

# Deities

The seventeen gods make up the Pantheon of Geb. The [religion](#) of Geb is such that most people pay reverence and respect to all seventeen. An individual or [settlements](#) having a one or more patron deities is common. Worship of [false gods](#) is not unheard of in the wildlands.

**Each deity's alignment is listed, followed by alignments accepted by that deity as clerics (in parenthesis).** Only clerics and paladins must have a patron deity whose parenthetical alignments match the character's. Paladins will never choose a patron deity whose parenthetical alignments do not include LG.

Worshippers of gods need not meet the clerical alignment requirements – deities will accept the worship of anyone. [Alignment](#) is a cosmic conflict in which the common person is not directly involved.

#	Name	Domain	Spheres & Symbols	Festival Day	Plane	Alignment
1	<a href="#">Aneara</a>	Song	Music, poetry, sirens, oysters, sea waves	Dead 20	Layers of Arcadia	L G/N (LG, LN)
2	<a href="#">Bel</a>	Fear	Spires, nails, razors, lidless eyes, tongues	Frost 28	Nine Hells	LE (LE)
3	<a href="#">Cine</a>	Epics	Harps, wings, bows, palaces, small boats, silk	Reed 2	Layers of Olympus	CG (CG)
4	<a href="#">Foresi</a>	Change	Swords, wine, leaves, wind, rain, springs	Blood 11	Layers of Limbo	CN (Any non-L)
5	<a href="#">Geos</a>	Time	Watches, clocks, skulls, sand, flowers, locusts	Storm 28	Plane of Concordant Opposition	NN (Any N)
6	<a href="#">Grack</a>	Pain	Whips, teeth, thorns, brutal piercings, spices	Rose 16	666 Layers of the Abyss	CE (CE)
7	<a href="#">Louz</a>	Whims	Horses, wagons, apples, sunsets, ears	Dead 12	Layers of Gladsheim	C G/N (CG, CN)
8	<a href="#">Mote</a>	Wonder	Stars, scrolls, dust, mist, libraries, shadows	Frost 9	Twin Paradises	L/N G (LG, NG)
9	<a href="#">Nefer</a>	Revenge	Secrets, chains, masks, measuring scales, serpents, latches	Long 15	Nether Layers of Acheron	L N/E (LN, LE)
10	<a href="#">Riswa</a>	Discovery	Lanterns, torches, staves, paths, lodestones, rivers	Blade 6	Layers of Elysium	NG (Any non-E)
11	<a href="#">Rook</a>	Foundations	Cities, keeps, castles, bricks, helmets, tree roots	Seed 20	Seven Heavens	LG (LG)
12	<a href="#">Scaepa</a>	Dreams	Windows, cloth, fog, fields, morning dew, windmills	Harvest 1	Hades' Three Glooms	NE (Any non-G)
13	<a href="#">Sleal</a>	Hidden Power	Coal, salamanders, volcanos, orbs	Blood 23	Furnaces of Gehenna	L/N E (LE, NE)
14	<a href="#">Tenn</a>	Corruption	Aberration, poisons, dark mirrors, polymorphs	Pilgrim 19	Layers of Tarterus	N/C E (NE, CE)
15	<a href="#">Tralf</a>	Fortune	Hands, odd numbers, albatrosses, grains	Frost 11	Happy Hunting Grounds	N/C G (NG, CG)

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16	<a href="#">Venha</a>	Reflection	Hearths, smoking pipes, chairs, stools, books	Old 20	Nirvana	LN (Any non-C)
17	<a href="#">Zo</a>	Perception	Lenses, liquor, hallucinogens, quills, bats	Reed 18	Layers of Pandemonium	C N/E (CN, CE)

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