Warning: This document contains extreme spoilers for Ori and the Will of the Wisps.
If you have not completed WotW, skip the Backstory section.

This character is still in development, so don't be surprised if details change.
If you need to contact the owner, ping `sedkoro` in Oricord's #oc-talk channel.
Last edited 5-7-2025.

Sedkoro the Daydreaming Spirit

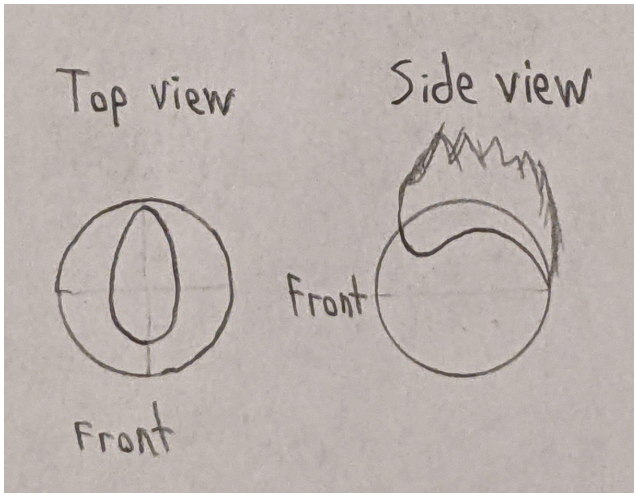


Sedkoro front and side view, by @sedkoro.bsky.social (owner)

Physical details:

Gender: Male
Pronouns: He/Him
Height: 2’9” (84 cm) {Numbers assume Ori is 2’6” (75 cm)}
Glow color: Light blue, white in dreamscape form

Sedkoro does not have antennae like other spirits. Instead, he has a tear-shaped mohawk extending from his forehead to the middle of the back of his head. The hair stands up and is quite fluffy.



Sedkoro mohawk reference, by @sedkoro.bsky.social (owner)

Sedkoro’s tail is twice as long as Ori’s tail. The end of it is fluffy and shaped somewhat like a candle flame.

Personality:

Sedkoro possesses deep compassion for those meaningful to him and insatiable curiosity. He is typically laid back and collected, only getting rowdy when he’s with friends. Sedkoro is also very cautious, almost to his detriment at times, as he hates taking others by their word if he doesn’t trust them like family and tends to avoid things he isn’t completely comfortable with. Because Sedkoro greatly enjoys spending a lot of time swimming in his ocean of thoughts, one would not be wholly wrong to assume he is anti-social; social settings do not allude to him as much as uninterrupted solitude for whatever he pleases.

Magical abilities, part 1 (Link with mind):

Hence his colloquial title, Sedkoro spends a lot of time in his inner world, thus granting him great attunement between his mind and magical powers. This trait allows him to do much more than his peers and at a greater level of control. This became apparent

shortly after he started classes related to Light magic*, as he successfully conducted levitation experiments with small objects (and eventually himself) and excelled in learning new abilities.

A minor detail relating to Sedkoro's heavy use of his mind is his pupils' visibility changes depending on if he's focused more on what's going on in his head instead of within his eyesight. If he's completely lost in thought, either by being zoned out or asleep (dreaming), his pupils will disappear. They don't reappear instantly when Sedkoro finally snaps back to reality, so he may be without visible pupils for the first few minutes of his mornings. Fortunately, the effect is merely visual, meaning it does not impair Sedkoro's vision.

* Young spirits of a community learn en masse, partly to promote team effort and companionship.

Magical abilities, part 2 (Moveset):

Spirit Glaive: Using his extraordinary mental capabilities and knowledge from classwork, Sedkoro managed to modify Spirit Edge, a popular move in several places at this point in the timeline, to better suit his preferences.

