

A FORGOTTEN REALMS CAMPAIGN SETTING WEB ENHANCEMENT

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DEITIES

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he new FORGOTTEN REALMS *Campaign Setting* provides basic information on all of the deities of Faerûn and detailed information on thirty of them.

Here are descriptions similar to those found in the deity entries in the *D&D Player's Handbook* for all the remaining deities of the FORGOTTEN REALMS *Campaign Setting*.

Abbathor

The dwarven god of greed, Abbathor (*ab-bah-thor*), is neutral evil. His titles include the Great Master of Greed, the Trove Lord, and

the Avaricious. He is an intensely greedy deity and is both desirous and envious of others' riches. He and his followers believe in the acquisition and hoarding of money and other forms of wealth by any and all means necessary. His relations with his fellow dwarven deities are strained, but he has not been cast out of the pantheon. The domains he is associated with are Dwarf, Evil, Luck, Trade, and Trickery. His favored weapon is the dagger.

Aerdrie faenya

Aerdrie Faenya (*air-dree fab-ane-yuh*), the elven goddess of the air, weather, and birds, is chaotic good. She is also called the Winged Mother and the Lady of Air and Wind. Stories say that she was revered in times past by the legendary winged avariel elves, but now she is mainly venerated by those elves who are interested in the weather, especially druids and rangers, and by those elves who either possess winged mounts or have befriended flying creatures. The domains associated with her are Air, Animal, Chaos, Elf, Good, and Storm, and her favored weapon is the quarterstaff.

Additional credits

This layout intentionally begins on page 2. There is no page 1.

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Akadi

Akadi (*ah-kah-dee*), the goddess of elemental air, speed, and flying creatures, is neutral. Her titles include the Queen of the Air and the Lady of the Winds. Like her fellow elemental deities, she is an alien and aloof deity. As a deity of freedom and travel, she teaches that her followers should move as much as possible from place to place and from activity to activity. She and her worshipers are diametrically opposed to Grumbar and his followers. The domains associated with her are Air, Illusion, Travel, and Trickery, and her favored weapon is the heavy flail.

Angharradh

The elven goddess of fertility, birth, and wisdom, Angharradh (*on-gahr-rath*), is chaotic good. She is known as the Triune Goddess and the Queen of Arvandor. She combines the aspects of three elven goddesses, Aerdrie Faenya, Hanali Celanil, and Sehanine Moonbow, but she is an entity distinct from them, as they are beings separate from her. She is revered almost exclusively by moon elves and moon half-elves, who believe that she is the consort of Corellon Larethian. The domains associated with her are Chaos, Elf, Good, Knowledge, Plant, Protection, and Renewal, and her favored weapons are the long spear and short spear.

Anhur

Anhur (*ann-her*), the Mulhorandi god of war, physical prowess, and storms, is chaotic good. His other titles include the General of the Gods and the Falcon of War. He is both a god of strategic planning and prowess in battle, and he calls upon his followers to defend Mulhorand and to oppose that nation's enemies, especially Thay. The domains associated with him are Chaos, Good, Strength, Storm, and War, and his favored weapon is the falchion.

Arvoreen

Arvoreen (*are-voh-reen*), the halfling god of war, defense, and vigilance, is lawful good. He is also known as the Defender and the Vigilant Guardian. He is fiercely protective of the halfling race and its settlements, and he charges his followers to defend halfling homes and to always be prepared against any aggressive incursions by participating in regular drills, arms practice, and planning. The domains associated with him are Good, Halfling, Law, Protection, and War, and his favored weapon is the short sword.

Auril

Auril (*awe-ril*), the goddess of cold and winter, is neutral evil. Her titles include the Frostmaiden and the Cold Goddess. She is, not surprisingly, a cold and heartless goddess who would like nothing more than to bring eternal winter to the face of Toril. Her faith is strongest in the wintry north of Faerûn, where she bids her followers to quench all warmth and revel in the cold. They are to cut down the trees that block the winter wind and to knock holes in building walls so all can feel the icy breath of the goddess. The

domains associated with her are Air, Evil, Storm, and Water, and her favored weapon is the battleaxe.

Baervan wildwanderer

Baervan Wildwanderer (*bay-ur-van wild-wan-der-er*), the gnome god of forests, travel, and nature, is neutral good. His titles include the Masked Leaf. He loves the forest and its animals and is always accompanied by his intelligent giant raccoon companion, Chiktikka Fastpaws, whose impulsive nature has landed the two in all sorts of misadventures. Like all gnomes he is good-natured and loves practical jokes. His followers include many gnomes who live in or protect wild places, as well as those who often undertake long journeys. The domains associated with him are Animal, Gnome, Good, Plant, and Travel, and his favored weapon is the halfspear.

Bahgtru

Bahgtru (*bagg-tru*), the orc god of strength, loyalty, and stupidity, is chaotic evil. He is the son of Gruumsh and Luthic. He is known for both his awe-inspiring strength and his incredible stupidity. He and his followers like nothing more than mindless combat, and they engage in it whenever possible. He teaches his followers to be loyal to their commanders as long as there is the prospect for regular and bloody battle. The domains associated with him are Chaos, Evil, Orc, and Strength, and his favored weapon is the spiked gauntlet.

Baravar cloakshadow

Baravar Cloakshadow (*bare-uh-vahr cloke-sha-doh*), the gnome god of illusion, deception, and traps, is neutral good. He is also known as the Sly One, the Master of Illusion, and the Lord in Disguise. He is charged with the protection of the gnome race, and he and his followers use illusion, traps, and trickery in order to defend the Forgotten Folk. He and his followers tend to be a bit untrusting of outsiders and often work in the shadows or behind webs of illusion. The domains associated with him are Gnome, Good, Illusion, Protection, and Trickery, and his favored weapon is the dagger.

Berronar Truesilver

Berronar Truesilver (*bair-roe-nahr troo-sihl-vur*), a lawful good goddess, is the dwarven protector of home, family, and marriage. She is the consort of Moradin and is also known as the Revered Mother and the Matron of Home and Hearth. She is a kind and caring goddess who values compassion and fidelity. She bids her followers to be compassionate and to heal the ailing, but to also vigilantly defend against any who threaten dwarven homes and children. The domains associated with her are Dwarf, Family, Good, Healing, Law and Protection, and her favored weapon is the heavy mace.

