

Quick Reference: The 22 Levels of Divinity and Being in Gentricus

Level 22 – The Primordial Architects

Creators of realities themselves; Arianrhod, Garuda, and Swan. They forged the lattice of all existence and withdrew into the Final Silence.

Level 21 – The Universal Pantheon

The Genieavsin (Eavessin + Genieave) and their court, ruling the Universe of the Living Spiral. Includes Caduess, the Eternal Offspring, and other great gods such as Darathor, Nytheris, Ellurian, Harondel, Iridian, Norvelia, Eriu, Aldaron, Liriel, and Thalion.

Level 20 – The Regional Creator Gods

Shapers of the lands and races of Gentricus: Aldaron (Stoancottel), Liriel (Eutrucea), Thalion (Ed Vahmyrre), Nimue (Vimana), Oslin (Oxlinger), Ygdir (Islunnia), Ignor (Avannon), Falaris (Wakan), Mirak (Saggara), Harun (Acanthus), Zura (Stele), and Elara (Gollothya).

Level 19 – The Patrons of Civilization and Mortal Endeavor

Deities of craft, agriculture, trade, writing, and the skills that build cultures and cities.

Level 18 – The Elemental and Seasonal Stewards

Gods of storms, rivers, seasons, frost, dawn, dusk—keepers of the natural cycles mortals depend on but cannot control.

Level 17 – The Abstract Powers and Personifications

Embodiments of justice, war, love, death, fortune, prophecy, and other forces of the mortal spirit.

Level 16 – The Local and Ancestral Guardians

Hearth spirits, city protectors, and deified ancestors bound to specific places or bloodlines.

Level 15 – The Mythical Creatures and Divine Beasts

Living legends: the Leda Dragons, Sky-Tyrants, Ignot's Fire-Kin, Ygdir's Winterspawn, Stag-Kings of Oslin, and others.

Level 14 – The Great Spirits of Wild Places

Semi-divine beings bound to untouched rivers, forests, mountains, and other sacred wildernesses.

Level 13 – The Ancient Titans and Elemental Colossi

Vast, living embodiments of mountains, oceans, storms, and other primal forces that survived the shaping of the world.

Level 12 – The First Herds, Flocks, and Schools

Animal nations that move as one: migrations, swarms, and great schools seen as omens.

Level 11 – The Lone Hunters and Silent Predators

Apex beasts of tooth and claw—solitary rulers of their domains, feared and revered.

Level 10 – The Crawlers, Swimmers, and Fliers of the First Age

The earliest animal life to walk, swim, or fly; the foundation of all later ecologies.

Level 9 – The Seeds of Still Life

Plants, fungi, and green growth shaping air, soil, and the first stable ecosystems.

Level 8 – The First Spark

Microorganisms, algae, and the smallest life—unseen but essential to all that follows.

Level 7 – The Demi-Sentients

Beasts on the brink of thought; tool-users and proto-cultures not yet truly mortal.

Level 6 – The First Shaped Ones

Proto-mortals sculpted by the gods—giants, serpent-folk, sky-warriors—ancestors to modern races.

Level 5 – The First Tribes

Early mortals with speech and fire, forming communities, rituals, and myths.

Level 4 – The Rise of Cities

The birth of urban life, law, and permanent settlements under divine patronage.

Level 3 – The Age of Nations

Kingdoms, empires, and cultural identities forming from alliances and conquest.

Level 2 – The Age of Heroes

Mortal champions whose deeds rival the will of gods; shapers of legend and fate.

Level 1 – The Present Peoples of Gentricus

Humans, elves, Scorsorai, dwarves, beastfolk, merfolk, frost elves, smallfolk, giants and more—living under the gaze of every level above them.