Lloth

Lloth was the Spider Queen, a divine goddess of shadow, venom, ambition, and binding intrigue. Though some duplicitous lore (perhaps planted by her own followers) name her a demon who rose to divinity, she was in fact a true goddess who had long courted demons to her service, bending abyssal power into a web of faith, fear, and dominion. Her worship was far more popular in the [[Deep Dark]] rather than on the surface.

Portfolio and Names

Her portfolio included spiders, traps, poison, deceit, domination, lust for power, and the cruel beauty of survival through cunning. She was known as Lloth, the Spider Queen, and in darker traditions as the Weaver of Ruin, the Mother of Webs, and the Black Mantle. Her worshippers treated her as the patron of those who ruled from concealment and those who believed that strength meant making others kneel.

Who Prayed

Lloth was prayed to by schemers, assassins, spies, venom-brewers, cruel nobles, traitorous priests, and those who believed betrayal was a legitimate ladder to power. She also drew worship from the fearful, especially those who wanted protection from worse monsters by becoming monsters themselves. Her faith was rarely about comfort; it was about survival, leverage, and ascendancy at any cost.

When They Prayed

Her prayers were commonly offered at night, at moments of hidden work, before poisonings, during secret meetings, and after betrayal had been planned but not yet committed. Her faithful often prayed when standing at thresholds, in narrow corridors, at the edge of ambush, or while weaving, binding, or preparing traps. In many places, silence itself was treated as the truest form of devotion.

Holy Day and Devotion

Lloth’s holy days were often marked by secret rites, sacrifices, punishments, and the public humiliation of rivals. A fitting observance would have been a night of oaths sworn under black candles, with webs stretched across altars and offerings of blood, venom, or stolen names. Her devotion was never gentle; it celebrated fear as a tool and cruelty as proof of resolve.

Ways of Praying

One way to pray to Lloth was through whispered bargains made in darkness, promising service in exchange for favor, protection, or vengeance. Another was through ritual craft: weaving, knotting, braiding, or setting traps while reciting her names and inviting her to “tighten the web” around a chosen enemy. Her worshippers often believed that action mattered more than sentiment, and that a successful trap could be a sacred sentence.

Shrines and Temples

Shrines and temples of Lloth were commonly built in hidden places, under noble houses, beneath cities, or in deep caverns where light was thin and fear traveled well. They were often decorated with web motifs, dark stone, venomous imagery, black silks, carved spider forms, and altars meant to inspire both awe and dread. Her sacred places were usually as much fortresses and courts as they were temples, because her faith thrived where hierarchy, secrecy, and intimidation could be enforced.

Clergy and Organization

Lloth’s clergy was usually rigid, predatory, and intensely hierarchical, with status won through obedience, ruthlessness, and successful manipulation. Priestesses or priests of her faith often ruled through a network of initiates, enforcers, informants, poisoners, and favored retainers. Her church might have maintained a formal court-like structure, but the real power would have lain in hidden patronage, blackmail, and the ever-present threat of betrayal.

Church Character

The Church of Lloth would have been feared not because it was chaotic, but because it was organized enough to turn cruelty into policy. It would have taught that mercy was weakness, trust was a liability, and loyalty existed only until a stronger web was spun. At the same time, it would have remained deeply attractive to the desperate, because even fear can feel like safety when it

has a throne.

Summary

Lloth could be summarized as the goddess invoked when power had to be taken, hidden, or kept through fear. Her faithful did not seek harmony; they sought the advantage that came from patience, venom, and the willingness to let others struggle in the web.

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