Beshaba

A chaotic evil goddess, Beshaba (*beh-sba-ba*) is the deity of bad luck, misfortune, and random mischief. Her titles include the Maid of Misfortune, Lady Doom, and Tyche's Unpleasant Daughter. She and her sister Tymora sprang from the husk of the former goddess of luck, and the two and their followers have fought ceaselessly ever since. She teaches that too much good luck is unfair and that the fortunate should have some bad luck to even the score. She bids her followers to spread misfortune so that others will pray to her in order to avoid such bad luck. The domains associated with her are Chaos, Evil, Fate, Luck, and Trickery, and her favored weapon is a scourge.

Brandobaris

Brandobaris (*bran-doe-bare-iss*), a neutral god, is the halfling deity of stealth, adventuring, and thievery. His titles include the Master of Stealth, the Trickster, and the Irrepressible Scamp. A notorious adventurer and a risk-taker, he has gotten himself in uncountable scrapes, but has somehow always managed to come out ahead in the end. He and Tymora are great friends. He exhorts his followers to seek out adventure and excitement. They should always do their best to come out ahead financially during such adventures, but they should not be excessively greedy. The domains associated with him are Halfling, Luck, Traveler, and Trickery, and his favored weapon is the dagger.

Callarduran Smoothhands

Callarduran Smoothhands (*kaal-ur-duhr-an smooth-hands*), a neutral deity, is the gnome god of stone, the deep underground, and mining. His titles include the Deep Brother and the Master of Stone. He and his followers derive joy from the discovery and mining of rubies and other types of gems. He is the patron of deep gnomes and is consequently worshiped by most members of that race. He and his followers actively oppose those who would destroy the deep gnomes: the evil Underdark races such as the drow, kuo-toas, and illithids. The domains associated with him are Cavern, Craft, Earth, and Gnome, and his favored weapon is the battleaxe.

Clangeddin Silverbeard

Clangeddin Silverbeard (*clan-gehd-din sibl-vur-beerd*), the dwarven god of battle, war, and bravery, is lawful good. His titles include the Father of Battle and the Lord of the Twin Axes. He delights in battle, although he does not tolerate treachery or deceit, and he expects his followers to do the same. He and his followers hate giants and have trained their fellow dwarves in special ways to fight them. The domains associated with him are Dwarf, Good, Law, Strength, and War, and his favored weapon is the battleaxe.

Cyrrollalee

Cyrrollalee (*seer-oh-lab-lee*), the halfling goddess of trust, friendship, and the home, is lawful good. Her titles include the Hand of Fellowship and the Hearthkeeper. Her concern is with the defense and protection of the halfling home and family, as well as the friendship and hospitality that halflings show each other. Many of her followers learn methods of unarmed combat. The domains associated with her are Family, Good, Halfling, and Law, and her favored weapon is the club.

Deep Duerra

Deep Duerra (*deep dwair-uh*), the duergar goddess of psionics, conquest, and expansion, is a lawful evil deity. Her titles include the Queen of the Invisible Art. She teaches that gray dwarves should develop their innate mental powers as well as seizing as much of the Underdark as possible from other races. Many gray dwarves worship her, especially by those with aggressive tendencies. The domains associated with her are Dwarf, Evil, Law, Mentalism, and War, and her favored weapon is the battleaxe.

Deep Sashelas

Deep Sashelas (*deep sa-sheh-lahs*), the elven god of oceans and sea elves, is chaotic good. His titles include the Lord of the Undersea and the Dolphin Prince. He is the patron of sea elves and is friendly towards all nonevil sea-dwelling races as well as their deities. He and his followers have an especially good relationship with dolphins. He teaches his followers to defend the homelands of the sea elves and their allies against undersea races that are bent on their destruction, as well as to protect and to revel in the serene and unique beauty found only underwater. The domains associated with him are Chaos, Elf, Good, Knowledge, Ocean, and Water, and his favored weapon is the trident.

Deneir

Deneir (*deh-neer*), the god of glyphs, images, and scribes, is neutral good. His titles include the Lord of All Glyphs and Images and the Scribe of Oghma. He is dedicated to the accurate rendering of both writing and images, and encourages the spread of literacy, cartography, and art. He instructs his followers to discover and record ancient and long-lost writings and to act as scribes and teachers for the illiterate. His followers include many who are interested in recording knowledge and discovering new things, especially sages. The domains associated with him are Good, Knowledge, Protection, and Rune, and his favored weapon is the dagger.

Dugmaren Brightmantle

The dwarven god of scholarship, invention, and discovery, Dugmaren Brightmantle (*dubg-mah-ren brite-mant-tuhl*), is chaotic good. He is something of an anomaly among dwarven deities,

eschewing the traditional ways of his race and pantheon and instead seeking out new ideas and new ways of doing things. As a result, those dwarves who have adopted classes and professions that most dwarves would consider nontraditional revere him. He teaches his followers to travel widely, learn as much as possible, and tinker with new mechanisms and ways of doing things. The domains associated with him are Chaos, Craft, Dwarf, Good, Knowledge, and Rune, and his favored weapon is the short sword.

Dumathoin

Dumathoin (*doo-muh-thoe-in*), the dwarven god of buried wealth, ores, gems, and mining, is neutral. He is known as the Keeper of Secrets under the Mountain. It was he, dwarves say, who created the caverns deep beneath the surface for dwarves to live in, and it was he who placed the gems and precious ores there for them to admire and, later, to mine. He is the patron of shield dwarves and is revered by many of that race. His followers enjoy exploring the depths of the earth and mining its riches without destroying its beauty. They also guard the tombs of the dwarven dead. The domains associated with him are Cavern, Craft, Dwarf, Earth, Knowledge, Metal, and Protection, and his favored weapon is the maul.

Eldath

Eldath (*el-dath*), the goddess of peace, quiet, stillness, pools, and springs, is neutral good. Her titles include the Goddess of Singing Waters, the Quiet One, and the Mother of the Waters. She teaches that the pursuit of peace is of the highest importance and the quiet of a peaceful grove or pool is the greatest beauty. Her followers spend much time contemplating and meditating in such places, and they only resort to violence in defense of themselves, of their friends and loved ones, and of pools and groves. The domains associated with her are Family, Good, Plant, Protection, and Water, and her favored weapon is the net.

