

Religion for Everyone

The Realms is a polytheistic world. Everyone believes in the gods, that they are watching, can intervene in the world, and acts accordingly. Those who speak a god's name or do something that touches on their purviews, faithful, and their priesthods believe they will be marked in doing so and do their best to conduct themselves without causing offense.

Making sincere, if brief, prayers to concerned gods when doing something that falls under their interests is such a normal event that failure to do so may cause the god to visit misfortunes on or withdraw favor from the mortal who spurned them. Ethical precepts matter less here than the nature of a god's powers. The North is flush with well-kept shrines to the Frostmaiden Auril, but most do not adore the goddess and worship her above all others. Rather they make offerings so she spares them in the winter cold in the same way they may pray to Chauntea for a bountiful harvest and praise Talos to ward away crop-destroying storms. These observances are a god's rightful due, and good sense besides, not indications of hypocrisy or insincerity. Few but the most fanatical worship one (or even a few) deities to the exclusion of all others. Only priests are required to do so.

All that said, over the course of a life natural inclinations and circumstances bring most more toward some gods than others. The faithful come to revere one god in preference to the others and usually carry with them a holy symbol, token, or other remembrance. Most folk will pray to this deity regularly, briefly in the morning and then in a more lengthy fashion with their evening meal or before sleep as well as in times of crisis or stress. (Praying only in times of stress is seen as impious.) For the most part, these daily prayers are a private affair and beseech no more than protection and direction. They may receive answer in the form of vague impressions or dream visions tinged with feelings of favor or displeasure. Waking visions, or manifestations of divine answers visible to others, are rare.

Upon arriving in a settlement with a public shrine or temple to one's patron, the done thing is to attend a service (given daily or every other day at temples and at shrines when a clergyperson is present) and make an offering. For travelers, coin is the normal offering but gifts appropriate to the deity (the weapons of fallen foes for Tempus, hunted game for Malar...) are just as welcome. Those who can't make an offering might be asked to perform some small service like moving furniture or helping guard the temple overnight. Those who live in a community with the proper temple usually attend services at least every few days.

On finding a shrine to one's patron in the wilderness, one should pay one's respects. If it is untended or desecrated, the faithful should see to cleansing it and pray using an elaborate chanted or sung prayer, which one memorizes as part of one's normal education in the faith. Likewise those coming upon holy hermits or wandering priests of one's faith should offer to share food and drink with them, as well as give what protection one can until parting company.

Private places of worship exist, in the form of private shrines and chapels, in most communities. Unless specifically informed and invited, one is not expected to make any special effort toward

them. Many temples were once such places, but over time grew and were converted into public places of worship.

The faithful expect that priests may ask a donation of them in exchange for one of the many services they provide, particularly if they are attached to a temple. Services provided by temples (and occasionally wandering priests) usually warrant some consideration in return when they ascend beyond the level of ordinary advice and a request to be remembered in one's prayers. They include the saying of special prayers, conducting rituals (for weddings, births, funerals, blessing of wagons or ships, etc) and more secular services temples provide like keepsafes (storage of coin and valuables), altar-sworn couriers (who are pledged on their faith to secrecy), and many other things. Priesthoods never charge for basic religious instruction.

Religion for Priests

The many faiths of the Realms have a plethora of different sacred vocabularies and practices. The role of priest usually, but does not always, entail the ability to wield divine magic drawn from one's patron. (Priest, used in this document, is thus a collective term for any clergyperson.) Some faiths, particularly those of Mystra and Azuth, consider arcane spellcasters just as suitable for the priesthood as clerics. Priests are charged with ministering to the faithful, giving advice, and performing various services in accord with their gods' designs.

To cast divine spells, a priest must have a holy symbol on hand and, barring metamagic, speak their patron's name and/or title as part of the verbal component. Most faiths have a set of prayers which are largely the same for everyone, but individual variations are fairly common. Generally speaking, faiths which include diverse divine spellcasters in their ranks consider clerics and other primary spellcasters to be "proper" priests and others to like paladins and rangers as members of associated orders, sacred knighthoods, and temple guards. Such folk are not expected, or often asked, to give pastoral care in ordinary circumstances; their calling is different. The acceptability of oracles as priests is controversial in most, though not all, faiths.

Adventuring or otherwise free-traveling priests occupy a middle position, expected largely to do what they can given their circumstances and serve the faith through their extraordinary deeds. Every faith expects these priests errant to serve as eyes and ears, reporting both their own doings and anything they have learned or heard which may be of interest to the church on a regular basis.

