.

What a worshiper believes a god has said, however, is not always the same thing as what another temple, scholar, or sect accepts as authentic.

Auril

Auril is the goddess of **winter** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Auril is commonly known as **the Frostmaiden**. The faith's traditional symbol is **Six-pointed snowflake**. In traditional religious classification, Auril is **Neutral Evil**.

Auril embodies winter, bitter cold, and the merciless power of the frozen world. She is feared as much as worshiped, especially by people who live at the mercy of hard winters, mountain storms, and failing harvests.

See Also

- [The Pantheon](#)

Bahamut

Bahamut is the god of **justice, protection, and honor** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Bahamut is commonly known as **the Platinum Dragon**. The faith's traditional symbol is **Platinum dragon's head**. In traditional religious classification, Bahamut is **Lawful Good**.

Bahamut represents justice, protection, honor, and the defense of those who cannot defend themselves. Knights, paladins, judges, and others who prize honorable service often look to him as an ideal of righteous authority.

See Also

- [The Pantheon](#)

Bane

Bane is the god of **tyranny** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Bane is commonly known as **the Black Hand**. The faith's traditional symbol is **Upright black right hand, thumb and fingers together**. In traditional religious classification, Bane is **Lawful Evil**.

Bane is the god of tyranny, domination, and rule through fear. Conquerors, despots, and those who believe order is worth any cruelty may invoke him, while most others speak his name as a warning.

See Also

- [The Pantheon](#)

Beshaba

Beshaba is the goddess of **misfortune** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Beshaba is commonly known as **the Maid of Misfortune**. The faith's traditional symbol is **Black antlers**. In traditional religious classification, Beshaba is **Chaotic Evil**.

Beshaba is associated with bad luck, accidents, and sudden ruin. Many who acknowledge her do so defensively, offering small gestures or prayers in the hope that her attention will pass them by.

See Also

- [The Pantheon](#)

Bhaal

Bhaal is the god of **murder** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Bhaal is commonly known as **the Lord of Murder**. The faith's traditional symbol is **Skull surrounded by a ring of blood droplets**. In traditional religious classification, Bhaal is **Neutral Evil**.

Bhaal is the god of murder and deliberate killing. His worship is feared and usually hidden, associated with assassins, killers, and those who treat death itself as an act of devotion.

See Also

- [The Pantheon](#)

Chauntea

Chauntea is the goddess of **agriculture** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Chauntea is commonly known as **the Great Mother**. The faith's traditional symbol is **Sheaf of grain or a blooming rose over grain**. In traditional religious classification, Chauntea is **Neutral Good**.

Chauntea is the goddess of agriculture, cultivation, and the life sustained by worked land. Farmers, gardeners, millers, and rural communities commonly honor her through planting, harvest, and care for the soil.

See Also

- [The Pantheon](#)

Cyric

Cyric is the god of **lies** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Cyric is commonly known as **the Prince of Lies**. The faith's traditional symbol is **White jawless skull on a black or purple sunburst**. In traditional religious classification, Cyric is **Chaotic Evil**.

Cyric is the god of lies, deception, and destructive intrigue. His faith exalts manipulation and self-serving falsehood, making his cults objects of suspicion even where his name is openly known.

See Also

- [The Pantheon](#)

Gond

Gond is the god of **craft** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Gond is commonly known as **the Wonderbringer**. The faith's traditional symbol is **Toothed cog with four spokes**. In traditional religious classification, Gond is **Neutral**.

Gond is the god of craft, invention, and practical ingenuity. Artisans, engineers, builders, tinkerers, and artificers look to him when making something new or solving a problem through skill and design.

See Also

- [The Pantheon](#)

Helm

Helm is the god of **protection** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Helm is commonly known as **the Vigilant One**. The faith's traditional symbol is **Staring eye on an upright left gauntlet**. In traditional religious classification, Helm is **Lawful Neutral**.

Helm is the god of protection, vigilance, and steadfast duty. Guards, sentries, soldiers, and sworn protectors invoke him when they must remain watchful and hold their post regardless of hardship.

See Also

- [The Pantheon](#)

Ilmater

Ilmater is the god of **endurance** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Ilmater is commonly known as **the Crying God**. The faith's traditional symbol is **Hands bound at the wrist with red cord**. In traditional religious classification, Ilmater is **Lawful Good**.

