

# The Old Gods of Dael Riata

## Summary

The spiritual landscape of the [Grand Duchy of Dael Riata](#) is defined by a transition from primal, animistic tribal worship to a more structured pantheon influenced by the [Nine Gods of Skyss](#). Given that Dael Riata culture is rooted in tribal raiding, seafaring, and bloodfeuds—reminiscent of the ancient Picts—their “Old Gods” are likely chthonic, elemental, and deeply tied to the specific geography of the [Continent of Osnines](#). Whilst the Skyssians worship the Nine in a civilised, mercantile context, the [Daels](#) maintain a “Sept of the Spear”—seven primary deities (or perhaps a Daelian variant of the Nine) who represent the harsher realities of the North.

## The Primal Nine: the old Daelian Pantheon

In accordance with [Gudrid’s Prophecy](#), which speaks of “Sacrifice to the old gods” and “blood in rivers,” the Daelian pantheon is visceral and demands physical tokens of loyalty.

Deity Name	Daelian Title	Domain & Attributes	Noble House Affinity
Uisde-Maer	The Maiden of the Maer	Goddess of the Turbulent Strait, shipwrecks, and salvage. She is the patron of those navigating the dangerous Easter Isles.	<a href="#">House Murchadh</a>
Sithech-Mhor	The Great Wolf	God of the Deep Woods, silence, and the “Timber Tax.” He oversees the forests of the <a href="#">River Aodh</a>	<a href="#">House Sithech</a>
Ahearn-Arigh	The Stallion of the Steppe	God of horse breeding, swift travel, and the Great West Road.	<a href="#">House Ahearn</a>
Gil-Frijdr	The Iron Father	A harsher aspect of <a href="#">Frijdodr</a> . God of the forge, smelting, and the industrialisation of <a href="#">Dalmuir</a> .	<a href="#">House Gilruary</a>
Ran-Fafn	The King of Justified Blood	An ancient version of <a href="#">Fafnir</a> . God of <a href="#">bloodfeuds</a> , “blood money,” and the high justice of the Crown.	<a href="#">House Ranald</a>
Siol-Corn	The Horned Watcher	God of hidden paths, fairy-blood, and the <a href="#">Unicorn Troop</a> .	<a href="#">House Sioltach</a>
Suibh-Auna	The Hearth-Mother	Goddess of hospitality, the “door drink,” and the sacred rules of hosting.	<a href="#">House Suibhne</a>
Malf-Inis	The Lady of the Dark Cape	A primal aspect of <a href="#">Malfin</a> . Goddess of the “dark time” (winter) and the preservation of smoked fish.	General Devotion
Kari-Vahr	The Sea-Reaper	God of raiding, the “Flower of Skyss,” and the taking of prizes under letters of marque.	General Devotion

## Theological Characteristics and Cultural Alignment

The Daelian faith differs from the [Skyssian](#) orthodoxy in its emphasis on the “Sinews of War” and the transactional nature of divinity. Animism and Sacred Groves are ancient traditions, the Daels believe that specific spirits inhabit the mountains of the [Diphthorn Range](#). This is why the [University of Dalreoch](#) is sited outside the city to avoid disturbing the ancient spirits of the Reoch with dangerous

transmutation experiments. The old gods of raiding are being re-interpreted as gods of “market making” and commercial dominance. Blood as Currency: The Daelian gods do not merely require prayer; they require “blood in rivers”. This justifies the continuity of the [bloodfeud system](#), which serves as a religious mechanism for settling accounts between noble houses.

## Effect of Industrialisation on Worship

The rise of the 400-tonne [Daelian Caravel](#) has elevated the status of Gil-Frijdr (The Iron Father). The scrupulous standardisation of parts at [Dalmuir](#) is seen by the Daelian [Clerks](#) as a form of ritual geometry. By sponsoring chairs at the [University of Dalreoch](#), the [Earl of Dalmuir](#) has essentially created a “Technological Priesthood,” where naval architecture is the highest form of service to the Old Gods.

## Relationships

### People

- [King Alasdair V](#): The “Senior Arbiter” who mediates between the laws of the Nine and the old tribal ways.
- [Earl of Dalmuir](#): The industrial pioneer transforming the worship of Frijdodr into a state engine.
- [Sir Iain Alpin](#): Commander of the [Life Guard](#), representing the veteran, professionalised face of Daelian devotion.

### Places

- [University of Dalreoch](#): The academic hub where old myths are scrutinised and naval engineering is perfected.
- [Dalmuir](#): The world's most productive shipyard and the primary temple to Dael Riatan industrial might.
- [Easter Isles](#): The ancient heart of the raider economy and the primary seat of Uisde-Maer.

[Skyss - Story Background](#) [Characters](#) [Skyss - Places](#) [Pantheon of Skyss](#) [Other Background](#)

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