

# Gods & Goddesses of Pagan Eire

## THE BOOK OF INVASIONS

Tales of the populating of Eire, symbolic of the ordering of the Worlds. The Five Waves of Invasion:

**Cessair:** Goddess who brought 50 women and 3 men. Drowned by the Sea, with only the man **Fintan** (white fire) surviving.

**Partholon:** called Chief of Every Craft, brought plowing and sewing, established new lands. Destroyed by plague only **Tuan** the Old surviving.

**Nemed:** (the holy) drove the **Fomorians** from the Isle, established first real kingship.

Driven out in turn by the Fomor, they became ancestors of the next two peoples.

**Fir Bolg:** (men of the womb) had the most prosperous reign in the world til then.

**Tuatha De Dannan:** the greatest of magicians, defeated their cousins the Fir Bolg and divided the Isle between them. Final defeat of the Fomor and completion of the cycle.

**The Sons of Mil:** tacked-on layer about the coming of the Gaels to Eire and the defeat of the Dannans.

**THE THREE GODDESSES:** **Banba:** warriors; **Fotla:** priest/esses; **Eriu:** providers

**THE THREE GODS:** **Mac Greine:** War; **Mac Cuill:** Priestly; **Mac Cecht:** Providers.

## THE TUATHA DE DANNAN

**DAGDA:** Druid of the Tribe; Cauldron of Plenty; Lord of Perfect Knowledge; The Stallion, the All Father; The Harper of the Seasons

**NUADA:** Guide of the Tribe; War Leader and Wounded King; The Sword of Light

**OGMA:** Champion of the Tribe; The Good Striker; The Sun Faced; the Honey-tongued

**BOANN:** The White Cow; Bounty and Fertility; The Well of Wisdom

**MORRIGAN:** The Battle Raven; Macha, Nemain and Babd; the Prophet and Taker

**BRIGID:** Triple Muse of Poets, Smiths and Healers; Lady of Fire and Water

**THE WONDER CHILD: AENGUS:** The Mac Oc; Power of Eros; Harper, Enchanter and Trickster

**LUGH;** Child of Light and Darkness; Master of All Arts; the Long Hand; The Spear of Slaying.

**MANANNAN MAC LIR;** Son of the Sea; Lord of the Isle of Apples; Judge of the Tribe; the Silver Branch

**AINE:** The Mother of Clans; the Paps of Anu; Queen of the Sidhe

**THE GODS OF CRAFT: DIANCECHT & AIRMID;** Physicians; **GOIBNIU:** Smithing; **CREDNE;** Bronzework; **LUCHTINE:** Carpentry

## A VILLAGE PANTHEON:

**THE RIVER/EARTH MOTHER:** Spirit of the local Land; Mother of the Tribe; centered around key river or prominent hill or natural feature

**THE TOTEMIC FATHER:** Primal Ancestor of clan or tribe; often connected with animal powers; Lugh: raven; Dagda: stallion; Aengus: swan

### THEIR CHILDREN:

**POWERS OF INSPIRATION**

**POWERS OF WAR**

**POWERS OF EROS**

**THE CHILD OF LIGHT AND SHADOW**

**THE ANCESTORS:** Both the mythic and cultural heroes and the families of the immediate clan.

**THE NOBLE ONES;** Spirits of local land and water; The Sidhe

In a polytheistic model, everyone is free to fashion a personal worship that will precisely fit their needs, while giving them a place in the greater tribal and cultural whole.