Ilmater is the god of endurance, compassion, and suffering willingly borne for others. His followers place particular value on mercy, perseverance, and standing beside those in pain rather than turning away from them.

In Norvostra

Ilmater's traditions of endurance, mercy, and bearing suffering for others are strongly associated with [Hadran's Rest](#) and the memory of Saint Hadran. The sacred armor known as Hadran's Burden is part of that tradition, although its exact properties are not ordinary public knowledge.

See Also

- [The Pantheon](#)

Kelemvor

Kelemvor is the god of **the dead** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Kelemvor is commonly known as **the Lord of the Dead**. The faith's traditional symbol is **Upright skeletal arm holding balanced scales**. In traditional religious classification, Kelemvor is **Lawful Neutral**.

Kelemvor governs death, the dead, and the proper passage from life into what follows. Mourners, undertakers, gravekeepers, and those who oppose undeath invoke him in matters of burial, judgment, and respect for the finality of death.

See Also

- [The Pantheon](#)

Lathander

“In the oldest Lathanderite art I have examined, renewal is depicted more often as repair than creation: a cracked vessel mended, a burned field replanted, a ruined home rebuilt. The distinction is persistent enough to deserve notice.”
— Veydrith Serrin, Lucent Endura

Lathander is the god of **birth and renewal** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Lathander is commonly known as **the Morninglord**. The faith's traditional symbol is **Road traveling into a sunrise**. In traditional religious classification, Lathander is **Neutral Good**.

Lathander is the god of birth, renewal, beginnings, and hope after darkness. His worship is associated with dawn, recovery, second chances, and the belief that ruin does not have to be the end of a story.

In Norvostra

Lathander is also widely called **the Last Dawn**, and his worship emphasizes renewal, light, rebirth, and hope after catastrophe. The [Lathander monastery in the Pale](#) kept the [Emberglass](#) for generations. The Church currently believes the relic is connected to a divinely directed pilgrimage, although the meaning and destination of that pilgrimage are not publicly settled.

See Also

- [The Pantheon](#)

Leira

Leira is the goddess of **illusion** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Leira is commonly known as **the Lady of the Mists**. The faith's traditional symbol is **Point-down triangle containing a swirl of mist**. In traditional religious classification, Leira is **Chaotic Neutral**.

Leira is the goddess of illusion, deception, and things concealed behind appearances. Illusionists, spies, tricksters, and those who value secrecy may honor her, though outsiders often distrust a faith built around uncertainty.

See Also

- [The Pantheon](#)

Lliira

Lliira is the goddess of **joy** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Lliira is commonly known as **the Joybringer**. The faith's traditional symbol is **Triangle of three six-pointed stars**. In traditional religious classification, Lliira is **Chaotic Good**.

Lliira is associated with joy, celebration, revelry, dance, freedom, and the relief found in moments of happiness. Festivals, feasts, music, dancing, and communal celebrations commonly invoke her name, while devoted worshipers seek to bring joy to others even in difficult times.

See Also

- [The Pantheon](#)

Lolth

Lolth is the goddess of **lies, shadows, and deception** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Lolth is commonly known as **the Spider Queen**. The faith's traditional symbol is **Spider**. In traditional religious classification, Lolth is **Chaotic Evil**.

Lolth is a goddess of lies, shadows, deception, and ruthless ambition. Her worship is associated with secretive power, betrayal, manipulation, and societies in which fear and cunning are treated as strengths.

See Also

- [The Pantheon](#)

Loviatar

Loviatar is the goddess of **pain** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Loviatar is commonly known as **the Maiden of Pain**. The faith's traditional symbol is **Nine-tailed barbed scourge**. In traditional religious classification, Loviatar is **Lawful Evil**.

Loviatar is the goddess of pain, cruelty, and the domination that can come through suffering. Her worshipers may treat pain as purification, discipline, pleasure, or a tool of control, making her faith widely feared.

See Also

- [The Pantheon](#)

Mask

Mask is the god of **thieves** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Mask is commonly known as **the Lord of Shadows**. The faith's traditional symbol is **Black mask**. In traditional religious classification, Mask is **Chaotic Neutral**.

