**Gods of Anthis**

All the races of Anthis worship the twelve Lantern Gods who defeated Shadow and brought light back to the world. Winning the war against Shadow required the Lantern Gods to consume part of its essence and thus, each god has both light and dark aspects.

**Divine Favor**

Characters can accrue favor with the gods by performing services for them or their minions. Divine favor can be used as inspiration, but only when acting directly in the interest of that god, or casting one of its invocations.

**Boons**

Divine favor can also be saved and spent on a divine boon. It takes 5 divine favor to acquire a boon. Each god has its own list of boons, each of which lasts for an extended period of time (a gaming session, or until the current task is complete), or until it is invoked by the character.

**Divine Rites and Invocations**

Each god has a set of holy rituals that are used to honor it. Priests can perform these rites to earn divine favor – allowing them to earn and use favor more often. To become a priest, a character must have the Theology skill, and spend a specialization.

Once a character is a priest, he can choose the Divine Invocation skill which allows him to cast spells in the name of his god.