Kari



Gender	Female
Hero Status	Goddess (100% Divinity)
Allegiance	The Nine Gods
Role	Goddess of the Sea and Wind
Apparent Age	Variable / Ageless
Year of Birth	Pre-history

Stories/Function

Kari serves as the primary metaphysical anchor for the maritime identity and economic hegemony of the Kingdom of Skyss. As the sovereign of the oceans and the atmosphere, her narrative function involves the facilitation of global trade and the protection of the Honourable Company of Mariners.

Her divine intervention is the fundamental variable that allows Skyssian hulls to outmanoeuvre rivals, as her favour ensures that the wind and sea remain “good” for those bearing her blood or her Runes. Historically, her interaction with the mortal Freya transitioned her from a reclusive littoral deity into a proactive patron of oceanic exploration and ship-building.

Description

Kari is traditionally manifested as a green-eyed woman with wild, windswept hair, characterised by the pervasive scent of salt and sea-wrack. Her divine tincture is sea-green. In the primordial era, following the creation of the world by the Mother of All and the Father, Kari was the fourth-born child. Initially, she found delight in splashing in the freshwater lakes, which led to the creation of cetaceans and fish to provide her company.

The transition of the world's waters from fresh to salt is attributed to Kari’s profound grief; after Meniaxter introduced chaos and destroyed the creations of Frijdodr and Kari, her voluminous tears transformed the lakes into the salty sea. Furthermore, Kari was instrumental in the establishment of the seasons. When Fafnir cast the sun into the sky to restore light, Kari blew the celestial body into a great arc, ensuring that the warmth was distributed unevenly, thereby creating the climatic cycles that govern modern navigation.

Kari’s influence over the physical world is mediated through three tiers of magic:

- **Rituals and Runes:** Mariners must carve Kari's runes into the keels and planking of every vessel to ensure safe passage.
- **Words of Power:** Devout practitioners or those with Heroic levels of divine blood can utilise words of power to still a storm or command a gale.
- **Divine Intervention:** High-status descendants, such as Helga Trollslayer, can achieve nearly any imagined maritime effect, such as navigating through supposedly impassable weather conditions.

Marriage and Scandal

Kari’s relationship with the mortal world is defined by a historical covenant of hospitality. For centuries, she remained below the high tide mark, distant from human affairs, until she was drawn to a farmhouse by the fervent prayers of the mortal woman Freya. Accepting an offer of hospitality—a fundamental tenet of civilised behaviour—Kari relented to Freya’s passion for exploration. This meeting resulted in the design of the *Adventurer*, the first ship of its class, and established the requirement for all subsequent voyages to be bookended by prayers and sacrifices to her name.

In the modern era, Kari's lineage is a significant factor in Skyssian politics. Her granddaughter, Lady Helga Trollslayer, the Second Sea Lord, is a direct conduit of her power. Helga’s ability to “take a ship out in any weather” is a literal manifestation of Kari’s favour, which will be formally integrated into the Council of Electors when Helga assumes the role of First Sea Lord at the new year. Kari's blood also flows in Yngvild the Fierce, providing her with a natural, if secondary, affinity for wind and sea.

Relationships

People

- **Parents:** The Mother, The Father
- **Siblings:** Malfin, Aeolf, Frijdodr, Jorunn, Fafnir, Meniaxter
- **Descendants:** Helga Trollslayer (Granddaughter), Yngvild (Great-granddaughter)
- **Historical Figures:** Freya, Olaf, Gunnar (The first to receive her maritime blessing)

Places

- **The Sea:** Her primary domain, specifically the waters surrounding Osnines.
- Kronstadt: Site of the Royal Navy and the Board of Trade, whose operations rely upon her favour.
- Straven: Where her name is invoked during the First Night prayers.
- western_isles: The traditional heartland of her most devoted mariners.

Concepts

- Kari's Amulet: A silver band with waves and a ship, used for protection and communication.
- Runes of the Sea: Essential inscriptions for naval architectural stability.
- King's Ship Seagull: A vessel whose speed and clean lines are seen as an embodiment of her affinity for the wind.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

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