**Divine Magic**

**Divine Favor**

All 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.

Boons have a small chance (5%) to be permanent, granting a permanent power or bonus to the character.

**Divine Rites and Invocations**

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

Once a character is a follower, he can choose the Divine Invocation skill to become a priest, which allows him to cast spells in the name of his god. He gains access to the divine invocation list for his chosen patron.

(Note: This division of rites vs. invocations might be interesting, allowing players to play “holy warriors” or be a favorite of the gods, without having to go all in and cast spells.)

**Divine Spell Casting**

Divine spell casting works very similarly to original RB:

* Casting requires a full combat round or more, releasing the spell occurs on the next round and is a free action
* Spell casting can be disrupted by taking damage and a Power test is required to maintain concentration
* Casting requires a skill test vs. the spell’s DL
* Failure or marginal success (<3) reduces the caster’s skill level temporarily

However, there are differences

* Cannot trade HP instead of skill level penalty
  + Instead you can lose points of divine favor
  + Or (if you are out of divine favor) take on divine malus
* Certain spells in the lists will represent the “dark aspect” of the god and casting them will bring on divine malus, successful or not
* With enough divine malus, you have a crisis and have to make a roll to see what is required of you (because the gods are capricious)
  + Perform sacrifice
  + Undertake divine quest
  + Undertake pilgrimage
  + Spells are unavailable for some time
  + Struck with curse/sickness
  + Strip previously earned permanent boons
  + Have to work on these!
* Certain spells can be empowered by divine favor (or inspiration?) to enhance the duration or effect

**Expenditure and Investiture**

Some spells require expenditure, which simply means that when the spell is cast, that number of levels is expended in addition to any lost due to the degree of success of the spell casting check. A spell with expenditure(1) will cost the priest 1—4 spell levels to cast instead of 0—3.

Investiture is more serious. Investiture means that the spell levels (and any corresponding experience) is lost and must be regained by the priest through play.

**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.

**Aquae (AW – kay)**

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| --- |
| **Overview:** Aquae is the god of rivers, builders (particularly carpenters), community and agriculture. He represents ingenuity, invention and the triumph of man over his environment. He is especially revered by humans and dwarves.  In his dark aspect, Aquae is also “God of Locusts” and he rules over insects (particularly those that harm crops), floods and swamps. |
| **Rites and Duties:**   * ***Aquae’s Blessing***– When a building is erected, a symbol of Aquae is often buried in the foundation or walls. Symbols are usually made of wood with ornamental stones for decoration (100 g). However, those who are wealthy or looking for special blessings from the god of builders sometimes make more ornate offerings. * ***Carpenter’s Blessing*** – When entering a city for the first time, it is customary for priests to bless the tools and workshops of local craftsmen. * ***Cleansing Water*** – Aquae’s priests are responsible for the quality of the water used by cities and farms. Anything that spoils the rivers and lakes of Anthis must be corrected. * ***Farmer’s Prayer*** – Every year before planting, villages hold a special festival to Aquae to pray for a good harvest. * ***River Prayer*** *–* When crossing a river, it is customary to say a prayer to Aquae, or even leave a small sacrifice of gold, or grain. |
| **Rivalries:** Aquae competes with Uldar for dominion over water. Over the years, this rivalry has become increasingly bitter and priests of these two gods will often fight. |
| **Sacrifices:** Aquae favors sacrifices of gold, tools, (wooden) furniture and agricultural goods. |
| **Using Divine Favor:**   * Using the skills Craftsman, Herb Lore, Trade * Doing farm work, or protecting a farm, homestead, or city * Killing brigands, bandits or raiders * Crossing or navigating a river * Participating in the construction of a community building * Showing hospitality to guests |

