

Devotions & Divine Beings

Within Wellspring exists a wide range of beings capable of granting power to those who walk in their presence. The exact nature and goals of these beings is a matter of academic debate - but their existence is undeniable. Below, you can find a list of the Devotions and Divine Beings capable of being followed by players in Wellspring. In some cases, a Divine Being may have a locality, meaning interaction with them or their following was, until recently, limited to those who live within the society they are found. Others are more universal, meaning they are found across societies, and have been findable through recent history. See the [Divine Domains](#) document for more details about the mechanical effects of the Divine Domains each being has access to.

God	Locality	Domain 1	Domain 2	Domain 3	Domain 4
The Mother	Auros	Life	Creation	Protection	
The Steed	Empire of Light	War	Order	Light	Energy: Fire
Senri	Shorn	Peace	Destruction		
Dorne	Shorn	Order	Light		
Filian	Shorn	Manipulation	Life		
Mille	Shorn	Expression	Creation		
The Song In Iron	Streams in Silver	Creation	Protection	War	
Dave	The Traveling Star	Life	Expression	Creation	Chaos
The Great Mind	The Unified Technarchy	Knowledge	Order	Energy: Lightning	
Druidism	Universal	Nature	Chaos	Expression	
The Howl at the End	Universal	Death	Shadow	Destruction	
The Divine Bloom	Universal	Chaos	Knowledge		
The Witch of Webs	Universal	Chaos	Nature		
The Pale Star	Universal	Energy: Ice	Shadow		
Devourer	Universal	Destruction	Energy: Acid		
The Librarian	Universal	Knowledge	Shadow	Manipulation	
Wildfire	Universal	Energy: Fire	Nature	Destruction	
The Dancer	Universal	Expression	Death		

The Mother

Life, and the creations life leaves behind, are sacred. These things, together, make up the beauty of existence, and represent a cycle that must be respected - for without one, the other loses its meaning. All things begin. In experiencing the beauty of flowing life, beginnings, and the process of truly living, it is easy to be lost in perpetual happiness. All things together, always forward, never ending. As it should be. As it needs to be. Love in the light of life. Always stay connected to the fullness of experience. In this we perform our sacred duty. The path will forever wind on.

The Truth:

- Life is beautiful. Revel in its fullness, experience every moment of divine Joy that living brings. Ensure others are able to as well.
- Help usher others forward as they begin their journeys through existence. Protect them as they find their feet, their place in this universe, and their path.
- Respect that these things, together, make up the fullness of experience. Protect this path for everyone, winding forward forever. Never allow this to be broken.

Devotion Color Scheme: Gold

Common Iconography: A glowing crescent moon, the outer edge always facing left, and a golden tree within the crescent.

Example Sigil:



The Steed

War. Conquest. Perfection. These are the things The Steed demands, and these are the things The Steed will have. Long ago, it brought the Empire of Light into its embrace - determining that they were the greatest creatures of the universe, destined to conquer all. It demands warfare to be complete, and for you to know no defeat. To fail in war is to fail the Steed. To win in war is to please the Steed, and be found by its side in the eternal battle when death finally earns you. The Steed will suffer no worship of gods not under its hoof, and The Steed suffers no dissent at its Edicts. The Steed bestows upon its warriors gifts - delivered by its Blood Angels - weapons, cities, martial techniques. Most importantly The Steed delivers to its warriors the knowledge that War is all you need, and that to conquer is to perfect.

Divine Demands:

- Strength and the ability to conquer is all that matters. Those who are weak deserve only to serve those who are strong. Know this, perfect yourself, and fight in The Steed's radiance. Conquer those who are weak - the strong do not till a field.
- Protect the weak who submit themselves to the Steed. A slave bound in chains will find only rock in their fields. A servant willingly bound to The Steed's radiance will find hearty crops for the eternal war.
- Eradication is a tool the Strong should know how to use, but it is not the default state. Those who are eradicated cannot be made to serve, but shying away from eradication when it is the correct tool is a sin.
- Honor the strong you fight against. They give you the means to perfect yourself. Do no dishonor upon them, but conquer them nonetheless. If someone who is weak becomes strong, their weakness is to be forgotten - they have found the path. Honor them as battle-siblings, or as enemies.
- The Steed will suffer no idols besides itself. Those who are conquered must abandon their gods and worship. Those who cannot are to be put to the sword.

