

Gods and Deities of Gwent

Below are descriptions of the most common gods of the peoples. Later, you may stumble upon more obscure ones.

<u>Deity</u>	<u>Alignment</u>	<u>Domains</u>	<u>Typical Worshipers</u>	<u>Favored Weapon</u>
Galdrin , God of Wind and Sun	Lawful Good	Air, Good, Healing, Law, Protection, Sun	Paladins, Fighters, Monks	Longsword
Beldrinor , God of Stone	Lawful Good	Earth, Good, Law, Strength, War	Dwarves	Warhammer
Lua , Goddess of the Night	Neutral Good	Air, Good, Healing, Magic, Protection	Sorcerers, Wizards	Rapier
Nortantebis , God of Curiosity	Neutral Good	Good, Earth, Magic, Knowledge, Trickery	Gnomes, Bards	Pick
Elandria , Goddess of Forest and Song	Chaotic Good	Animal, Chaos, Good, Healing, Plant	Elves, Barbarians, Bards, Rangers, Druids	Longbow
Laros , God of Time	Lawful Neutral	Destruction, Healing, Knowledge, Law	Monks, Historians	Mace
Aqeel , God of River and Sea	Neutral	Luck, Strength, Water, Travel, Destruction	Sailors, Half-Elves, Half-Orcs	Trident
Leemadon , God of the Crossroads	Neutral	Knowledge, Luck, Protection, Travel	Bards, Merchants	Quarterstaff
Rathgar , God of Stealth and Cunning	Chaotic Neutral	Chaos, Knowledge, Luck, Trickery	Halflings, Rogues, Bards, Thieves	Dagger
Urgon , God of War and Conquest	Lawful Evil	Destruction, Law, Evil, War	Goblins, Evil Fighters, Monks	Battleaxe
Mankora , Goddess of Death and Darkness	Neutral Evil	Death, Magic, Evil, Trickery, War	Evil Magic Users, Rogues	Scimitar
Ekol , God of Fire and Greed	Chaotic Evil	Chaos, Destruction, Fire, Evil	Evil Fighters, Fire Creatures, Barbarians,	Flail
Morken , God of Pain and Famine	Chaotic Evil	Chaos, Death, Evil, Strength, War	Orcs, Half-Orcs	Scythe