Erevan Ilesere

The elven god of mischief and rogues, Erevan Ilesere (*air-eh-van ill-eh-seer*), is chaotic neutral. His titles include the Trickster and the Chameleon. He is an ever-changing god, always looking for some exciting new adventure or mischief to engage in. His fun-loving and prankish nature has somewhat strained his relationships with his fellow elven deities, and as a result he spends most of his time with deities who share similar mischievous outlooks. His followers are always looking for new sources of excitement and are notorious adventurers and pranksters. The domains associated with him are Chaos, Elf, Luck, and Trickery, and his favored weapon is the short sword.

Fenmarel Mestarine

Fenmarel Mestarine (*fehn-muh-rehl mess-tuh-reen*), the elven god of outcasts and isolation, is chaotic neutral. Those who have left traditional elven society, either intentionally or involuntarily, as well as elves who wish to isolate themselves from the outside world, worship him. He is the patron of wild elves and is worshiped by most

members of that race, as well as outcast elves of all types. He teaches his followers to be self-sufficient, to forge their own path, and to cultivate the arts of camouflage and deception. The domains associated with him are Animal, Chaos, Elf, Plant, and Travel, and his favored weapon is the dagger.

Finder Wyvernspur

Finder Wyvernspur (*find-er wivv-urn-spur*), the god of the cycle of life and the transformation of art, is chaotic neutral. He is also known as the Nameless Bard, a title he gained during a lengthy period of exile while he was mortal. He is a new deity, having achieved divinity only a few years ago. He teaches that in order to thrive, everything, especially art, much change and grow. Although his faithful are few in number at the moment small, he is worshiped by bards and artisans who wish to explore nontraditional methods of expression, as well as the saurials (civilized lizardfolk from another plane) of the Desertsouth Mountains. The domains associated with him are Chaos, Charm, Renewal, and Scalykind, and his favored weapon is the bastard sword.

Flandal Steelskin

Flandal Steelskin (*flan-dahl steel-skin*), the gnome god of mining, physical fitness, metalworking, and smithing, is neutral good. His titles include the Master of Metal, the Lord of Smiths, and the Great Steelsmith. He is best known as the patron of gnome miners and smiths. He is also worshiped by those who depend on the creations (such as armor and weapons) of smiths, as well as those who rely their own strength to prosper. The domains associated with him are Craft, Gnome, Good, and Metal, and his favored weapon is the warhammer.

Gaerdal Ironhand

Gaerdal Ironhand (*gair-dahl eye-urn-hand*), the gnome god of vigilance and combat, is lawful good. He is known as the Stern and the Shield of the Golden Hills. He and his followers defend gnomes and gnome settlements from hostile outsiders and practice their skills ceaselessly in order to protect their homelands from danger. He and his followers are rather stern and dour, being dedicated to the arts of war and defense, and as a result, are anomalies among the fun-loving gnomes. The domains associated with him are Gnome, Good, Law, Protection, and War, and his favored weapon is the warhammer.

Garagos

Garagos (*gab-rah-gohs*), the deity of war and plunder, is chaotic neutral. His titles include the Reaver and the Master of All Weapons. He is an older deity whose place has been more or less taken by his younger rival Tempus. Garagos is more concerned with war's destructiveness and plundering than with strategy or tactics, and he and his followers attack and destroy any rivals who stand in their way. The domains associated with him are Chaos, Destruction, Strength, and War, and his favored weapon is the longsword.

Gargauth

Gargauth (*gar-goth*), the god of betrayal and political corruption, is lawful evil. His titles include the Outcast and the Hidden Lord. Rumored to have originally been a powerful devil cast out of the Nine Hells (Baator) after crossing the dark powers who dwell there, he has since wandered the Material Plane seeking souls to corrupt. Subsequent to exiting Baator, he gained enough power to ascend to godhood. He grants great powers to his worshipers, but those who accept his bargains inevitably pay a terrible price in the end. The domains associated with him are Charm, Evil, Law, and Trickery, and his favored weapons are the dagger and the throwing dagger.

Geb

The Mulhorandi god of the earth and miners, Geb (*geb*), is neutral. His titles include Lord Earth and the King of the Riches under the Earth. He is an old and even-tempered deity whose main concern is the protection of the earth and everything under its surface. He is the father of Osiris, Isis, Nephthys, and Set. Mulhorand's miners worship him, though any who must spend time beneath the earth, such as adventurers, also pay him homage. The domains associated with him are Cavern, Craft, Earth, and Protection, and his favored weapon is the quarterstaff.

Ghaunadaur

Ghaunadaur (*gone-ah-door*), the god of oozes, slimes, and subterranean things, is chaotic evil. It is also known as That Which Lurks and the Elder Eye. It is a loathsome and disgusting deity who enjoys cavorting with mindless slimes and oozes as well as its roper servants. It teaches that only the strongest beings are worthy to survive and that all lesser beings (meaning all those who do not worship it) should be destroyed. It is worshiped by some drow dissatisfied by the power of Lolth's clergy as well as by evil and degenerate humans. The domains associated with it are Cavern, Chaos, Drow, Evil, Hatred, and Slime, and its favored weapon is the warhammer.

Gorm Gulthyn

Gorm Gulthyn (*gorm gull-thin*), the dwarven god of guardians, defense, and vigilance, is lawful good. His titles include Fire Eyes, the Golden Guardian, and the Sentinel. He is the patron of all those who defend dwarven homelands from hostile outside forces. He commands all his followers to be ever vigilant and to never let their guard down lest they or their charges be surprised and overwhelmed. Many among the dwarven military worship him. The domains associated with him are Dwarf, Good, Law, Protection, and War, and his favored weapon is the battleaxe.

Grumbar

The elemental god of earth, Grumbar (*grum-bar*), is neutral. His titles include King of the Land Below the Roots and the Earthlord. He embodies the earth and the stability and resistance to change that that element represents. Like all elemental deities, he some-

what distant and aloof. Those who live or work underground, as well as those who resist change, venerate him. He counts many adventurers who venture underground among his worshipers, as well as a few members of underground races such as dwarves and deep gnomes. He and his followers are diametrically opposed to Akadi. The domains associated with him are Cavern, Earth, Metal, and Time, and the favored weapon is the warhammer.