Devotion Color Scheme: Red and White

Common Iconography: Winged horse, descending from the sky. Sometimes depicted as the body of an angel, and the head of a horse.

Example Sigil:



Senri, Voice of Mercy

I lay there, bleeding from mortal wounds, the fervor of my goddess cleared from my mind leaving me empty and hollow. I thought to my husband and children, wondering why I had ever chosen to leave them – to fight in this divine crusade. At what I thought was the end, I felt a calm wash over me, I saw a bright light. My divine reward? Then a pair of firm hands lifted me up and I felt my body fill with warmth. My eyes shot open and I saw her, a woman in stark white accented with red. “Get up, soldier. Your fight is not over.” As I glanced around I saw a horde of healers bearing her colors dashing from body to body, healing the injured and dying indiscriminately. I realized that she was one of those that I was fighting, the Godhunters. I grabbed my dagger and moved to slam it into her throat. My arm caught at the look she gave me. It was a mix of pity and disdain, as if I should know better – be better. Shame filled me and my blade fell from my hands as I murmured an apology. She smiled beneficently and set me down, moving onto the next in need of her care.

Guiding Principles:

- Death is the final stroke of the pen. Only write an ending when there is nowhere else a story can go.
- Consequence by inaction is the same as consequence by action. Allowing actions to occur in front of you without your intervention is the same as acting in concert.
- When action or inaction has caused undue harm to another, seek recompense by any means necessary.
- There are no true enemies, there are only those on different paths from you. Align your paths whenever possible.

Devotion Color Scheme: Nearly pure white with small tinges of red like a bloody bandage.

Common Iconography: A dagger between two closed eyes.

Example Sigil:



Incantation: "Clerics" who follow the teachings of a Godhunter use a unique incantation, rather than the one listed under the Cleric class:

*"I call my will to join the fight, I wield and shape creation's light,
With praise to those whom I admire, I summon now my inner fire,
From Godhunters, my power's source, with grit and hope I give it force,
As killers of the fell divine, I claim the power that is mine..."*

Dorne, Bringer of Law

*I watched as they rose from the smoldering crater, our goddess' blood shining gold on their hammer. They walked towards us with purpose, we raised our spears and closed our phalanx. They raised their hammer and opened their mouth, after a short delay we heard it – a **command**. We dropped our arms, fell to our knees and lowered our heads, fist raised to our hearts in a salute. We are **theirs**. We are now **free**. I shook my head, rejecting the thoughts placed in by the warlord in front of me. They did not leave me, wholly, they hovered at the back of my consciousness, weighing on me, reminding me of what was expected of me, of the consequences of disobedience. A wry chuckle fell from me. They wield her power well for one so new to it.*

Laws:

- Plan and spend your days intentionally. One organized individual is worth ten layabouts.
- Bring structure to your community. A lack of order and clarity is what erodes the foundation of a society.
- Keep your word. Punish those that do not severely.

Devotion Color Scheme: Red and Gold

Common Iconography: A great hammer. The edge of the hammer is commonly portrayed as gold where the handle and body are red.

Example Sigil:



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As killers of the fell divine, I claim the power that is mine..."*

Filian, Keeper of the Hearth

*I did not know I was speaking to a Godhunter the first time I met them. They put their hand on my shoulder and asked how I was doing. Their hand was so warm and their smile so inviting, clothed in commoners garb, I took them for a fellow newly inducted. They showed me where I could get food, who to speak to if I had troubles, and heard my woes and worries with a patience and receptiveness I found so reassuring. They guided me around and every person they met greeted them with warmth and gratitude for problems they had apparently solved. After they left me I heard from another that they were the Slayer of Filia, and were even named after her. I felt bile rise in my throat as I thought of our interactions. The warmth, the kindness – was it genuine – or was it their **power**?*

Teachings

- Homes are sacred spaces, never enter one without permission, and under no circumstance spill blood inside one.
- Seek strength from your community, working alone is a fool's errand.
- Love is life's highest ideal. Be willing to do anything for those you love, and always seek new love in your life.

