

The Spirits of Orbis

The isle of Orbis is not unusual on Kulthea, in that like most places it has a plethora of spirits that inhabit the land. Here are some details about each of the major spirits with which the Sicag have interactions.

Key Spirits

These two spirits are seen as being above, or simply of greater importance, than all of the others:

Kebbris

Kebbris is a feminine spirit of abundance that helps the herds prosper. She is also involved with Thunder and Joy. She is shockingly beautiful, with ivory skin (which has led to confusion regarding the Quaidu), long, straight russet hair, and eyes the color of rusted metal. She appears short and somewhat muscular, and generally has a blissful expression, usually depicted wearing light and airy robes dyed grey and red-violet.

She is also associated with prophecy and midnight. Her almost fanatical followers can be primarily distinguished by her "Aura of Abundance" which surrounds those she has inhabited temporarily to perform miraculous feats of fertility and the like. There are a small number of depictions of her just outside of villages (something you don't see with the other spirits). There are many myths involving her one-sided relationship with Emmes. She is said to be the sister of Vapros. By far the most benevolent of the Orbis spirits, she has even been known to bestow some blessing on random Sicag from time to time.

Irdall

Irdall is Kebbris' male counterpart, who is rather mysterious, delivering guidance on how to avoid the pitfalls of life through dreams. He is seen as aloof, almost pitying the poor mortals of Orbis, for whom he gave his head so they would have a place to live. Irdall has power over Water, the Sky and Opposites.

He appears almost plain-looking, with ebony skin, waist length, red-brown hair, and eyes the color of a wild wolf's. He is tall and willowy, and looks somewhat insane in most depictions. He usually wears bronze armor with an empty helmet.

He is also associated with righteousness, companionship and whistling. There is a small cult of essence-users who propitiate Irdall in order to gain magical knowledge from him through their dreams (on rare occasions he even appears to them). His surprisingly numerous followers can be primarily distinguished by their daily prayers to him, asking him to spare them the ravages of the isle. There are a small number of shrines to him in military outposts. There are many myths involving his adventures with Livecoast. He is the father of Emmes.

Major Spirits

These spirits have significant importance to the Sicag people in various ways.

Emmes and Immos

Emmes is a spirit of the summer solstice who also has a nasty winter aspect named Immos. In this latter form, she is a spirit of Snow, Winter and Mercenaries.

In either form she appears very plain, with short, bright red hair, and eyes the color of black opals. Her summer aspect has tanned skin, and the winter aspect is very pale. She is medium height and broad-shouldered, and often looks sly. She usually wears light armor dyed yellow-green, on the rare occasions that she shows herself in human form.

She is also associated with war and torment, and often worshipped by warriors (especially those that intend to go abroad). Her relatively numerous followers can be primarily distinguished by the way they conduct themselves. There are many myths involving her ill-fated romance with her brother Livecoast (this is the Sicag anti-incest myth). She is the daughter of Gunione and Irdall.

Livecoast

Livecoast is the spirit of the Livecoast stream, and environs, and also a spirit of light.

He is very handsome, with bronzed skin, short, gold hair, and eyes the color of dark rubies. He is very short and of average build, and often looks sly. He usually wears peasants' clothes dyed dark bronze and bright green.

He is also associated with lust, and often worshipped by lawbreakers. He is propitiated by everybody who lives anywhere near the river, and can be primarily distinguished by the holidays they observe in his honor (which are not observed elsewhere). There are a large number of shrines to him in mountains, at the crag near where the stream begins. There are many myths involving his affair with Kebbis. He is the brother of Emmes.

Crowlife

Crowlife is the spirit of the wildlife found in and around the Crowlife river, and also associated with Tricksters.

He is surprisingly plain, with brown skin, long, black hair, and eyes the color of fire opals. He is of average height and willowy, and is usually frowning. He usually wears a cloak dyed dark red and dark green.

He is also associated with storytelling (the Numkati are fond of him) and fog. His followers can be primarily distinguished by their jewelry. There are many offerings to him in the villages along the Crowlife river. There are many myths involving his wild romance with certain mortals. He is the son of Gunione, and brother of Vepros, and Emmes (though in a mystery not understood, he is NOT the brother of Immos).

Vapros

Vapros, a spirit of both diplomacy, and, when that fails, victory. As the war wears on, Vapros is becoming a much more important spirit. He is also the spirit of Courtship and Marriage, is extremely handsome, with weathered skin, short, flowing black hair, and eyes the color of banked coals. He is short and of hearty build, and sometimes seems very sad. He usually wears scant clothing, dyed pale orange and dark blue.

He is also associated with witches, dogs and dawn. Nearly all warriors propitiate Vapros, and one knows this by how they always offer peace before fighting. There are many sacrifices to him on shrines on the lonely roads from inland villages to the ports. There are many myths involving his affair with certain mortals. He is the brother of Crowlife.

Gunione

Gunione is a feminine spirit of personal physical strength who is also the spirit of Wishes. Not that she often grants wishes, but the Sicag believe that if you make a wish, you are like to bring bad luck of some form on yourself, unless you propitiate Gunione.

She is very plain, with ashen skin, long, black hair, and eyes the color of shimmering crystals. She is tall and somewhat muscular, and looks somewhat insane. She usually wears light and airy robes dyed golden-brown when she appears to people at festivals.

She is also associated with chaos, courtesans and names, and often worshipped by the lowest castes. These castes wear a symbol of hers, a copper coin beaten flat. There are many shrines dedicated primarily to her in the smaller villages. There are many myths involving her many adventures with Crowlife. She is the mother of several spirits. She is known to challenge mortals seeking forgiveness for their transgressions against the spirits.

Xustus

Xustus is the spirit of oaths. He is somewhat of an outsider to the other spirits, being related to none of them. He is also a spirit of the forge.

Xustus is very plain, with pale skin, long, wavy russet hair, and eyes the color of fire opals. He is of average height and very muscular, and is usually smiling. He usually wears light and airy robes dyed white.

He is also associated with the moon Tilok and debts. He is often worshipped by the Favored. His surprisingly few followers can be primarily distinguished by the holidays they observe, as few actually observe festivals of Xustus. There are quite a few statues of him in the foothills of the mountains, where people go to make oaths.

Minor Spirits of Note

In addition, the island is populated by many Nymphs, and various more inimical spirits of disease and

problematic things.

Pajun

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Last update: **2018/05/25 01:11**