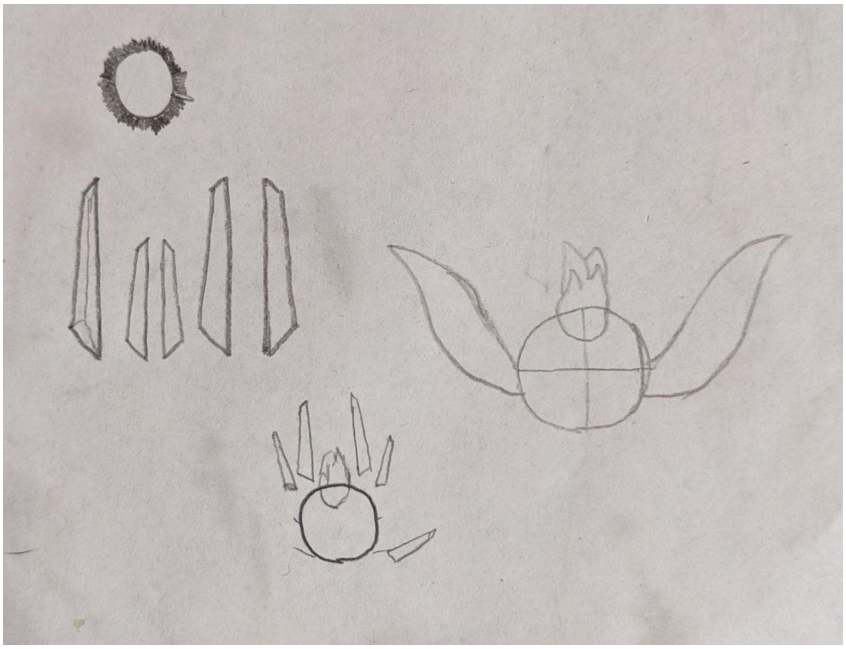
Light Burst (Nibel style): The version of Light Burst Sedkoro knows is more like a glass orb than a fireball. Although Light Burst is used mostly for destruction and fires, Sedkoro uses it to create temporary lanterns. Disposing of them hasn't always been spotless though.

Levitation: Sedkoro can use light energy to counteract the force of gravity. He can levitate objects, himself, and others (if he desired). However, due to high energy and concentration requirements, he can't do it for long or with extremely heavy objects. Regardless, Sedkoro finds immense utility in levitation for navigating his community's treehouses.

Magical abilities, part 3 (Dreams):

Dreamscape form: Sedkoro is not totally pleased with his natural appearance, for he envies those with antennae and body markings. As a result of said feelings, Sedkoro takes on a different appearance within his dreams. His eyes appear wide open, pure white, and lined with an ominous black "glow." Sedkoro's glow is also white instead of blue. Floating around his head are four black crystals, two being above his head, the others being smaller and either below the ears or by the other crystals. These crystals move like antennae and additional ears; it is impossible to make them leave the immediate proximity of the head. Sedkoro doesn't appear with body markings in every

dream, but they are always black and resemblant of whichever design he currently thinks is the most desirable. Markings can sometimes be animated. Sedkoro is aware of his dreamscape form and always enjoys admiring it whenever his dreams offer any sort of mirror.



Dreamscape form crystals and eye concepting

Become tangible: Sedkoro's attunement with his mind can allow his deeper and more extreme thoughts to interact with his magic in undesired ways. The worst perpetrators of this quality are nightmares. During deeply disturbing nightmares, Sedkoro's body will glow with blinding luminosity and radiate large amounts of negative energy, which can damage the surroundings and pull others' consciousness into his dreams if they get too close.

Those who wound up inside Sedkoro's dreams exist as themselves and see from their own perspective. They can even interact with the environment and communicate with Sedkoro if they manage to encounter each other. These "guests" remain trapped in the dream until the dream ends or Sedkoro forcefully throws them out. Regardless of exit method, whoever got sucked in will remember what they saw and likely find themselves having awkward or tense moments with Sedkoro; he considers such visits to his dreams to be the worst violations of his privacy.

Backstory:

Sedkoro was born in Nibel long after Ori became Niwen's spirit tree, meaning the world around Sedkoro featured more sophistication than it did when Ori walked the same

lands. Some spirits lived in small communities, wherein they worked together to support each other and complete larger projects.