Mask is the god of thieves, shadows, and covert dealings. Burglars, smugglers, spies, and others who survive by secrecy or nimble dishonesty may whisper prayers to him before a risky job.

See Also

- [The Pantheon](#)

Mielikki

Mielikki is the goddess of **forests** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Mielikki is commonly known as **the Forest Queen**. The faith's traditional symbol is **Unicorn's head**. In traditional religious classification, Mielikki is **Neutral Good**.

Mielikki is the goddess of forests, rangers, and the protection of wild places. Travelers, foresters, hunters, and wilderness guardians honor her as a gentler counterpoint to the harsher powers of the wild.

See Also

- [The Pantheon](#)

Moradin

Moradin is the god of **creation and the forge** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Moradin is commonly known as **the Soul Forger**. The faith's traditional symbol is **Hammer and anvil**. In traditional religious classification, Moradin is **Lawful Good**.

Moradin is the god of creation, the forge, craftsmanship, and the dignity of making things well. Smiths, stoneworkers, builders, and many dwarven communities revere him as a divine model of patient, purposeful creation.

See Also

- [The Pantheon](#)

Myrkul

Myrkul is the god of **death** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Myrkul is commonly known as **the Lord of Bones**. The faith's traditional symbol is **White human skull**. In traditional religious classification, Myrkul is **Neutral Evil**.

Myrkul is a god of death, decay, and the fear of mortality. Where [Kelemvor](#) is associated with the proper order of death, Myrkul is more often invoked through dread, funerary superstition, and fascination with the power of the grave.

See Also

- [The Pantheon](#)

Mystra

Mystra is the goddess of **magic** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Mystra is commonly known as **the Lady of Mysteries**. The faith's traditional symbol is **Circle of seven stars; nine stars encircling a flowing red mist; or a single star**. In traditional religious classification, Mystra is **Neutral Good**.

Mystra is the goddess of magic and those who study or wield it. Wizards, sorcerers, scholars, and others touched by the arcane honor her as the patron of magical knowledge, practice, and the mysteries surrounding supernatural power.

In Norvostra

Mystra is remembered as the **Weavekeeper** in some local traditions. Before the [Blight](#), worshipers associated with her were especially drawn to [the Blasted Hearth](#), where pilgrims believed divine presence or revelation might still be encountered.

See Also

- [The Pantheon](#)

Oghma

“A damaged record can be studied. A destroyed record cannot. Burning an inconvenient text does not defend the truth contained in another.”
— Veydrith Serrin, Lucent Endura

Oghma is the god of **knowledge** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Oghma is commonly known as **the Binder of What Is Known**. The faith's traditional symbol is **Blank scroll**. In traditional religious classification, Oghma is **Neutral**.

Oghma is the god of knowledge, ideas, invention of thought, and the preservation of learning. Scholars, teachers, librarians, sages, and seekers of truth honor him by gathering knowledge and passing it on.

See Also

- [The Pantheon](#)

Selûne

Selûne is the goddess of **the moon** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Selûne is commonly known as **the Moonmaiden**. The faith's traditional symbol is **Pair of eyes surrounded by seven stars**. In traditional religious classification, Selûne is **Chaotic Good**.

Selûne is the goddess of the moon, navigation, wanderers, and those who travel by night. Sailors, travelers, seekers, and people far from home often look to her light for guidance and reassurance.

See Also

- [The Pantheon](#)

Shar

Shar is the goddess of **darkness and loss** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Shar is commonly known as **the Lady of Loss**. The faith's traditional symbol is **Black disk encircled with a border**. In traditional religious classification, Shar is **Neutral Evil**.

Shar is the goddess of darkness, loss, secrecy, and the comfort some seek in forgetting pain. Her worship attracts those consumed by grief, resentment, hidden knowledge, or the desire to erase what hurts.

See Also

- [The Pantheon](#)

Silvanus

Silvanus is the god of **wild nature** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Silvanus is commonly known as **the Oak Father**. The faith's traditional symbol is **Oak leaf**. In traditional religious classification, Silvanus is **Neutral**.

Silvanus is the god of wild nature and the balance of the untamed world. Druids, hermits, foresters, and rural communities honor him as the power behind growth, decay, beasts, weather, and the cycles that do not answer to civilization.