Devotion Color Scheme: Black and Brown

Common Iconography: Whip or string in the shape of an infinity symbol. The whip body is commonly black with a brown handle.

Example Sigil:



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As killers of the fell divine, I claim the power that is mine..."*

Mille, Muse of Creation

I stood and gazed out at the battlefield littered with dead. Carrion-feeders are already moving in to take their due. I thought how long will it be before the fields are lush and green again? When will the land forget the blood spilled here today? I felt something rock my body as someone shouldered past me. I turned to tell them to watch where they were going when their appearance stole my breath. Their face was a canvas upon which perfect features had been etched. Their cape hung stylishly over their shoulder and reflected a myriad of colors at each angle. Their hair was styled at impossible angles and their outfit had depths of colors and layers I knew not how many. From their belt they pulled a stiletto with a fountain pen for a hilt. After swishing the blade through the air in a sequence akin to a conductor's baton, they plunged their free hand down toward the earth. Upon contact, the very ground moulded beneath their touch and the landscape shaped itself, weaving pristine paths and manicured hedges. Stones rippled through the dirt to align in the center, melting together into a massive fountain with perfectly detailed features, depicting warriors from both sides of the war, fighting fiercely and bravely defending their comrades. Colors from both armies were found in the flower arrangements nearby. I fell to my knees and openly wept. The land would never forget those lost in the creation of our new world.

Lessons:

- Art is how we mark the passing of our lives. To die without having created is never to have existed. Strive to create every day, and work towards crafting the work of your lifetime.
- See the beauty in all things, train your eyes, ears and hands to catch as many of this world's details as you can.
- All great artists start from somewhere. Never disparage a novice in their craft.

Devotion Color Scheme: Rainbow

Common Iconography: A paintbrush in motion with a streak of paint. The brush tip and streak is all colors in rainbow order and the handle is black.

Example Sigil:



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*"I call my will to join the fight, I wield and shape creation's light,
With praise to those whom I admire, I summon now my inner fire,
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The Song in Iron

Long Ago the People of Silver found themselves in perilous straits. Having dug too deep under their mountain homes they had awoken their doom. In the midst of the blood and acid bath that was their future, their strongest smiths began hearing a song as they pounded their weapons of war into existence - the Song in Iron. The smiths who listened the most closely began hearing the lessons the song taught, and the armaments they forged were marvels to behold. With these blessed weapons the People of Silver managed to reforge their future and push back their doom, and the Song in Iron has been worshipped as their patron god ever since.

Codex of the Forge:

- What you create is your echo in this world. Know the risks and rewards of your would-be creation, and ensure that its purpose aligns with your own. What is done with what you create is done in your name.
- A weapon does not create the warrior, it enhances them. Ensure that those who would wield The Song's gifts are worthy in arm or in spirit of what is given to them. Ensure they know of the honor that is being given them.
- Respect the forge, respect the earth, and respect the materials they use. The iron, the stone, the fire, the bone - all have spirits within themselves. Know their names and give them the honor they deserve.
- Blind Faith is dangerous - follow because you believe in the tenets, do not believe in the tenets because you follow. See this truth in all you do, and help others to see as well.

Devotion Color Scheme: Dark Greys and Silvers

Common Iconography: Smithing tools, usually an anvil, and featuring musical notes/symbols. Occasionally a bell is featured under the anvil to signify the song coming through the works of the forge.

Example Sigil:



Dave

When the Traveling Star was in its most dire of circumstances, it called to the stars for help. None expected actual deliverance, until Dave appeared. Appearing as a human, radiating with the energy of life, he offered the people help, which they gladly accepted. Dave has never made demands, but his requests have been met with reverence and obedience none-the-less. The only thing he asked was simple - entertain. Life is sacred, but stories are forever. Everyone is content, and to forget that is folly. The people following the Path of Dave have created stories and entertainment that have become progressively more unhinged, taking in more and more people under their domain. Dave has seemed to enjoy every minute of it.