Sedkoro's spirit leaf landed in the lush Thornfelt Swamp, and the spirit community nearest to the leaf's landing location took in the baby spirit. This spirit community, like others in Thornfelt Swamp, utilized the abundance of resources to build their dwellings in the heights of the trees.

Sedkoro and a younger "sister" were raised under the care of an older female spirit (mother figure).

No further details have been finalized, as Sedkoro's backstory is still being developed and refined.

Gallery:

This section hosts other drawings of Sedkoro, most by other artists. This gallery does not feature every drawing, but a big thank you to everyone who has drawn him over the years!



The cold and calming solitude of floating in space, by @sedkoro.bsky.social (owner)



Sedkoro in a community art piece, by OmegaPainter



Sedkoro fanart by “Kiss”



Sedkoro combat stats raffle prize, by @vangalionh.bsky.social



Request via Discord, by @DutchieAqua



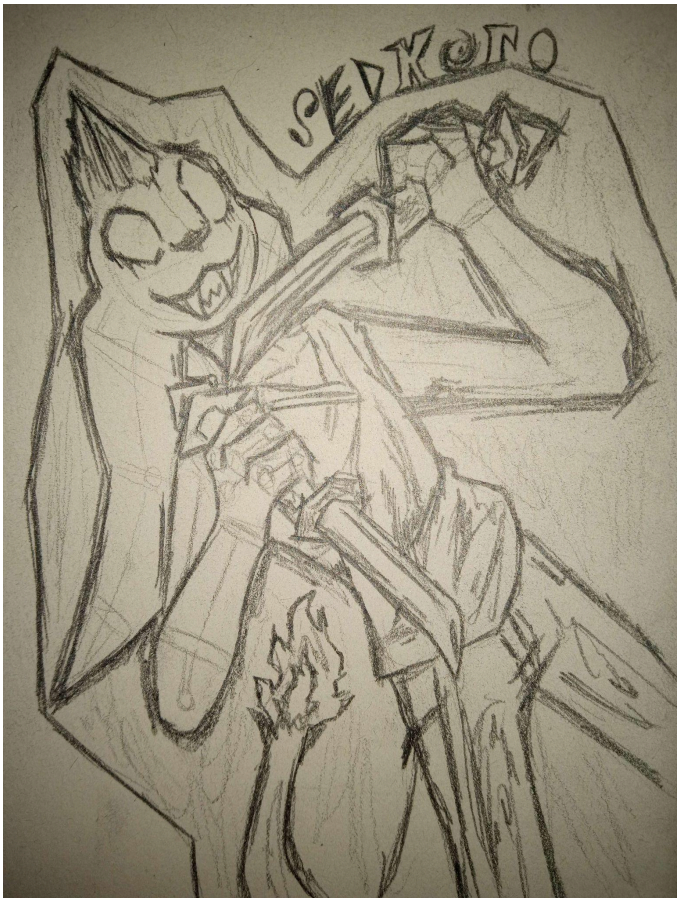
Sedkoro in “The Spirits has Arrived!” by @rekku484.com



Sedkoro as a plush, by @robertmagician.bsky.social



Sedkoro drawing for joining an Ori Orchestra, by @neko9018.bsky.social



Sedkoro x Spider Punk, by @drl30lves.bsky.social

Character development trivia:

Character trivia is fun and insightful, so enjoy.

- Sedkoro's original name was Rei, but it was changed to avoid confusion since at least one other spirit OC had a name pronounced like rā.
- Sedkoro was originally going to be about x1.4 taller than Ori. The multiplier is now 1.12.
- Sedkoro used to have this symbol on the back of his left hand as a scar.



    - The scar was edited out of the original drawings to be in compliance with the requirements for a community art piece by OmegaPainter, and was eventually scrapped because the lore around obtaining it was not fitting.

    - Whether this scar would appear blue or red was never decided.
- Sedkoro was initially going to have chest fluff.
- Sedkoro’s favorite music genre would be ambience.