

All credit to the ever-brilliant [Firinn](#).

The Gyrish Pantheon

The Gyrish gnomes have a rather different relationship with their gods than most. Gods are not supposed to be worshipped, loved, or prayed to; gods simply *are*, whether you like them or not. In fact, the Gyrish don't like most of their gods; they fear them or even hate them. The gods set challenges and it is the sacred responsibility of a Gyrish gnome to overcome those challenges. Gyr's gods are rarely pleased with their people and their rage can rarely be appeased, but they can sometimes be *impressed*.

Like the Gyrish gnomes themselves, Gyrish gods have many names.

The centre of the Gyrish Pantheon is two Trios. One is the Darklight Trio:

The first god - often called **Vennimip**, **Shifter** or **Sparkhoard** - is the god of fire, lightning, momentum, transformation, creation and art. He burns and destroys things and undoes creation. His law is that you cannot create something from nothing; even magic will drain a source somewhere. Gnomes hate him because without his law, they could have boundless resources. In defiance, they create and invent as much as they can.

The second god - often called **Snettlerizz**, **Screwy** or **Shadowcrank** - is the god of darkness, chaos, night, freedom and luck. He creates bad luck, causes mistakes, and makes things just not align quite right. His law is that order always turns to chaos, energetic people must age and slow down, and beautiful things must decay. Gnomes hate him because without his law, machines and societies could be maintained without eventually collapsing. In defiance, they preserve and heal as much as they can.

The third god - often called **Zeebrettin**, **Frostgears** or **Nax** - is the god of winter, endings, loss, grief and stillness. She is the bringer of death. Her law is that all things must end, and must end the same way; in inescapable ice and cold. Gnomes hate and fear her. In defiance, they live with as much warmth and vivacity as they possibly can.

Three more gods make up the Stopfast Trio:

The first god - often called **Waynotter**, **Stilling** or **Zilch** - is the god of responsibility, routine, boredom, apathy, authority, discipline, stagnation and willpower. He prevents heroes arising by afflicting people with laziness and lethargy, trapping them in ordinary day jobs and meaningless duties until they grow old. His law is that nothing will ever improve unless people force it to and create change; in particular, the status quo will remain in power. Gnomes hate him for making it so difficult to take action. In defiance, they constantly challenge each other to rethink things, create progress and make changes.

The second god - often called **Rusmunap**, **Bigsmash** or **Grum** - is the god of travel, places, nations, armies and mountains. She creates obstacles too large to lift, forces too great to bear

and hopeless acceleration that can't be slowed down. Her law is that large changes require large forces; a single hero can't achieve anything alone, and a small gnome can't move a mountain. Gnomes believe she created them as a small people to frustrate them with their inability to create large forces or move heavy objects. In defiance, gnomes do all they can to enable the smallest and weakest among them to achieve things and be heard with autonomy and independence. Their communities celebrate children and underdogs, and many of their finest inventions are levers and pulleys and clockwork weaponry that can be used by smaller and weaker people.

The third god - often called **Brennyjodell**, **Backspring** or **Rek** - is the god of war, betrayal and rejection. They stir up conflicts and start fights. Their law is that all ideas and actions and movements will cause some sort of reaction or opposition, no matter how good or well-intentioned. Gnomes hate them for meddling in their affairs, fear the wars they start, and are often frustrated by trying to predict what backlash Rek will cause for their innocent-seeming ideas and plans. In defiance, they call for peace and acceptance wherever they can, and try to be prepared to listen to odd ideas and eccentric revolutionaries.

Gnomes have a few other gods, though the rest aren't organised in Trios:

The god that is often called **Tappsnaatch**, **Fangbite** or **Brath** is the god of beasts, agriculture, the wilderness, strength, survival and competition. Her law is that the strong will always have their selfish way, because only the strong and selfish will survive and win resources. She smites harvests and creates plagues to create famines and kill the poor. Gnomes hate her not just for the deaths she causes, but for the sheer unfairness of her law. In defiance, they extend charity to strangers and band together to oppose authorities and brutes.

The god that is often called **Madzabbo**, **Bouncekite** or **Zaft** is a god of mistakes, chaos, the weather, the sea, complexity and prophecy. He causes lab accidents, farm accidents and broken crafts tools. His law is that even a small number of inputs or factors will multiply into too many possible outcomes to predict; thus things will spiral out of control. Gnomes hate him for making the world too complex to understand with simple scientific rules and for making the world so difficult to predict. In defiance, they record and categorise everything they can in meticulous detail, and create checklists and systems to ensure safety in unpredictable systems.

The god that is often called **Mingnish**, **Ironpull** or **Repple** is a god of love, marriage, communication, hate, passion and fear. He pulls apart couples and friendships. His law is that similar people repel one another and opposites attract, causing fights and conflicts even between well-suited partners and friends with much in common. In defiance, gnomes base their marriages on finding very different partners with complementary strengths, and constantly celebrate their uniqueness.

The god that is often called **Saky**, **Flipquiver** or **Rewquizzin** is a god of illusions, uncertainty, secrets, mysteries, questions and thieves. He sows uncertainty and creates things that aren't what they seem. His law is that it isn't possible to know everything; many things require multiple

lenses and frames of reference to understand, but some information only makes sense to certain frameworks, making it impossible to unify everything. In defiance, gnomes openly share information and abhor secrets.

There is a minor god often called **Zammy, Shinestraight** or **Nacklegerry**. He is a god of reason, truth, wisdom and law. His law is that nothing can travel faster than light. Gnomes don't hate him; some consider it a sacred responsibility to share information as fast as they can.

There is another minor god often called **Aksim, Stimblefry** or **Chooser**. She is a god of uniqueness, choice, free will and personality. Her law is that even when two things seem perfectly identical, there will always be some distinction between them. Gnomes don't hate her; many celebrate uniqueness and individuality.

Some gnomes believe in an older, darker god; known as **Aebzerro, Sicklelimit** or the **Ancient**. She is the god of humility. Her law is that mortals cannot disobey the gods' laws; that mortals cannot become gods, cannot achieve certain things that are reserved for the gods, cannot overcome their limitations. To defy her, gnomes dare to compare themselves to the gods, celebrating their personalities and seeking fame and fortune.