Gwaeron Windstrom

Gwaeron Windstrom (*gwair-on wind-strahm*), the god of tracking and rangers, is neutral good. His titles include the Master of Tracking. Once a mortal ranger of the North, he was raised long ago to godhood through sponsorship by Mielikki. He is a master tracker and has no rival in discovering weeks-old paths or obscure woodland signs. He is a foe of Malar, and he and his followers fight relentlessly against that god's works. His followers ceaselessly hone their tracking and wilderness skills. The domains associated with him are Animal, Good, Knowledge, Plant, and Travel, and his favored weapon is the greatsword.

Haela Brightaxe

Haela Brightaxe (*bub-ae-la brite-ax*), the patron of those dwarves who find particular joy in fighting, battling monsters, and adventuring to those ends, is chaotic good. Her titles include the Lady of the Fray and the Luckmaiden. She and her worshipers delight in battle and are constantly seeking out combat and new foes to fight. Her followers are commanded to spare those deserving of mercy and to ruthlessly smite those who are evil and treacherous. She and her followers often work closely with Clangeddin Silverbeard and Marthammor Duin and their clergy. The domains associated with her are Chaos, Dwarf, Good, Luck, and War, and her favored weapon is the greatsword.

Hanali celanil

The elven goddess of love, beauty, and art, Hanali Celanil (*ban-uh-lee sell-uh-nihl*), is chaotic good. Her titles include the Heart of Gold and Lady Goldheart. She is a joyful deity and delights especially in the creation of beautiful things and in the intense love of youth. She exhorts her followers to spread love, happiness, and beauty and to defend against those who would destroy these things. She is on good terms with Sharess and Sune, with whom she has friendly arguments over the merits of elven versus human beauty. The domains associated with her are Chaos, Charm, Elf, Good, Magic, and Protection, and her favored weapon is the dagger.

Hathor

Hathor (*baa-thor*), the Mulhorandi goddess of motherhood, folk music, the moon, and fate, is neutral good. She is also known as the Nurturing Mother, the Quiet One, and the Dancer of Fortune. Although she is best known as the goddess of motherhood, her compassionate nature makes her the patron of the lowly and the down-

trodden members of Mulhorandi society. She asks her worshipers to help those in need, to never turn away any who ask for aid, and to be loving, merciful, and joyful at all times. The domains associated with her are Family, Fate, Good, and Moon, and her favored weapon is the short sword.

HOAR

Hoar (*bore*), the god of revenge, retribution, and poetic justice, is lawful neutral. He is known as the Doombringer and the Lord of the Three Thunders. He was originally worshiped in ancient Unther, but after having been cast out by the old gods of that land, he began to look for worshipers in other lands of Faerûn. He is a moody god who teaches that vengeance and retribution are just, although one must be careful not to slip down the path toward doing evil only for evil's sake. Retribution done with an ironic twist resulting in poetic justice is especially sweet. The domains associated with him are Fate, Law, Retribution, and Travel, and his favored weapon is the javelin.

HORUS-RE

Horus-Re (*bore-us ray*), the chief of the Mulhorandi gods as well as that pantheon's god of the sun, rulership, and life, is lawful good. His titles include the Lord of the Sun and the Pharaoh of the Gods. He is a fusion of the deity Re, who was mortally wounded in ancient times by the orc god Gruumsh, and the younger god Horus, who received Re's power from the dying deity. He believes that order and changelessness are for the good of both Mulhorand and, indeed, the universe. His followers must provide leadership and stand out as honorable and shining examples for the Mulhorandi populace as a whole. The domains he is associated with are Good, Law, Nobility, Retribution, and Sun, and his favored weapon is the khopesh.

ILNEVAL

Ilneval (*il-nee-val*), the orc god of war, combat, and strategy, is neutral evil. Unlike Bahgtru, who is widely worshiped among the common orc soldiers, Ilneval is the god of orc war commanders. He is Gruumsh's loyal lieutenant, although he secretly plots to depose his master. He and his followers put more stock in planning and strategy than do Bahgtru and his worshipers, although both enjoy blood-soaked combat in equal measure. The domains associated with him are Destruction, Evil, Orc, Planning, and War, and his favored weapon is the longsword.

ISIS

Isis (*eye-sis*), the Mulhorandi goddess of weather, agriculture, marriage, and good magic, is neutral good. Her titles include the Bountiful Lady, the Lady of All Love, and the Mistress of Enchantment. She is regal, even-tempered, and deeply caring of her worshipers and Mulhorand as a whole. She has many aspects: wise woman, dutiful wife, joyful lover, mother of children, benign rainstorm, and nurturer of babes and harvests. She and her followers are always open to new concepts and promote the development of beneficial spells and magic items, and they encourage love, marriage, and happiness wherever they go. The domains associated with her are Family,

Good, Magic, Storm, and Water, and her favored weapon is the punching dagger.

ISTISHIA

The god of elemental water, Istishia (*is-tish-ee-ah*), is neutral. His titles include the Water Lord. While other gods, such as Umberlee and Eldath, have dominion over differing aspects of water, Istishia embodies water in all its facets. He and his followers do not believe in the widespread use of confrontation or force, but instead in slowly wearing down the opposition, like water on a stone, and in following the path of least resistance, like water to the sea. He and his followers are the sworn enemies of Kossuth. The domains associated with him are Destruction, Ocean, Storm, Travel, and Water, and his favored weapon is the warhammer.

JERGAL

Jergal (*jer-gull*), the god of fatalism and proper burial, is lawful neutral. He is also known as the Lord of the End of Everything and the Scribe of the Doomed. He is an old and little-known deity, having been the lord of the dead in ancient times, but later having stepped down to become the seneschal of the realm of the various lords of the dead who have succeeded him. He inscribes the names of the dead on his scroll as each soul arrives in the afterlife. He and his followers believe that the time of death is predetermined and strive to make that moment as orderly as possible. The domains associated with him are Death, Fate, Law, Rune, and Suffering, and his favored weapon is the scythe.

KIARANSALEE

Kiaransalee (*kee-uh-ran-sa-lee*), the drow deity of the undead and vengeance, is chaotic evil. She is known as the Lady of the Dead and the Vengeful Banshee. She was once a mortal, a powerful drow necromancer-queen who ascended to godhood after vindictively destroying her realm with an unthinkable huge army of undead. She has long since descended into madness, consumed by her own vengeful plots, but she yet retains her twisted cunning. She and her followers unceasingly plot to gain revenge against those who have slighted them. They raise armies of undead to do their bidding and to help them achieve their vengeance. The domains associated with her are Chaos, Drow, Evil, Retribution, and Undeath, and her favored weapon is the dagger.

