

# Freki

Heading	Answer
Gender	Male
Pantheon	<a href="#">Other Gods of Osnines</a>
Affinity	Pack solidarity, nature, and overland travel
Rune/Word	Orange 𐀓
Colour	Orange

## Domain

Freki is the wolf god of [The Continent of Osnines](#), representing the raw power of communal solidarity and the rejection of the individual ego. His primary domain is the “Pack,” a social structure where the group's best interests always supersede those of the individual. This philosophy is defined by a lack of ego, often manifesting in his [Heroic](#) descendants as a tendency to speak of themselves in the third person, such as “this wolf” rather than “I.”

Unlike the deities of the [Nine Gods of Skyss](#) who often represent the building of cities and the crowning of kings, Freki prioritises nature over man-made or artificial constructs. He is a god of balance, cycles, and flow, viewing the world through the lens of natural harmony rather than the rigid approaches of northern civilisation. As the “Opener of the Ways,” his influence extends to scouting, hunting, and healing, providing his followers with the ability to navigate both the physical landscape and the internal “paths” of the body to restore health.

## Followers

Followers of Freki are most commonly found among those who live on the fringes of formal state hierarchies. This includes scouts, hunters, and overland navigators who rely on his “Opener of the Ways” affinity to survive the wilderness. Because he represents the “equal and free” spirit of the ancient tribes, he is a patron to those who resist the autocratic structures of the Great Powers.

In the [Electorate of Bledal](#), particularly within the city of [Wolfburg](#), his influence is significant among independent merchants and rogues who operate along the [Great East Road](#). His followers are known for a strong commitment to mutual aid, adhering to the divine directive to “help the weaker get stronger.” This makes him a popular deity for communal guilds and nomadic groups who must rely on collective strength to endure the rigours of travel and trade.

## Celebrations/Observances

Ordinary folk celebrate Freki through communal meals that emphasise the shared nature of resources. Unlike the formal state dinners of [Kronstadt](#), these gatherings are less structured and focus on the equality of all pack members. During these feasts, it is common for the people to share food from a single source to symbolise the dissolution of the individual self into the group.

In the hunting communities of the north, the “Ritual of the First Scent” is performed before a major

expedition. This involves an invocation to the Opener of the Ways to grant the party clear sight and a successful path. Small daily rituals often include the marking of boundaries with natural materials to honour the god's protection of the pack's territory. When healing is required, the community gathers in a circle to "open the way" for the sick individual's recovery, channelling collective will to strengthen the weak.

## The Brotherhood of the Open Path

The mystery cult of Freki is known as "The Brotherhood of the Open Path." Initiates of this cult seek to achieve a perfect state of "ego-death," where they become indistinguishable from the collective will of the pack. Higher levels of initiation involve the study of shapeshifting, as the most powerful [Heroes](#) of Freki's bloodline are capable of assuming the form of a wolf. Unlike the classic "full moon" werewolf of folklore, these initiates can control their transitions at will, though they maintain their wiry musculature and distinctive orange eyes even in human form.

The Brotherhood operates as a clandestine network of scouts and information brokers. They are adept at moving through territory unnoticed, using their divine connection to the landscape to find hidden routes and "open" paths that are closed to others. Members are often employed by the [Board of Trade](#) for specialized missions where a lack of individual ambition and a focus on group success are paramount for the mission's completion.

## Relationships

### People

- [Rolf Wolfson](#): A veteran hero (13% Freki blood) and "sometime spy" whose wiry frame and orange eyes exemplify the god's lineage.
- [Jorunn](#): A cousin deity within the Nine Gods; both share affinities for finding the lost and navigating the world.

### Places

- [Wolfburg](#): A city in [Bledal](#) that serves as a centre for those of the wolf-bloodline.
- [Great East Road](#): The major trade artery where his "Opener of the Ways" affinity is frequently invoked.
- [The Continent of Osnines](#): The broader landscape that provides the natural environment for his followers' travels.

### Concepts

- [Standardisation](#): A concept often viewed with suspicion by Freki's followers, as it prioritises man-made order over natural balance.
- **The Pack**: The core social unit and philosophical ideal of the Freki faith.

<a href="#">Skyss - Story Background</a>	<a href="#">Characters</a>	<a href="#">Skyss - Places</a>	<a href="#">Pantheons of the World</a>	<a href="#">Other Background</a>
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