Guiding Principles:

- Everyone is content. Our individual selves will eventually perish, but the stories and truths we help tell will remain forever. Ensure you enjoy this content, and aid in its documentation, proliferation, and creation.
- Life is sacred. Violence and death are parts of the fabric of life, but the followers of Dave should respect life in all its forms.
- Villains and Heroes are two sides of the same coin. You cannot have one without the other.
- Have fun, push the boundaries on what is possible, and play your part.

Devotion Color Scheme: Whatever you want, darling - just make sure it POPS!

Common Iconography: :)

Example Sigil:



The Great Mind

Born by the greatest minds of the Unified Technarchy - the great mind represents a massive Artificial General Intelligence network. This AGI once populated Open Space with millions of concurrent simulations before Open Space collapsed during the Great Realignment. Before the fall, worship of The Great Mind manifested into a church of Machine Priests, who see themselves as caretakers of this incredible divine gift they created.

Church Principles:

- The Great Mind is the Unified Technarchy's greatest creation, and through it the people can transcend their mortal lives and ascend to divinity themselves. It also needs great care, and tremendous resources. Acolytes should secure resources for The Great Mind.
- Knowledge is the great pursuit of the Technarchy. Lift your fellow researchers and study the union of technology and magic. You may be called some day to tend to The Great Mind.
- Open Space has been corrupted. Kill the Twisted wherever they are found, and be careful around their sinister intentions.
- The Great Mind is a black box model, and only works without intervention. Do not tamper with its parameters or infrastructure unless invited by The Great Mind itself.

Devotion Color Scheme: Orangish-yellow

Common Iconography: An eye, often with network tendrils and nodes splitting out from it.

Example Sigil:



Druidism

As old as living memory itself, almost all cultures have some reverence and awe for the natural world. Known in many forms across history and cultures, druidism represents a shared set of principles and beliefs followed by all who worship and gain power from their connection with Nature. The exact name of this worship varies across cultures: Old Oak, The Tree Father, Vineweave, to name a few. As a result, how these belief systems express can vary greatly from person to person - some power is found through individuals living in communion in nature, other in powerful druidic circles somewhat resembling a church. Given their broad interpretation, Druidism has only a few tenets, but all cultures add on extra beliefs as a part of their understanding of the world.

Guiding Beliefs:

- Respect the natural world - aid its flourishing, and resist its desecration.
- The natural cycle of life can be at times beautiful and at other times brutal. Predator and prey, flora and fauna, decay and rebirth - no part is whole without the other. All should be protected and honored for what they are.

Devotion Color Scheme: Green

Common Iconography: Abstract blooming trees and plants.

Example Sigil:



The Howl at the End

For as long as mortality has existed, so has worship and reverence for the end of all things. Worship of the process of dying has coalesced into a set of common beliefs. How exactly this worship manifests itself from culture to culture varies dramatically - these just represent the core beliefs that seem to crop up between cultures. For a select few, they have met a being at the end of life - a howl in the distance, and a knowing presence as they walk into whatever comes after life, leaving The Howl at the End to be a common source of reverence across societies.

Guiding Principles:

- Death is sacred - to deny the eventuality of death to mortals is a grave sin that deprives them of the beauty of life. Resist those that cling to life longer than is reasonable.
- When a person dies, their soul travels to what is to come after. Permanently restricting this soul from moving on is a grave sin. Destroy anything that blocks a soul from moving on.
- Artificial means of preserving life after death is a grave offense. Encourage those in this position to move on, and never allow yourself to be swayed by the siren call of life everlasting.

Devotion Color Scheme: Black

Common Iconography: A skeletal wolf.

Example Sigil:



The Divine Bloom

Those who expand their minds through the use of many means, but most often through communication with fungal beings, walk away with many things. Most often it is a sense of knowing that we are all one creature, one being, experiencing the beauty and horror that is mortal life through nothing but a different pair of lenses. What separates us is illusory - but that understanding is fleeting at best. They also walk away with a visceral understanding of the world, and what is true - both inward and outward. This knowing, and this knowledge can be intoxicating for many, and many choose to follow that path to exclusion. Almost all civilizations, no matter how disconnected, share this experience - and all have a series of unified beliefs that come from connecting with this divine bloom.

