

RIGSDAL

○ ▴ † The Night Watchman

Rigsdal is Orlanth's unfailing Night Watchman, the god of the Pole Star.

MYTHOS AND HISTORY

A. BEFORE TIME

When Orlanth wanted to go into the Inner Heavens, he had to conquer the stars. He made his winding way across the Sky, overcoming many challenges. At the Pole Star Gate, he did his war dance, and caused the stars to dance along with him. Humbled, the stars bowed to Orlanth, and the Pole Star swore allegiance to him as Rigsdal, revealing his secrets and powers to Orlanth. "Command what you will, but leave my people to themselves," Rigsdal asked, and Orlanth commanded them merely to dance to his tune and lilt, which they did.

Thereafter, Rigsdal served as Orlanth's warrior and watchman, serving many kings and chieftains loyally, while his star stood at the center of the Heavens, immovable. He was little more than a warrior in the many battles of the time, though valiant and tough. Everyone could tell he was of the Fire Tribe. "But I am both more and less than that," was all that he would say. He was happy to earn his place with his deeds rather than his parentage.

When Orlanth left on the Lightbringers Quest, Rigsdal was one of the warriors left with Elmal to guard the survivors. Orlanth gave Rigsdal the horn Shouter, and told him "Stand watch." This Rigsdal did, throughout the Great Darkness, enduring every enemy, privation, and temptation. When the Uz tried to sneak up on the Vingkotlings, Rigsdal's light lit them up for all to see. When the Devil made everyone fall asleep, Rigsdal was so dedicated that he only let one eye sleep at a time, and thus saw the coming of the Chaos Army and drove them off with his falling star javelins. Throughout the Darkness, his light alone never moved from its place.

One time, the Too-Face-Horde, a group of Chaos monster that could look like anything, crept up on the Storm Village. Rigsdal saw through their disguises, and sent shooting stars to stop them. Yavor came to his aid, and for two days and three nights they hurled their stars and lightning until nothing remained of the horde but shattered rocks. This left the Too-Face hills a wild, impassable place.

B. SINCE TIME BEGAN

Though many followed Rigsdal through the Great Darkness, after the Dawn, his importance faded. He has remained worshipped as the Night Watchman by some followers of Elmal, Humakt, and Orlanth, but is rarely worshipped in his own right.

The Pole Star, however, has always been an important feature of the Sky, sitting immobile at its center.

C. DEATH & OTHERWORLD

Rigsdal's Guard Tower watches over the entire Storm Realm, and from it his worshippers can see into the Storm Tribe Age, the Vingkotling Age, the Chaos Age, and the Silver Age. There his worshippers guard against Chaos and other enemies, and are sometimes called back to serve as guardians for mortals.

D. RUNIC ASSOCIATIONS

Rigsdal is the god of the Pole Star, associated with the runes of Light (○) and Fire (☉). He is a warrior, the greatest of the Star Captains, and thus is associated with the Death rune (†). He is endlessly vigilant and unmovable, and associated with the Stasis rune (▴). He also has minor associations with the runes of Truth (Y)—as an honorable and loyal follower—and Harmony (III)—as the organizer and hub of the great dance of the Heavens. There is also a little-understood connection to the Fate rune (*).

NATURE OF THE CULT

Rigsdal's worshippers are rare and unusual, star-struck eccentrics who are happy to stand watch alone in the night and to serve their chiefs and kings faithfully. They are few in number, and there are hardly any temples—most worship is done at shrines associated with temples of Elmal, Humakt, and even Orlanth. The cult has an important function in some powerful magics, however, as it affords access to the Pole Star, the Gate of Heaven; Heortlings have few ways to access the Sky World.

A. PARTICULAR LIKES AND DISLIKES

Rigsdal's followers are legendary in their devotion to duty, and detest deserters and traitors. Ironically, however, they are considered deserters by many Sky and Fire deities; worshippers of Polaris and

Shargash in particularly resent them, as usually do followers of Yelm and Yelmalio. They are friendly with the cults of Elmal and Humakt, where unwavering loyalty is appreciated. Worshipers of Rigsdal hate Chaos, obviously, and usually have a dislike of trolls.

Rigsdal is often accounted one of the Thunder Brothers. He is sometimes named as a lover of Vinga.

B. HOLY DAYS

Rigsdal's High (and only) Holy Day is on the Winter Solstice (Dark/Illusion/Fire), which is his longest watch. Worshipers usually participate as guards in the associated holy days of Elmal, Humakt, or Orlanth.

C. DEPICTION

Rigsdal is usually depicted as a warrior armed with a spear, with one eye open, sometimes resembling a star. He is also depicted as a star or a shooting star. He is associated with the Pole Star, obviously. Silver, white, and grey are colors associated with him.

D. NAMES & EPITHETS

The Night Watchman, the Pole Star.

E. CULT METAL

Rigsdal has no affinity for any particular metal; bronze and iron are used as normal.

