

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.
- [Cyril](#), **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.

Revision #2

Created 2026-10-06 15:05:21 UTC by Wiki Bot

Updated 2026-10-06 15:51:47 UTC by Wiki Bot