Religion for Dwarves

Because of Sundabar's high dwarven population and the particular nature of dwarven faith, it bears special mention.

The dwarven gods have never been known to empower non-dwarven clergy. Most dwarves believe it would be blasphemous for someone not of their kind to even ask one of their gods' help, though they may give aid to others with powers their gods have entrusted to them. Dwarven priests are almost always of the same sex as their patrons, though this arises more

from tradition than a firm insistence of the gods themselves. A priest of the “wrong” sex may be mistrusted by more conservative dwarves.

In the main, dwarven priests are exceptionally discreet. They do not identify themselves as such or advertise their faith to the general public. If possible, they work no magic where others can see but instead retreat to some hidden place and then do so. To show an outsider the blessings of the dwarven gods is an act of exceptional trust and initiates them into a secret they are expected to keep.

But the dwarven clergy do not, and in fact cannot, hide from their own people. Any dwarf who gets a good look at a priest from near enough, about twenty feet, can see the touch of divinity in something about the priest’s eyes and face.

Dwarven holy symbols are always signs carved upon round disks of stone, small enough to be easily hidden. Dwarves utter prayers to their gods only in their own tongue.

Gods and Pantheons

People revere gods particular to their races. Worship of others is unusual and apt to be ignored by the gods in question, though some non-human races claim that certain human gods are “really” theirs and humans are in the wrong. In particular, gnomes see Gond Wonderbringer as one of the Lords of the Golden Hills and halflings view Tymora as one of Yondalla’s Children. Priests of the various non-human racial pantheons are nigh-universally members of those races. Human divinities tend to be somewhat more open-minded, but non-humans who seek their blessings are often outcasts among their own people. For the most part, the mythologies of the various races have little to do with one another save for references to the gods of traditional foes. Other gods may be real enough -and few deny any of them- but aren’t seen as important.

The following lists for the human and dwarven pantheons omit deities not commonly worshiped in the North and those unlikely to be appropriate for PCs. If you want a character devoted to someone not on the list, and it’s not a concept that would be hard to square with a mostly good or neutral party, that’s also ok. There are far too many gods in the Realms to make a complete list practical.

Religion-Specific Spells

Each divinity grants a small number of unique or nearly unique spells to clerics, druids, and reasonable equivalents. They are not available to others. I’ll be converting them from 2e or 3e as needed.

Gods and Alignment

Gods of all pantheons are more concerned with their specific dogmas than general adherence to game alignment, which the actual divinities may not even have. The alignments found among their priests represent a rough, mortal consensus as to what kind of person a divinity favors

informed by signs, omens, and much theology. As such, some gods empower priests from a wider or narrower range of alignments than core Pathfinder rules might suggest.

The Illuskan Pantheon

Illuskan deities are almost always referred to by their proper name and a title, or only by the title. Unadorned reference to a god's name is taken as impious and rude. The people of the North are not an especially reverent lot, but they know better than to insult a god with a divine name on their lips. No widely-accepted myths link them together into a family, though most faiths hold to their position that their patron is the at least first among equals and usually the greatest of them all by far.

God	Alignment of Priests	Concerns	Domains	Favored Weapon
Chauntea Greatmother	LG, NG, CG, LN, N, CN	Agriculture, crops, farmers, gardeners, summer	Animal, Earth, Good, Plant, Protection, Renewal	Scythe
Helm Steeleyes	LG, LN, N	Guardians, protectors, protection	Law, Planning*, Protection, Strength	Bastard Sword
Lathander Morninglord	LG, NG, CG, LN	Spring, dawn, birth, renewal, creativity, youth, vitality, self-perfection, athletics	Good, Nobility, Protection, Renewal , Strength, Sun	Light or heavy mace
Lurue Silverymoon	NG, CG, CN	Talking beasts and intelligent nonhumanoids	Animal, Chaos, Good, Healing	Shortspear
Mielikki Gladestrider	LG, NG, CG, N	Forests, forest creatures, rangers, dryads	Animal, Good, Plant, Travel	Scimitar
Mystra Bluestar	LG, NG, CG, LN, CN, LE	Magic, spells, the Weave	Good, Law, Knowledge, Magic, Rune	Shiruken
Oghma Lorebinder	LN, N, CN	Knowledge, invention, inspiration, bards	Charm, Knowledge, Luck, Travel, Trickery	Longsword