**Aquae Spells**

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Time** | **DL** | **Effects** |
| Blessing of the Boat | S | ++ | * Causes an unowned boat to appear in the next few minutes, either at the side of the river or gently floating down it * The boat holds the priest and his party (up to a dozen people) |
| Crafter’s Blessing | VS | + | * The target’s next crafting attempt is +2 |
| Create Sanctuary | L | +++ | * Consecrates a building to create a sanctuary * Owners of the building get a +1 bonus to non-combat skill checks while within * Lasts a day * Can be empowered to last a week, month or year with 1, 2 or 3 inspiration * If a fight breaks out in your sanctuary, you can spend an inspiration to get a +1 to attack and defense for the duration of the battle |
| Crossing Prayer | VS | + | * Calms the river and lowers the water level to make crossing easier * All checks pertaining to the crossing are made at +2 * Lasts until the priest crosses the river |
| Defend Home | VS | ++ | * You and your allies get +1 to attack and defense if defending someone’s home * Lasts a battle |
| Farmer’s Blessing | L | + | * Blesses a village such that all farmers who participate in the ceremony get +1 to all farming checks for the coming year |
| Healing Water | C | ++ | * Turns fresh water into a healing salve * Heals 2d4 damage |
| House Guardian | VS | + | * A spirit guards a small building, raising the alarm if someone enters |
| Locust Cloud | C | ++ | * Creates a cloud of locusts in a 7” diameter circle * Anyone in the cloud takes 2d6 physical damage * Pierce(3) * Save (skill vs. DL 17 to evade) * Caster gains ***divine malus*** |
| Locust Swarm | C | + | * A direct, physical attack that does 2d6 damage * Pierce(3) * Save (skill vs. DL 14 to evade) * Caster gains ***divine malus*** |
| Purify Water | L | + | * Blesses a small statue of Aquae so that it purifies a small spring, or section of a river * Lasts a day * Can be empowered by inspiration to last 1 week/inspiration * Though it will purify the water, it does not destroy sources of continued contamination; those will have to be removed normally |
| River Guard | VS | ++ | * Churns the river and raises the water level to make crossing harder * All crossing attempts are made at -2 and anyone failing takes 1d6 drowning damage each round until an athletics test is made (DL 14) * Lasts a day * Can be empowered to last 1 day/2 inspiration spent * Can be empowered to give an additional -1 to crossing attempts at a cost of 1/additional penalty |
| River Scout | VS | ++ | * Gives information about the terrain through which the river runs * Gives information about creatures who have crossed, traveled or camped near the river * +2 to navigate, tracking, herb and animal lore rolls |
| Seal | C | +++ | * A door or gate is sealed as long as the priest stands vigil over it * Can be empowered to hold for an additional 5 minutes/inspiration |
| Spirit of the River | C | +++ | * Calls a (level 5) water elemental to fight for you |
| Spirit of the Well | C | ++ | * Calls a small (level 1) water elemental to fight for you |
| Water’s Rage | C | +++ | * A powerful swell of water tries to sweep an enemy away * 2d8 ranged, physical attack * Save (muscle or skill DL 18) or be knocked down * If knocked down, takes 1d6 drowning damage each round until save is made to stand |