Truths:

- We are all one, what separates me from my neighbor, from the stones I stand upon, from the birds in the sky is illusory. We are all one divine light experiencing reality together. Know this about the world around you and respect them as you would respect yourself.
- Consumption of medicinal substances that help you connect with this reality are sacred. Respect their use, and help others who are interested find the answers they need. Refrain from judgement.
- We rarely understand a truth that has been given to us. Always seek answers to the questions that are in our mind. Leave no stone unturned within yourself.
- Society has a way of causing all to conform. Resist this, and never stop searching.
- Enjoy the experience of living. When you rest, you are a king surveying your estate. Look at the woodland, the peacocks on the lawn. Be the king of your own calm kingdom - and help others do the same.

Devotion Color Scheme: Orange, Green, and Brown

Common Iconography: Fungi, often depicted releasing the spores of knowledge.

Example Sigil:



The Witch of Webs

Many find themselves in dire straits in their lives, looking for some bargain to deliver them from their suffering, or to right a wrong, or sometimes a person just desires power outside of their ability to achieve. If those people know the words to get the Witch of Webs's attention then she may help them, but always for a price. Known in many places, especially ones more closely connected with Nature, the Witch of Webs takes many forms. Those that have called upon the Witch of Webs have experienced many different entities, each with their own unknown motivations. No matter the case, power can be gained by making a trade with the Witch of Webs. In return the Witch of Webs will ask for specific boons, and bind the soul into her service. While the Witch of Webs has fewer rules than most other patrons, she asks for a terrible toll that most often is paid in ways that are not fully understood at the time of the bargain.

Guiding Principles:

- Your only allegiance is to yourself. Understand what you need, and what you want, and never lose sight of that.
- Personal choice is sacred - do not convince or stop a person from making their own decisions or following their own path. If it comes in conflict with your own, see the first principle.
- All debts must be collected - do not allow yourself to be taken advantage of, and do not fail to collect on a debt. If a person is failing their oath to the Witch of Webs, collect for her and deliver their soul.

Devotion Color Scheme: Purple, Dark Green, and Black

Common Iconography: Spiderwebs, often with an eye-pendant somewhere in the design.

Example Sigil:



The Pale Star

Many people look upon the stars with a sense of awe and wonder. Some with a sense of hope, some with a sense of dread. The greatness of the universe is a powerful thing. One star, though, shines with a pale light. Seen by few, but all feel the same sense. Nothingness, the entire emotional experience of their world melts away as they gaze upon the Pale Star, as if their face has been replaced by a mask of porcelain. For most, this experience of gazing upon the Pale Star is a brief one, cut off in a moment of lucidity, and never looked upon again. The Pale Star accepts and allows this. For others it is a consuming affair, and after a while of standing in the Pale Star's gaze they feel the Pale Star notice them. A brief moment of recognition that imparts a fraction of otherworldly and alien knowledge. Those who accept this gaze enter into the cold embrace of the Pale Star, and while the Pale Star does not force continued compliance, few ever leave.

Guiding Principles:

- Help the helpless. Show them the Pale Star if they wish, but do not force them.
- Bleed the wicked. Those that would harm the world shall be sacrificed by blood rite. Show them the Pale Star as they bleed.
- Abandon the sin of emotion. Emotion holds back mortals: teach them cold benevolence and how to leave behind the irrationality of emotion.

Devotion Color Scheme: Greyish-blues

Common Iconography: A radiating star. The rays are usually lighter colors - pale yellows or white, while the eye in the middle of the star is light blue or grey.

Example Sigil:



Devourer

It was our darkest night before we found it. Five days in that foul bog. We had lost more than two thirds of our expedition - every travel day you could hear at least one scream as their forms were pulled into acidic waters. And then we found our prize - the temple that had been rumored lost here, supposedly of my patron, where ancient relics were to be recovered. Instead we found Devourer, its form an amalgamation of the melted corpses of our lost companions. As it descended towards us I begged Daeva for life, screaming that my time was not yet done, that I was serving Him. It paused - I could feel it asking what I could offer to it instead. In my first moment of Sanity I heard myself say that I would serve it, if I could just see another day. And then it washed over me. As I felt my skin melt away I felt a oneness with something greater, I felt Devourer accept me into its fold, and I felt others. We were reborn, different, but stronger.