Selune Stareyes	LG, NG, CG, LN, N, CN	Moon, stars, navigation, navigators, wanderers, seekers, non-evil lycanthropes	Chaos, Good, Moon**, Protection, Travel	Heavy mace
Tempus Foehammer	LG, NG, CG, LN, CN, LE, NE, CE	War, battle, warriors	Chaos, Protection, Strength, War	Battleaxe
Torm Truesayer	LG, NG, CG	Duty, loyalty, obedience, paladins	Good, Healing, Law, Protection, Strength	Bastard Sword
Tymora Faircoin	NG, CG, N, CN	Good fortune, skill, victory, adventurers, adventuring	Chaos, Good, Luck, Protection, Travel	Shiruken
Tyr Grimjaws	LG	Justice	Good, Knowledge, Law, Retribution , War	Warhammer
Uthgar Tempusson	See below***	The Uthgardt tribes, physical strength	Animal, Chaos, Strength, Retribution , War	Battleaxe

*The Planning Domain is Protection with the Fortifications subdomain, which does not have a trait prerequisite.

**The Moon Domain is Darkness with the Moon subdomain. All darkness-related effects are instead caused by moonlight and starlight dazzling or misleading the target. The “shadows” summoned by the 5th level domain spell are chaotic good outsiders who manifest as vaguely humanoid glows shot through with stars. They do not blend in with dark settings, lack the create spawn ability, and drain wisdom instead of strength.

***The alignments of Uthgar’s priesthood are determined by their beast spirit patron. The Red Tiger: NG, CG, N, and CN. Sky Pony: LG, NG, CG, LN, N, CN

The Dwarven Pantheon

The dwarven gods are the brood of Moradin and Beronnar. Collectively, they’re called the Morndinsamman, which means both “shield brothers on high” and “high dwarves.” Dwarven theology differs on the precise relations, but they are usually considered the children and grandchildren of Moradin and Beronnar. They concern themselves only with matters that relate to dwarves.

God	Alignment of Priests	Concerns	Domains	Favored Weapon
Berronar Truesilver	LG	Safety, truth, home, healing, home life, records, traditional clan life, marriage, familial love, loyalty, honesty, obligations, oaths, the family, and children	Community, Dwarf*, Good, Healing, Law, Protection	Heavy mace
Clanggedin Silverbeard	LG, LN	Battle, war, valor, bravery, honor in battle	Dwarf*, Good, Law, Strength, War	Battleaxe
Dugmaren Brightmantle	NG, CG, N, CN	Scholarship, invention, discovery	Artifice, Chaos, Dwarf*, Good, Knowledge, Rune	Short sword
Dumathoin	LG, NG, LN, N	Keeper of metals and other buried wealth, the earth's riches, ores, gems, minerals, mining, exploration, shield dwarves, guardian of the dead	Artifice, Dwarf*, Earth, Knowledge, Protection	Maul
Gorm Gulthyn	LG, NG, LN	Guardian and protector, guardians, defense, watchfulness, vigilance, duty	Dwarf*, Good, Law, Protection, War	Battleaxe
Haela Brightaxe	NG, CG, N, CN	Luck in battle, those who love to battle monsters, love of battle,	Chaos, Dwarf*, Good, Luck, War	Greataxe

		monster slaying		
Marthammor Duin	LG, NG, CG, LN, N, CN	Guide and protector of adventurers, explorers, expatriates, travelers, wanderers, and lightning	Dwarf*, Good, Protection, Travel	Heavy mace
Moradin	LG, LN	Survival, renewal, advancement, creation, smithing, craftsmanship, protection, metalcraft, stonework, engineering	Artifice, Dwarf*, Earth, Good, Law, Protection	Warhammer
Sharindlar	LG, NG, CG	Healing, mercy, romantic love, fertility, dancing, courtship, the moon	Chaos, Charm, Dwarf*, Good, Healing, Moon**	Whip
Vergadain	N, CN	Wealth, luck, chance, suspicion, trickery, negotiation, sly cleverness	Dwarf*, Luck, Trade, Trickery	Longsword

*The Dwarf domain is available [here](#), but has the following domain spells: 1-*Magic Weapon*, 2-*Bear's Endurance*, 3-*Glyph of Warding*, 4-*Magic Weapon, Greater*, 5-*Fabricate*, 6-*Stone Tell*, 7-*Dictum*, 8-*Protection from Spells*, 9-*Elemental Swarm* (earth only)

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