**Brul (BROOL)**

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| **Overview:** Brul is the god of strength, power, war and heroism. He is patron of soldiers, fighters, gladiators and anyone who lives and dies in single combat or on a battlefield. Brul is the patron of the orcs.  Though most who worship Brul focus on his aspects as a heroic solder, he also oversees the darker sides of war – destruction, famine and rapine. |
| **Rites and Duties:**   * ***Consecrate Battlefield*** *–* After large battles, the followers of Brul will consecrate the battlefield to prevent Shadow from taking the dead. This takes an hour or two and takes precedence over almost every other post-battle activity. * ***Fight Honorably*** – Brul does not approve of fights that are unfair, or use “cowardly” tactics. Ambushes, backstabbing, and the use of the tactics skill is frowned upon. However, single combat, or taking on multiple opponents by yourself is encouraged. * ***Soldier’s Prayer***– Soldiers often go into battle carrying a symbol of Brul (5 g) and invoking his name, hoping that he will lead them to acts of heroism and might, and ultimately get them home safely. * ***Taking of Heads*** – Some of the more brutal followers of Brul will pledge the heads of their enemies to the god. Brul is said to give his favor to those that can honor that pledge, but will curse those that fail. |
| **Rivalries:** Brul considers Lex’s approach to warfare weak and cowardly and the strength god has challenged his general in the past. This rivalry has never grown into open warfare, but the followers of the two gods tend to chafe when in each others’ company. |
| **Sacrifices:** Brul likes finely crafted weapons and the heads of his enemies. |
| **Using Favor:**   * Partaking in single combat * Leading a fight, or taking on multiple opponents by yourself * Rallying troops * Acts of courage and heroism, bordering on stupidity * Intimidating your foes, or engaging in bravado * Repairing or crafting weapons and armor |
| **Notes:**   * The most devout of Brul’s followers are divided into two sects, Berserkers and Banners   + Berserkers are all-out warriors who may (or may not) perform rites and use divine favor, but often do not take invocations   + Banners are warriors who use spells to play a battlefield support role |

**Brul Spells**

All ***banner spells*** have the following characteristics:

* Place a banner on the ground in a hex adjacent to the caster
* Banners can be picked up as a ½ action so they can be moved
* Carried banners still produce their effects, and can be attacked
* Banners have 15 hit points and can be destroyed by attacks
* Destroyed banners immediately lose their effects (but instant effects don’t revert)
* Banners last 6 rounds, but can be maintained (for 6 more rounds) by spending 1 inspiration
* effects have a 5 hex range
* Beneficial effects affect only allies and harmful effects affect only enemies (unless the effects indicate ***any combatant***)
* You cannot use the same banner more than one time/battle
* Banner effects stack, but the same effect never stacks, even from two different priests
* Banners can only be cast in the midst of an existing fight, and disappear once combat ends

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Time** | **DL** | **Effects** |
| Banner of Arrow Ward | C | ++ | * All missile fire through the banner’s zone takes -2 to hit |
| Banner of Charging | C | + | * When held, grants +3 hex move/round * When planted, allies get +1 to-hit and +1 damage for one round, then banner disappears |
| Banner of Courage | C | ++ | * When placed, heal 1d6 hits * Gain a +4 to save vs. fear effects |
| Banner of Determination | C | +++ | * When placed, heal 1d6 hits * Allies can ignore one wound effect until the effect ends |
| Banner of Fear | C | +++ | * When placed, enemies save (Power DL 18) or flee the area * Enemies must save to enter the area * Once an enemy saves, he may enter freely * Caster gains ***divine malus*** |
| Banner of Fire | C | ++ | * When placed, 3d6 fire damage (Skill DL 14 to take ½ damage) * Ignite(4) * Caster gains ***divine malus*** |
| Banner of Honorable Combat | C | ++ | * When placed, ***any combatant*** with a power or bonus to flanking in combat takes 2d6 penetrating damage (Reflex DL 15 to negate) * Cannot be flanked * ***Any combatant*** that attempts to flank takes 1d6 penetrating damage |
| Banner of Inquisition | C | +++ | * When placed, mages (those with any spell casting skill other than divine) take 2d6 penetrating damage (Power DL 18 to negate) * Spell casting attempts take a -1 penalty * Mages take 1d6 penetrating damage each time they attempt to cast a spell |
| Banner of Inspiration | C | +++ | * No effects unless you touch the banner for 1 round * Gain 1 inspiration |
| Banner of Might | C | ++ | * Gain +1 damage |
| Banner of Protection | C | ++ | * When held, grants the holder +2 defense and +1 AV * When on the ground, allies in range gain +1 defense |
| Banner of Rage | C | +++ | * Gain +1 to wound rolls * Caster gains ***divine malus*** |
| Banner of Rallying | C | +++ | * No effects unless you touch the banner for 1 round * Heal 2d6 hits |
| Banner of Righteousness | C | +++ | * When placed, make a new save against any existing harmful spell effects * Gain a +2 to save vs. all spells |

Note: I am going to have to work this list a little. If someone shows interest, maybe break a couple of the banners up and distribute them among the tiers (so arrow shield, arrow ward, arrow fortress, etc.)