See Also

- [The Pantheon](#)

Sune

Sune is the goddess of **love and beauty** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Sune is commonly known as **Lady Firehair**. The faith's traditional symbol is **Face of a beautiful red-haired woman**. In traditional religious classification, Sune is **Chaotic Good**.

Sune is the goddess of love, beauty, passion, and artistic expression. Lovers, artists, performers, courtiers, and craftspeople who celebrate beauty often honor her through adornment, art, affection, and acts of generosity.

See Also

- [The Pantheon](#)

Talos

Talos is the god of **storms** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Talos is commonly known as **the Storm Lord**. The faith's traditional symbol is **Three lightning bolts radiating from a central point**. In traditional religious classification, Talos is **Chaotic Evil**.

Talos is the god of storms, destruction, and nature at its most violent. Sailors, isolated settlements, and people facing dangerous weather may offer prayers to avert his wrath, while destructive cults may celebrate it.

See Also

- [The Pantheon](#)

Tempus

Tempus is the god of **war** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Tempus is commonly known as **the Lord of Battles**. The faith's traditional symbol is **Upright flaming sword**. In traditional religious classification, Tempus is **Neutral**.

Tempus is the god of war and battle itself rather than any particular cause. Soldiers, mercenaries, commanders, and warriors honor him for courage, prowess, and the grim fairness of meeting an enemy openly in battle.

See Also

- [The Pantheon](#)

Torm

Torm is the god of **courage and self-sacrifice** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Torm is commonly known as **the Loyal Fury**. The faith's traditional symbol is **White right gauntlet**. In traditional religious classification, Torm is **Lawful Good**.

Torm is the god of courage, duty, loyalty, and self-sacrifice. Paladins, soldiers, sworn retainers, and those bound by solemn duty often invoke him when keeping an oath requires personal cost.

See Also

- [The Pantheon](#)

Tymora

Tymora is the goddess of **good fortune** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Tymora is commonly known as **Lady Luck**. The faith's traditional symbol is **Face-up coin**. In traditional religious classification, Tymora is **Chaotic Good**.

Tymora is the goddess of good fortune, daring, and favorable chance. Adventurers, gamblers, travelers, merchants, and anyone taking a meaningful risk may ask for her smile before committing themselves.

See Also

- [The Pantheon](#)

Tyr

Tyr is the god of **justice** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Tyr is commonly known as **the Even-Handed**. The faith's traditional symbol is **Balanced scales resting on a warhammer**. In traditional religious classification, Tyr is **Lawful Good**.

Tyr is the god of justice, law, and righteous judgment. Judges, magistrates, knights, and those responsible for settling disputes invoke him when fairness must outweigh convenience or personal interest.

See Also

- [The Pantheon](#)

Umberlee

Umberlee is the goddess of **the sea** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Umberlee is commonly known as **the Bitch Queen**. The faith's traditional symbol is **Wave curling left and right**. In traditional religious classification, Umberlee is **Chaotic Evil**.

Umberlee is the goddess of the sea and its sudden, violent moods. Sailors and coastal communities often appease her out of fear rather than affection, offering respect before voyages in the hope that the sea will spare them.

See Also

- [The Pantheon](#)

Vecna

Vecna is the god of **secrets and undeath** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Vecna is commonly known as **the Whispered One**. The faith's traditional symbol is **Hand and eye**. In traditional religious classification, Vecna is **Neutral Evil**.

Vecna is the god of secrets, forbidden knowledge, and undeath. Those who seek hidden truths at any cost, hoard dangerous information, or pursue power beyond death are most closely associated with his worship.

See Also

- [The Pantheon](#)

Waukeen

Waukeen is the goddess of **trade** in the [pantheon](#) recognized across [Norvostra](#).

Worship and Meaning

Waukeen is commonly known as **the Merchant's Friend**. The faith's traditional symbol is **Upright coin bearing Waukeen's profile**. In traditional religious classification, Waukeen is **Neutral**.

Waukeen is the goddess of trade, wealth, bargaining, and profitable exchange. Merchants, caravaners, shopkeepers, moneylenders, and negotiators commonly honor her in hopes that enterprise and fair opportunity will prosper.

See Also

- [The Pantheon](#)