

Religion in Neverwinter

Neverwinter is a diverse city with people drawn from all walks of life and religious faiths. Presented here are some of the shrines and Temples in and outside of the city, organized by their god(s).

Chauntea

While not widely revered in Neverwinter, the goddess of the harvest nevertheless has a stronghold among the farmers and others that live outside of the city walls. A shrine is located along the main road into the city from the farmlands, and offerings to the goddess in the form of ripe produce can be seen on market days.

Gond

A shrine to Gond is located in the Guild Quarter. Overseen by a Halfling silversmith, those that worship here are cautioned to remember that creation may be used for ill, and to treat carefully as they innovate, lest they see their inventions turned against their friends and family.

Helm

The Watcher is worshiped among members of the Neverwinter City Guard. A small shrine to Helm is located outside of the main guardhouse, and is not unusual to see guards in discussion with the shrinekeeper, an older Human person, prior to going on duty.

Lathandar

The God of the Dawn has a shrine located in the Rose District of the city.

Mystra

The Mother of Magic has a shrine on the College of Neverwinter campus. While certain faculty and staff are known to gather to pray to her daily, it is noted that offerings increase in number around midterms and finals.

Oghma

Oghma does not have a shrine in the city. Rumors of Oghma's appearance at the Bard's Guild, or more specifically at Bartleby's (the Stone's Throw) Tavern are wild exaggerations and should not be taken as fact.

Selune

A tiny, albeit well-maintained shrine to the Moon Maiden exists two blocks from the White Palace.

Savras

There is a small shrine to Savras located on the edge of the Mercantile Quarter. Tended by an older Orc woman, the shrinekeeper does not keep regular hours, instead appearing to worshipers when needed.

Torm

Torm, God of Paladins, has two shrines in or near Neverwinter. There is a small shrine near the gate that leads to the Temple of Tyr inside the city boundaries, while there is a second shrine on the main road a mile south of Neverwinter proper. The second shrine is tended by Elion Qinro, who was called to Torm before leaving the White Council.

Tymora

The Goddess of Luck has a tiny shrine in the Harbor Quarter, located near the Merciful Maiden Tavern (the former home of one of the most notorious underground gambling rings in the city's history). It is unknown who the shrine keeper is, but Burke Halpin has been seen to pray here on more than one occasion.

Tyr

See also: [The Temple of Tyr \(people\)](#)

The Temple of Tyr is located outside of the city proper, a fact that they feel blessed by each and every day. Led by Viola Hyslop, with Jandar Fairweather named as her successor, they are bent on justice, fairness, and serving the greater good. The Temple offers meals and healing to those in need without demanding monetary recompense.

Waukeen

The Goddess of Commerce is venerated in a Temple in the heart of the Mercantile Quarter.

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