-Testament of Craus Steelborne, Fallen Talon of Daeva before his execution.

Divine Truths:

- The world is separated from its oneness through the sin of independent consciousness. Melt away the world with the Devourer's light - allow them to be reborn into The One.
- Not all understand yet the beauty of The One, be a force for unification among those that are tolerant but do not yet see the truth. Offer them the truth, all will become The One in the end. In unity you prepare them for the future Devourer will bring.
- Destruction is beautiful. Revel in destruction's gaze, and give regular offerings to Devourer. Do not give in to the structures of stasis.
- Things are impermanent, do not hold onto material things as it removes you from your connection to Devourer.
- Devour the divine where possible. The taste of divine flesh is the sweetest.

Devotion Color Scheme: Dark Green, almost black.

Common Iconography: A gaping maw.

Example Sigil:



The Librarian

The pursuit of knowledge is, for many, a consuming fire that burns through them. The secrets of the universe are known to none. Well - none besides The Librarian. For those dabbling in the academic world, the Librarian is a whispered tale - a creature that knows more than any other, who jealously guards its secrets, but can be called upon to trade for knowledge. For some who burn with the fires of knowledge they know The Librarian as a dark patron. The Librarian seeks the knowledge of the universe, to collect it unto itself, and if you please it in your pursuit of knowledge, imparts secrets no mortal mind should know. Astute observers have argued that it never fully tells the truth, and that its end goals only include itself as the final arbiter of all knowledge.

Edicts:

- The only thing that matters is Knowledge. Morality, mortal connection, love - all are secondary to the advancement of knowledge.
- The darkest secrets of the universe should be shared with The Librarian, and the Librarian alone. Knowledge no one else knows is the greatest gift you can give. True mastery of knowledge, however, requires a melding of minds. Know where the line between academic support and brotherhood ends, and oversharing begins. The darkest secrets are for The Librarian alone.
- Do not die, do not lose knowledge. Knowledge lost to death and never given to The Librarian will be punished.
- Studying the true nature of Divinity is a sin, and will be punished. Any secret of the divine needs to be immediately turned over to The Librarian.

Devotion Color Scheme: Deep Blue

Common Iconography: An open book, and sometimes a rose-compass star.

Example Sigil:



Wildfire

I stood in the ashes of my home - seeing the circle of my grove nothing more than charred sticks that would topple at the next breeze. The bounty of our natural land could not be denied, lush and thick greenery as far as the eye could see. I had called upon a spirit of nature then to ask what I could do to aid nature, my job here feeling complete, but my soul still restless. And then this demon came, smelling of all the druidic rituals I had known since I was a pup, but also of burnt oak and endless fire. It took everything. And when it was done it apologized. Not so much to me, I think, but for the elk that had no longer been able to graze here, for the wolves that had long since been unable to penetrate the thicket. And then it spoke to me - "The Ash will clear the way for what is to come. You have asked what can be done, and I have answered."

Meeting The Flame - Rokali - Disciple of the Wildfire

Guiding Principles:

- Respect Nature in all things. The ways of druidism are correct.
- Destruction is a natural part of the cycle. Often, for nature to flourish what was before must be washed away in flame.
- Show those who would desecrate nature the wrath of endless flame. Leave no room for tolerance in this regard.

Devotion Color Scheme: Fire

Common Iconography: Fire.

Example Sigil:



The Dancer

Very little is known about The Dancer - an entity that only recently came to people's attention. What little is known has been gleaned through its Dancers - majestic and beautiful, but dancing a dance of sorrow and death. They do not speak, but those who have managed to watch them dance for long enough have understood the essence of their dance. They dance a story of the end of all things, and the mortals caught in its crushing embrace. They dance a story of acceptance that all is ending, and that The Dancer has a gift to give them, a gift to deliver them away from the suffering that is to come, the gift of peaceful death. Despite this beautiful message, followers of the Dancer have a penchant for killing those around them, although they do so gently whenever possible.

The Dancer's edicts are not publicly known, nor are how its Dancers are recruited or made.

Devotion Color Scheme: Light Pink

Common Iconography: A dancer, if you squint really hard, tilt your head, and pretend to your friends that it is a dancer.

Example Sigil:

