

# Geb and the living moon Myst

The world of Geb (originally named “Ged” by Jon, but changed to avoid issue with “Earthsea”) is a central setting. It serves as a primitive, medieval-inspired realm rich in untamed magic, monsters, and diverse inhabitants, contrasting with other worlds in the multiverse like the oppressive, grey oligarchy of [Myrah](#) and the logical, technology-driven [Earth](#). Geb is portrayed as an ancient, “handled” world where arcane energies flow abundantly through the environment and its denizens, creating a vibrant yet dangerous landscape. The story's protagonist, [Will](#) (a young magic user from Myrah), and his companion [Julia](#) arrive on Geb via a magical “Jump” facilitated by a powerful gemstone conduit, seeking knowledge and skills to fuel Will's ultimate quest to dismantle Myrah's aristocracy. Geb represents a step in Will's journey, emphasizing themes of wild magic, exploration, and the balance between life, death, and rebirth.

## Geography and Environment

Geb's terrain is wild and untamed, evoking a sense of primal wilderness. Key features include:

- **Forests and Paths:** Overgrown areas with well-spaced, healthy trees featuring unusual bark grains, colors, and branch angles. Old, hidden paths with wheel tracks lead through tall grasses, hills, shallow ravines, and forested hillsides. These paths connect to villages and expedition routes, but night travel is hazardous due to nocturnal creatures.
- **Villages and Settlements:** Small communities along streams, with inns featuring eating halls, sleeping quarters, and night-lamps that attract customers while warding off dangers. Towns have markets, blacksmiths, and tailors providing gear like padded leather armor, scale mail, or cloth mesh for protection.
- **Roads and Ruins:** Expedition routes extend east for days before turning northeast, avoiding hilly areas plagued by “local problems” like shifting sacred beasts. Ancient ruins dot the landscape, housing artifacts like the enigmatic World Clock, a massive engineering marvel that tracks time (hours, days, weeks, months, years) and records all arcane activity on Geb.
- **Continents and Broader Layout:** The events unfold on the continent of Klthusser, implying a larger world with varied regions. The environment buzzes with constant magical activity, described as “snick, snack, crick” sounds from arcane energies, making it feel alive and overwhelming compared to calmer worlds.
- **Atmosphere and Hazards:** Geb is “rough” and brutal, with dangers from monsters, sacred beasts, and the environment itself. Dusk brings risks, requiring shelter, and the world's arcane vibrations aid magical recovery but can induce feedback during arrivals.

The moon Myst (alternately spelled Mist in some references, but consistently depicted as a celestial body) is Geb's vibrant satellite, appearing as a faint, glowing green orb in the night sky. It is positioned equidistant from Purit, Geb's “dead moon,” a grey orb lacking Myst's luminous energy. Myst is recognized by locals like the scholar Kadde, and while its specific geography or inhabitants aren't detailed, it is implied to be a world-like entity with its own arcane properties—older texts compare Geb's “worn and tired yet vibrant” arcana to Myst's purer, less “handled” essence. Travel to Myst (or beyond to other worlds like Durat) is currently impossible with Geb's magic, suggesting it's a distant, perhaps habitable or magical realm viewed as part of the multiverse. Myst's green glow contributes to Geb's magical

ambiance, potentially influencing arcane flows or serving as a symbol of untamed purity.

## History and Lore

Geb's history is steeped in ancient mysticism, dating back eons to the origins of arcanic arts when the first spells were cast. It is an “older” world than Myst, with arcana that has flowed through millions of beings, resulting in a gravelly, rough energy feel. Key lore elements include:

- **Cycle of Rebirth:** Upon death, souls are reborn as one of eight specific “monsters” (silent protectors of life) to maintain cosmic balance. These include a ruling King and entities like creeping shades (providing shade and vigilance) and Nightmares (mysterious, fear-inducing beings with protective glamour illusions that avoid humans).
- **Sacred Beasts:** Immense, ancient creatures like Behemoths (capable of leveling cities) and Leviathans roam the land, minding their own business but posing threats if disturbed. Their movements can render areas unsafe, requiring expeditions to reroute.
- **World Clock:** An artifact of unknown origins and creators, it serves as a repository of Geb's arcanic history, sparking scholarly interest. Expeditions seek ruins to uncover such secrets, handing artifacts to institutes for study and compensation.
- **Multiversal Context:** Geb exists in a multiverse where worlds vary in magical restraint—Geb's untamed arcana contrasts Myrah's rigid, class-based system and Earth's logical, minority-accessible magic. No heavy industries or regional unification exist, keeping Geb primitive and divided.

## Inhabitants and Societies

Geb is home to a diverse array of races and peoples, fostering a cooperative yet perilous society where magic and combat are everyday tools:

- **Anthropomorphic and Humanoid Races:** Cat-people (felinoids like Miila, with fine hair, tails, and ears; agile and independent), dog-people, bird-people, reptilianoids (like Vulgurutt, a massive, scaled crocodile-like humanoid with slow metabolism and serene aura), avian-humanoids (beaked and feathered like Kadde, scholarly and refined), mutants (like Jack, blue-skinned with camouflage abilities for scouting), sprites, and dark elves (secretive about their gifts).
- **Humans and Outsiders:** Rare, including blue-skinned variants and visitors like Will and Julia. Societies emphasize diversity, with groups forming expeditions for ruins exploration, blending races for complementary skills (e.g., protection, scholarship, scouting).
- **Social Structure:** Primitive and expedition-based, with no unified governance. Inhabitants value practical magic, gear for survival, and knowledge-sharing. Meals feature hearty, earthy foods like stews, salads, roasted meats, and seeded breads, reflecting a grounded lifestyle.

## Magic System

Magic, or “[arcana](#),” is the core of Geb's identity—wild, versatile, and integrated into life, unlike the

restricted systems elsewhere:

- **Sources and Rules:** Arcana is an ethereal energy reservoir that replenishes naturally or through channeling. It flows through the world, users, and items (natural, man-made, or imbued), with Geb's high activity levels causing constant vibrations that refresh practitioners but risk overload (headaches, drain during Jumps).
- **Spells and Usage:** Common spells include lighting orbs (bluish glows), deflection shields (repel projectiles), offensive crackling orbs (explosive impacts), and elemental/non-elemental manipulations. Physical tolls include fatigue, burnout, sensory loss, or death from overuse; genetic defects affect lifelong users.
- **Integration with Lore:** Magic ties to sacred beasts and the rebirth cycle, with over 200 known spells for combat, exploration, and daily efficiency. Geb's unrestrained arcana allows free practice, making it a training ground for Will's growth.

Overall, Geb and Myst embody a magical, monster-filled frontier in the multiverse, where exploration uncovers ancient secrets amid constant peril. The setting advances Will's arc by providing skills in versatile magic and combat, building toward his revolutionary goals.

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## Suggested Consistent Name and Pronunciation

To maintain a magical, ethereal vibe while avoiding resemblance to the well-known video game “[Myst](#),” I propose renaming the moon to **Mystral**. This evokes misty, mystical winds and ancient lore, fitting the glowing green orb's otherworldly essence.

**Pronunciation:** /'mɪstrəl/ (MIS-truhl), with emphasis on the first syllable, rolling the “r” slightly for a whimsical, spell-like flow. This leans into fantasy tropes like elemental winds or enchanted veils, without direct infringement.

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