LABELAS ENORETH

The elven god of time and longevity, Labelas Enoreth (*lab-bay-lahs ebn-or-eth*), is chaotic good. His titles include the Lifegiver and the Sage at Sunset. It was he who blessed the elves with their longevity, their seemingly eternal youth, and their wisdom. He is a teacher, a historian, and a sage, and is revered by folk in those professions. He and his followers mark the passage of time and history. They do not forget the slights of the past and often right wrongs that more short-lived races have long forgotten. The domains associated with him are Chaos, Elf, Good, Knowledge, and Time, and his chosen weapon is the quarterstaff.

Laduguer

Laduguer (*laa-duh-gwur*), the gloomy god of the gray dwarves, their magic, and their workmanship, is lawful evil. He is called the Exile, the Gray Protector, and the Taskmaster. He was long ago exiled from the dwarven pantheon, and he and they now cordially despise each other. He is the patron of the duergar. The duergar worship him but do not love him, as he is a harsh taskmaster. They follow his commands without complaint, however, as they believe that only the strong and obedient are worthy of survival, and in return he has taught them the crafting of magic items. His followers defend gray dwarven settlements from the dangers of the Underdark, believing that such activities will make them stronger more worthy. The domains associated with Laduguer are Craft, Dwarf, Evil, Law, Magic, Metal, and Protection, and his favored weapon is the warhammer.

Lliira

Lliira (*leer-ah*), the goddess of joy, happiness, dance, festivals, and freedom, is chaotic good. Her titles include Our Lady of Joy, the Joybringer, and the Mistress of the Revels. She is a being filled with happiness, always dancing with the joy of life. She and her followers attempt to bring as much joy and happiness to as many people as possible, and the church sponsors countless parties and festivals to lift the hearts of the unhappy and downtrodden. Her worshipers do dozens of little good deeds each day to brighten the lives of everyday people, and they ensure that no joyous occasion is disrupted. Many of her followers learn to use their dancing as a form of unarmed combat that is beautiful to behold. The domains associated with her are Chaos, Charm, Family, Good, and Travel, and her favored weapon is the shuriken.

Loviatar

Loviatar (*loh-vee-a-tar*), the goddess of pain, suffering, and torture, is lawful evil. She is called the Maiden of Pain, the Willing Whip, and the Patron of Torturers. She is a cruel and sadistic deity, and enjoys nothing more than the agonized screams of those she torments. Torturers and those who derive perverse enjoyment in inflicting pain on others worship her. Her followers believe that pain is the ultimate truth and the greatest pleasure—in both giving and receiving. She and her followers despise Ilmater and his worshipers, and they hate them all the more because they refuse to scream satisfyingly while being tortured. The domains associated with her are Evil, Law, Retribution, Strength, and Suffering, and her favored weapon is the scourge.

Lurue

Lurue (*lu-rue*), the goddess of intelligent and talking beasts, is chaotic good. She is known as the Unicorn, the Unicorn Queen, and the Queen of Talking Beasts. She teaches that life is there to be lived, and one should live it with zest and flair. Adventures and quests should be taken up on a whim, and life should be filled with good times and laughter. She is worshiped by many unicorns, pegasi, and other intelligent nonhumanoid creatures, as well as by romantic and washbuckling adventurers. The domains associated with her are

Animal, Chaos, Good, and Healing, and her favored weapon is the shortspear.

Luthic

Luthic (*loo-thick*), the orc goddess of caves, females, fertility, and healing, is neutral evil. She is known as the Cave Mother. She is the consort of Gruumsh and the mother of Bahgtru. She is the patron of orc females and of female fertility and is the guardian of the caverns that house much of the orc population. Her followers are the protectors of orc homes, which they defend with unbelievable fierceness, and are highly proficient in the art of healing. The domains associated with her are Cavern, Earth, Evil, Family, Healing, and Orc, and her favored weapon is the claw bracer.

Marthammor Duin

Marthammor Duin (*mar-tham-more doo-ihn*), the dwarven god of guides, explorers, and travelers, is neutral good. He is known as the Finder of Trails, the Watcher over Wanderers, the Watchful Eye, and the Wanderer. He is the patron of those dwarves who live or travel far from their homes and is therefore worshiped by many dwarven adventurers. He and his followers are wanderers by nature and are much more open to new ideas and different cultures than most of their kind. Many of his followers work as guides or scouts, and they often alert their more settled relatives of approaching or hidden dangers if they do not deal with such matters themselves. The domains associated with Marthammor Duin are Dwarf, Good, Protection, and Travel, and his favored weapon is the heavy mace.

Milil

Milil (*mihl-lill*), the god of poetry and song, is neutral good. He is called the Lord of Song and the Guardian of Singers and Troubadours. He is charismatic, witty, and charming, with a handsome face, a melodious voice, and an endless repertoire of songs and stories. He is also somewhat vain and self-centered. He and his followers are continually creating new songs and bardic tales, and they work to spread knowledge across the face of Faerûn through them. He is allied with the other deities of knowledge and is on the best of terms with other many other deities, such as Lliira and the elven pantheon. The domains associated with him are Charm, Good, Knowledge, and Nobility, and his favored weapon is the rapier.

Nephthys

Nephthys (*nef-this*), the Mulhorandi goddess of wealth, trade, and the protection of children and the dead, is chaotic good. She is known as the Guardian of Wealth and Commerce and the Protector of the Dead. She was once married to her brother Set, but left him after his treacherous murder of Osiris. She and her followers are most concerned with the economic pulse of Mulhorand. They are the unabashed foes of the nation of Thay (whose wizards killed many of Nephthys' worshipers years ago) and of the church of Set. The domains associated with her are Chaos, Good, Protection, and Trade, and her favored weapon is the whip.

Nobanion

Nobanion (*no-ban-yun*), the god of lions, wemics, feline beasts, and royalty, is lawful good. He is known as Lord Firemane, the King of the Beasts, and the Lion King. He is a noble and regal creature and teaches that in order to live in harmony with others and with nature, one must act with tolerance, moderation, and dignity. Rulers, leaders, and those who work against such things must be removed if they are truly dangerous. He is an ally and close friend of both Lurue and Sharess. The domains associated with him are Animal, Good, Law, and Nobility, and his favored weapon is the heavy pick.