CULT ORGANIZATION

There is no real organization. Even where worshippers do not belong to the cults of Elmal, Humakt, or Orlanth, they often closely associate with one of those cults. Most worshippers of Rigsdal are lone devotees, serving as their own godar, following a calling.

A. PRIESTS

Rigsdal's cult is so small that it does not support full-time priests; generally, each worshipper is their own priest.

B. HOLY PLACES

Rigsdal has practically no temples of his own, but has shrines in many temples of Elmal, and a few of Humakt and Orlanth as well.

The Too-Face (or Two-Face) Hills in the western Quivini Mountains are still sacred to Rigsdal (and Yavor). During the Inhuman Occupation, the elves

managed to re-forest them with a thick beech forest, the trees' roots burrowing through the rubble.

C. SACRIFICES

Rigsdal accepts the usual sacrifices of animals—roosters are preferred—and offerings of weapons and trophies, but prefers long, sleepless vigils from his worshippers.

MEMBERSHIP

A. CULT SKILLS

Dodge, Battle, Celestial Lore, Cult Lore (Rigsdal), Worship (Rigsdal), Insight, Listen, Scan, Search, 1H Spear, 2H Spear, Thrown Spear.

B. CULT PASSIONS

Devotion (Rigsdal), Honor, Loyalty (leader *or* community).

C. CULT WEAPONS

Spears and javelins.

D. INITIATION

Worshippers are usually called to Rigsdal rather than seeking him out. Heortlings born with the Light rune (○) outside of Yelmalio-worshipping areas tend to gravitate to him. Initiates experience a part of Rigsdal's story, abandoning the Sky to follow Orlanth and fight for him, and enduring all challenges out of loyalty.

COMMUNAL WORSHIPPERS

Rigsdal has no lay members; the cult is too small. He is sometimes honored in rites of Elmal, Humakt, and Orlanth.

Requirements: Standard.

Duties: Standard.

Restrictions: Standard.

Benefits: Standard.

INITIATES

Initiates are usually on the path to become Devotees. They serve as warriors, guards, and especially night watchmen for chieftains or kings.

Requirements: Standard.

Duties: Standard. Time given to the cult is usually performed as guard duty.

Restrictions: Standard.

Benefits: Standard.

DEVOTEES

Devotees of Rigsdal are usually career guardsmen, often weaponthanes or doorthanes.

Requirements: Standard. Skills must include Scan and a spear skill. Passions must include Loyalty.

Duties: Standard. Time given to the cult is usually performed as guard duty.

Restrictions: Standard.

Benefits: Standard. Devotees can resist sleep, magical or otherwise, with a cult rune or passion.

STAR THANE (RUNE LORDS)

Star Thanes, sometimes called Star Lords, are dedicated defenders, usually the sworn doorthanes of kings.

Requirements: Standard. Skills must include Scan and a spear skill. Passions must include Loyalty.

Duties: Standard. Time given to the cult is usually performed as guard duty.

Restrictions: Standard.

Benefits: Standard. Star Lords are immune to the battle magic spell Sleep.

CULT MAGIC

A. BATTLE MAGIC

Bladesharp, Countermagic, Detect Enemies, Detect Life, Detect Magic, Detect Spirit, Detect Trap, Dispel Magic, Fanaticism, Farsee, Firearrow, Fireblade, Ignite, Lantern, Light, Lightwall, Multimissile, Parry, Protection, Second Sight, Shimmer, Speedart, Spirit Screen, Vigor, Voice of

Thunder.

B. RUNE MAGIC

Common Rune Spells: All.

Special Rune Spells: Awakening Shout $\bigcirc \blacktriangle$, Catseye $\bigcirc \Upsilon$, Falling Star Javelin $\bigcirc \dagger$, Fight (Chaos, Uz) $\bigcirc \dagger$, Never Sleep $\bigcirc \blacktriangle \Upsilon$, Resist Temptation $\bigcirc \blacktriangle \Upsilon$, See Past Illusion Υ , Stand Fast $\bigcirc \blacktriangle \dagger$, Starlight \bigcirc .

DAIMONES

Rigsdal is not served by any special daimones, but his worshippers are sometimes sent back as guardians or wyters.

DIVINE COMPANIONS

Divine companions sent by Rigsdal usually inhabit spears, but sometimes helmets as well.

ALLIED CULTS

Elmal: Bright Spear \bigcirc .

Humakt: Morale $\dagger \Upsilon$.

Orlanth: Shield $\bigcirc \blacktriangle \dagger$.

Vinga: Fearless $\blacktriangle \dagger$.

DIVINE RETRIBUTION

A. AGENTS OF REPRISAL

Rigsdal has no agents of reprisal, but apostates often suffer from either insomnia or narcolepsy.

B. DIVINE WRATH

Rigsdal is not powerful enough to visit divine wrath on communities, generally.

Sources: *The Book of Heortling Mythology*, *Storm Tribe: The Cults of Sartar*.

Last Updated 31.12.2020