Osiris

Osiris (*o-sigb-rihs*), the Mulhorandi god of vegetation, death, justice, and the harvest, is lawful good. He is known as the Lord of Nature and the Judge of the Dead. Long ago, he was brutally murdered by his brother Set. His wife Isis and their sister Nephthys brought him back to life, and since then he has been the Mulhorandi lord of the dead. He and his followers are most concerned with the preparation and burial of the dead, as well as presiding over the gathering of the harvest. His followers act as Mulhorand's judges and are well known for their fairness and impartiality. The domains associated with him are Death, Good, Law, Plant, and Retribution, and his favored weapons are the light and heavy flail.

Red knight

The Red Knight (*red nite*), the goddess of strategy and planning, is lawful neutral. She is also known as the Lady of Strategy. She is an up-and-coming power whose following has grown as warfare and strategy have become more complex. She and her followers believe that good preparation and sound strategy and tactics is the key to any victory, and few engage in combat without some sort of plan based upon past learning or experience. They always have backup and contingency plans in mind in case the unexpected happens. She is allied with Tempus and good friends with Torm. The domains associated with her are Law, Nobility, Planning, and War, and her favored weapon is the longsword.

Rillifane Rallathil

Rillifane Rallathil (*rill-ih-fane rall-uh-thihl*), the elven god of woodlands, nature, and wood elves, is chaotic good. His titles include the Leaflord, the Wild One, and the Great Oak. He is often portrayed as a huge, ethereal oak tree whose roots and branches touch every living plant and who succors and nourishes all living things. He and his followers believe that all things should be free to live out their lives as nature ordained, and as a result they fiercely protect untouched places, especially the great forests and the creatures therein, from all who would despoil them. The domains associated with him are Chaos, Good, Elf, Plant, and Protection, and his favored weapon is the quarterstaff.

Savras

Savras (*sabv-ras*), the god of divination, fate, and truth, is lawful neutral. He is known as the All-Seeing, He of the Third Eye, and the Diviner. He is an ancient god of magic, and was long ago defeated and magically imprisoned by then-mortal Azuth. In recent years he was freed from his imprisonment and now serves Mystra and his former jailor as the god of divination magic. He and his followers seek to discover the (sometimes hidden) truth in all things and ponder the mysteries of the future. They seek to uncover what has been hidden and find the whereabouts of that which has been lost. The domains associated with him are Fate, Knowledge, Law, Magic, and Spell, and his favored weapon is the dagger.

sebek

Sebek (*seb-beck*), the Mulhorandi god of river hazards, crocodiles, and wetlands, is neutral evil. He is known as the Lord of the Crocodiles and the Smiling Death. He is a weak and little-known deity, despised by all the others in his pantheon, including even Set. He is physically strong and cruel, yet oddly insecure due to his lowly standing in his pantheon. He is mainly worshiped by Mulhorand's and Chessenta's small population of werecrocodiles. His worshipers are commanded to slay any intruders in their chosen wetlands and to terrify helpless populations into propitiating and making sacrifices to Sebek. The domains associated with him are Animal, Evil, Scalykind, and Water, and his favored weapon is the spear (any type).

segojan earthcaller

Segojan Earthcaller (*seb-goe-jann urth-cahl-ur*), the gnome god of earth, nature, and the dead, is neutral good. His titles include the Earthfriend, the Lord of the Burrow, and the Digger of Dens. He is the patron of the rock gnome race and is thus revered by many of that kind. His area of concern is the shallow depths beneath the surface, and plants, creatures, and gnomes who live and work there. His followers protect the gnome burrows from those who would invade them and often lead those who endeavor to expand the diggings. The domains associated with him are Cavern, Earth, Gnome, and Good, and his favored weapon is the heavy mace.

sehanine moonbow

Sehanine Moonbow (*seb-ha-neen moon-boe*), the elven goddess of mysticism, dreams, death, journeys, and the moon, is chaotic good. Her titles include the Daughter of the Night Skies, the Goddess of Moonlight, and the Lady of Dreams. A quiet and mystical goddess, it is said that her tears, mingled with Corellon's blood, gave life to the elven race. She watches over the dreams of the elves and protects those who go on long journeys, including the final journey of death. She is the goddess of subtle magic such as divinations and illusions, and her association with moonlight makes her especially beloved by the moon elves. The domains associated with her are Chaos, Elf, Good, Illusion, Knowledge, Moon, and Travel, and her favored weapon is the quarterstaff.

selvetarm

Selvetarm (*sel-veh-tarm*), the god of drow warriors, is chaotic evil. He is known as the Champion of Lolth, the Spider That Waits, and the Spider Demon. The son of Vhaeraun, he was not always an evil deity, but was tricked by Lolth into absorbing the essence of a rival demon prince, resulting in his turn toward evil and ensnaring him in his grandmother's webs of deceit. He is now a cruel and malicious god, and he and his followers care only for combat and destruction. His worshipers are schooled in various fighting styles, and each employs many sneaky tricks and maneuvers. The domains associated with him are Chaos, Drow, Evil, Spider, and War, and his favored weapon is the heavy mace.

set

Set (*seht*), the Mulhorandi god of the desert, destruction, snakes, evil magic, and betrayal, is lawful evil. His titles include the Lord of Evil, the Defiler of the Dead, and the Brother of Serpents. He is the main force for evil in the Mulhorandi pantheon and was cast out after treacherously murdering Osiris in an attempt to seize control of the pantheon. He is now mainly worshiped by those desirous of his dark and evil magic and the power it brings, as well as those who must travel through deserts. He and his followers plot to overthrow the Mulhorandi government and pantheon and place themselves in the seats of power. The domains associated with him are Air, Darkness, Evil, Hatred, Law, Magic, and Scalykind, and his favored weapon is the spear (any type).

sharess

Sharess (*shab-ress*), the goddess of hedonism, sensual fulfillment, festhalls, and cats, is chaotic good. Her titles include the Tawny Temptress, the Feline of Felicity, and the Dancing Lady. Originally the Mulhorandi goddess Bast, she long ago set out to explore Faerûn, and after merging with the essence of a minor elven goddess, became known as Sharess. Later she fell under Shar's influence, but during the Time of Troubles, Sune freed her. She and her followers are dedicated to sensual pleasure and revel in hedonistic fulfillment. Her followers often run festhalls, while others travel to discover new sensations, both good and bad, to savor. The domains associated with her are Chaos, Charm, Good, Travel, and Trickery, and her favored weapon is the claw bracer.

shargaas

Shargaas (*shar-gahs*), the orc god of darkness, thievery, and stealth, is chaotic evil. He is also known as the Night Lord. He dark deity in every sense of the word, as he and his followers delight in the darkness which covers their foul but cunning deeds. He and his worshipers are masters of using the cover of shadow and night for their murders, assassinations, thefts, ambushes, and other acts of thugery. His followers are both admired and feared by their fellow orcs because of their craftiness and audacity. The domains associated with him are Chaos, Darkness, Evil, Orc, and Trickery, and his favored weapon is the short sword.

sharindlar

The dwarven goddess of healing, love, and fertility, Sharindlar (*sharibn-dlar*), is chaotic good. She is known as the Lady of Life and the Shining Dancer. A joyous goddess, she often given to spontaneous singing, dancing, and laughter, and she and her followers work ceaselessly as matchmakers, always looking for prospective mates for unmarried dwarves. Her worshipers can often be found on the battlefield healing the wounded, and her temples are always open to the sick, injured, and lovelorn. The domains associated with her are Chaos, Charm, Dwarf, Good, Healing, and Moon, and her favored weapon is the whip.

sheela peryroyl

Sheela Peryroyl (*shee-lah pair-ree-roil*), the halfling goddess of nature, agriculture, beauty, and romantic love, is neutral. Her titles include the Green Sister and the Watchful Mother. She and her worshipers are concerned with balancing the wild and the cultivated. They preserve nature's beauty and wild, untamed lands while also promoting the bounty of tended, cultivated areas so that the halfling race can be fed and prosper. She and her followers also sponsor feasts and parties, as well as encouraging romance and general revelry. The domains associated with her are Air, Charm, Halfling, and Plant, and her favored weapon is the sickle.

shevarash

Shevarash (*shev-uh-rash*), the elven god of vengeance, loss, and hatred of the drow, is chaotic neutral. His titles include the Black Archer and the Night Hunter. He was once a mortal elf whose family and friends were brutally killed during a drow attack. He swore vengeance, and he spent the rest of his life hunting drow and raiding their cities. Such was his dedication, that he was made a god after his death. His worshipers follow in his footsteps, swearing to destroy the hated drow and fearlessly hunting them down even at the doorsteps of their own cities. The domains associated with him are Chaos, Elf, Retribution, and War, and his favored weapon is the longbow.

shiallia

Shiallia (*shee-al-lee-ah*), the goddess of woodland fertility, glades, and the woodlands of the North, is neutral good. Her titles include the Dancer in the Glades, the Daughter of the High Forest, and the Lady of the Woods. She holds sway over the procreation, birth, and growth of forest plants and creatures, and pregnant woodland beasts especially are her concern. She is a joyous goddess, often seen dancing in forest glades, and she enjoys frolicking and playing with forest animals. She and her followers protect the woodlands and their creatures, ensuring their continued fertility and existence. The domains associated with her are Animal, Good, Plant, and Renewal, and her favored weapon is the quarterstaff.

siamorphe

Siamorphe (*sigh-a-morf*), the goddess of nobles and royalty, is lawful neutral. She is called the Noble. She teaches that the noble class has a right to rule, but it must balance this by ruling fairly, honestly, and in the best possible manner over its subjects. Her followers teach that nobles must be raised from birth to rule wisely and be educated in how to govern justly and fairly. Her temples keep detailed genealogies of royal houses so that struggles for succession will not arise. Her worship is especially popular among nobles in Waterdeep and Tethyr. The domains associated with her are Knowledge, Law, Nobility, and Planning, and her favored weapon is the light mace.

solonor Thelandira

The elven god of archery, hunting, and wilderness survival, Solonor Thelandira (*soe-loe-nohr theh-lan-dih-ruh*), is chaotic good. His titles include Keen Eye, the Great Archer, and the Forest Hunter. His areas of concern are the arts of archery, hunting, and stealth. He bids his followers to respect nature, to hunt only at need, and to defend the forests from those who would despoil them. He and his followers are consummate archers and are capable of pulling off shots of amazing and astounding accuracy and skill. The domains associated with him are Chaos, Elf, Good, Plant, and War, and his favored weapon is the longbow.

Talona

Talona (*tah-lob-nah*), the goddess of disease and poison, is chaotic evil. Her titles include the Lady of Poison and the Mistress of Disease. She is a twisted and loathsome deity who releases new plagues so that terrified mortals will pray to her and donate to her church in order for her to spare them. Her priests actively spread disease for these purposes and do a brisk black-market business in poisons and antidotes on the side. The domains associated with her are Chaos, Destruction, Evil, and Suffering, and her favored weapon is the unarmed strike.

Thard Harr

Thard Harr (*thard habrr*), the dwarven god of jungle survival and hunting, is chaotic good. His titles include the Lord of the Jungle Deep. He is the patron of wild dwarves; he watches over them and works to ensure their continued survival. His followers revere the jungles they live in and do their best to live in harmony with and to protect the jungles (and themselves) from outsiders who would do either of them harm. His followers tend to be suspicious and isolationist, and they rarely willingly interact with outsiders. Only those who have proven themselves over a long period time can gain their trust. The domains associated with Thard Harr are Animal, Chaos, Dwarf, Good, and Plant, and his favored weapon is the spiked gauntlet.

Thoth

Thoth (*thoth*), the Mulhorandi god of neutral magic, scribes, and knowledge, is neutral. His titles include the Lord of Magic, Scribe of the Gods, and the Keeper of Knowledge. He is the patron of neutral wizards in Mulhorand, as well as being the Mulhorandi god of the study of magic in general and the research of new spells. He and his followers endeavor to spread magic, knowledge, and wisdom, and their research has produced new technology and unique magic items. The domains associated with him are Craft, Knowledge, Magic, Rune, and Spell, and his favored weapon is the quarterstaff.

Tiamat

Tiamat (*tee-a-maht*), the goddess of evil dragons and greed, is lawful evil. She is known as the Dragon Queen, the Chromatic Dragon, and the Dark Lady. Originally a deity of ancient Unther, she is now fully a part of the Faerûnian pantheon. She appears as a huge five-headed dragon, possessing one head for each of the main types of chromatic evil dragon. She commands her worshipers to follow her commands unhesitatingly and to accumulate power and treasure in her name and for her use in her plot to overthrow the other gods of Faerûn and set herself up as supreme ruler. She is heavily worshiped in Chessenta, having secretly absorbed the essence of the draconic founder of that nation. The domains associated with her are Evil, Law, Scalykind, and Tyranny, and her favored weapon is the heavy pick.

ubtao

Ubtao (*oob-tay-oh*), the god of jungles, Chult, and dinosaurs, is neutral. He is called the Creator of Chult and the Father of the Dinosaurs. Long ago, he bargained with the other gods of Faerûn that in exchange for guarding the Peaks of Flame, mountains from which Toril's doom is prophesied to one day come, he would have Chult as his exclusive domain. Most inhabitants of the Chultan peninsula worship him as the creator of their homeland, its jungles, and its mighty dinosaur inhabitants. His followers believe that life's journey is like a maze that they must pass through before joining Ubtao after death. The domains associated with him are Planning, Plant, Protection, and Scalykind, and his favored weapon is the heavy pick.

ulutiu

Ulutiu (*oo-loo-tee-oo*), the slumbering god of glaciers, the polar environment, and arctic dwellers, is lawful neutral. His titles include the Lord of the Ice and the Eternal Sleeper. Long ages ago, Annam, the head of the giant pantheon, discovered that Ulutiu was having an affair with his wife. To save her from Annam's wrath, Ulutiu voluntarily went into exile, sinking himself deep into the cold sea to the north of Faerûn. His enchanted necklace froze the water in an ever-expanding mass of ice, forming the Great Glacier. Although he has all but withdrawn from the world, the peoples of the Great Glacier and other arctic lands still worship him. They are often the leaders of their tribes and pass down the accumulated lore of their peoples from generation to generation. The domains associated with Ulutiu are Animal, Law, Ocean, Protection, and Strength, and his favored weapons are the longspear or the shortspear.

urdlen

Urdlen (*urd-len*), the gnome god of greed, bloodlust, and hatred, is chaotic evil. It is known as the Crawler Below. It is a pale and sexless being that is often portrayed as a huge, furless mole with wickedly sharp claws. It symbolizes the rarely spoken of taint of evil that sometimes burrows into the hearts of gnomes who turn from innocent trickery and fun to planning jokes and other schemes that do more harm than good. Those gnomes who have succumbed to greed, bloodlust, and hatred are its followers, and they honor it by plotting to seize power and offering blood-soaked sacrifices. The domains associated with it are Chaos, Earth, Evil, Gnome, and Hatred, and its favored weapon is the claw bracer.

urogalan

The halfling god of death and earth, Urogalan (*urr-roh-gab-lan*), is lawful neutral. His titles include He Who Must Be and the Lord in the Earth. He is honored by halflings as the incarnation of the fertile earth and as the protector of the souls and the bodies of the dead. Although the cheerful halflings do not overly fear death, they often shiver at the mention of his name or the sight of his symbol. His followers guard the tombs of the dead and protect halfling settlements from the dangers that lurk below. The domains associated with him are Death, Earth, Halfling, Law, and Protection, and his favored weapon is the flail (any type).

valkur

Valkur (*val-kur*), the god of sailors and ships, is chaotic good. He is known as the Mighty and the Captain of the Waves. He is the protector of all who sail on the sea, and constantly strives to safeguard his worshipers against the whims of Umberlee and Talos, who are his sworn enemies. He is a god who relishes shipboard life and the thrill of exploration. He exhorts his followers to live life with vigor and to strive against anything the Gods of Fury may throw against them. The domains associated with him are Air, Chaos, Good, Ocean, and Protection, and his favored weapon is the cutlass.

velsharoon

Velsharoon (*vel-shah-roon*), the god of necromancy, liches, and undeath, is neutral evil. His titles include the Vaunted, the Archmage of Necromancy, and the Lord of the Forgotten Crypt. He is a new power, having only ascended to godhood in recent years. Originally helped in his ascendance by Talos, he has more recently abandoned his untrustworthy sponsor and has instead become the ally of Azuth and Mystra. Many necromancers and intelligent undead creatures worship him, and he commands his followers to increase the number of the unliving and further the study of the art of necromancy. The domains associated with him are Death, Evil, Magic, and Undeath, and his favored weapon is the quarterstaff.

vergadain

Vergadain (*var-ga-dain*), the dwarven god of wealth, luck, trickery, and negotiation, is neutral. His titles include the God of Wealth and Luck, the Merchant King, and the Laughing Dwarf. He is the patron of dwarven merchants and is worshiped by most nonevil dwarven rogues. His followers always look for and negotiate the best possible deals. They are usually clever and quick-witted. Although their god often grants them luck in their endeavors, more often than not it is their own wisdom and wiles that create opportunities for them. The domains associated with Vergadain are Dwarf, Luck, Trade, and Trickery, and his favored weapon is the longsword.

vhaeraun

Vhaeraun (*vay-rawn*), the drow god of thievery and drow males, is chaotic evil. He is known as the Masked Lord and the Shadow. He is Lolth's only son, but he chafes under his mother's dominance and despises her favoritism towards the females of the race. He has become the patron of male drow and has taught many of them the arts of the rogue so that they are not helpless against the great power of Lolth's chosen females. Many of his followers teach rebellion against the ingrained matriarchy. Others preach that the drow should increase their influence and power above the ground. The domains associated with him are Chaos, Drow, Evil, Travel, and Trickery, and his favored weapon is the short sword.

yurtrus

Yurtrus (*yur-truss*), the orc god of death and disease, is neutral evil. He is known as White Hands. He is a disgusting creature which possesses no mouth and whose diseased skin (save on his chalk-white hands) is peeling and rotting off. He is feared more than worshiped by the orcs; who live in terror of both the plagues he periodically sends to ravage them and the grim finality of death he sends in the end to all, even the most powerful. His worshipers are those who bring, worship, or profit from death, especially assassins. The domains associated with him are Death, Destruction, Evil, Orc, and Suffering, and his favored weapon is the unarmed strike.