**Cancri (CAN – cree)**

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| **Overview:** Cancri is the Oracle Goddess and has dominion over fate and destiny. She knows everything that has happened and everything that is going to happen. She also ferries the souls of the dead to their final rest. She is patron to messengers, mages, sages and anyone who deals with the dead. |
| **Rites and Duties:**   * ***Naming Ritual*** – Those that worship Cancri believe that names have power and that a child’s name can influence its life. When a child is born, the parents will choose a set of names they wish to give the baby and present them at a temple of the goddess, or write them on slips of parchment and burn them. Children who are not named by Cancri are said to be consigned to have no destiny and thus live meaningless lives. * ***Ribbon Ceremony*** – At funerals, it is common practice to lay a fine ribbon etched with symbols of divination over the dead. Often, the ribbon will be cut, symbolizing the goddess ending the deceased's destiny. * ***Oracle Pilgrimage*** – It is not uncommon for those with means to travel to an Oracle Priestess of Cancri when faced with a difficult, life-altering decision. Payment to the Oracle ranges based on the subject, but can be as simple as a tithe (100g), or as complex as a quest. |
| **Rivalries:** Cancri and the Twins are rivals over the domain of magic and divination. Followers of each god will often try to outdo the others. |
| **Sacrifices:** Cancri enjoys fine fabrics, spices and valuable artifacts from the newly dead. |
| **Using Favor:**   * Dealing with the dead/undead * Divining someone’s fate * On a pilgrimage or aiding pilgrims |

**Cancri Spells**

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Time** | **DL** | **Effects** |
| Cancri’s Blessing | S | + | * Anyone participating gains +1 to lore checks that day |
| Cursed Touch | C | + | * Touched enemy is ***Cursed*** for 6 rounds * You take a random boon   + +1 attack   + +1 defense   + +1 armor value   + +1 damage   + +1 wound rolls   + Heal 1d4 points (or temp hits) |
| Cut the Ribbon | C | +++ | * You cut a section from the ribbon of an opponent, doing 3d8 penetrating damage to them (Power DL 18 to negate) * Caster takes 2d8 penetrating damage * Caster gains ***divine malus*** |
| Divination | L | ++ | * As the blood magic spell except * The blood cost of the spell can come from a sacrifice to Cancri of human or animal blood, or fine goods (100g/point) * Expenditure(2) |
| Fortune Siphon | C | +++ | * All enemies within 6 hexes are ***Cursed*** * You gain a random boon for each cursed enemy |
| Improbable Shot | C | +++ | * Gives an ally within 10 hexes pierce(3) to all their attacks for 3 rounds |
| Linked Destinies | C | ++ | * You may instantly transfer any boons on your to allies within 10 hexes * Alternately, you may transfer ***one*** status effect from an ally to an enemy as long as both are within 10 hexes (save Power DL 15 to negate) |
| Pilgrim’s Prayer | S | + | * All who participate in the prayer gain 20% overland travel distance this day |
| Read Ribbon | L | ++++ | * By reading the ribbon of a target’s life, you can understand his past and make inferences into his future (Power DL 24 negates) * Know the target’s history * Ask the GM 3 questions about the target’s future |
| Roll the Bones | L | +++ | * Set aside an inspiration, roll a d12 and can save the result for later * The result can be used for any to-hit or skill roll made by either ally or enemy ***before*** the roll is made * The inspiration is spent when the die is used * Inspiration cannot be gained until all dice are used * This spell can be empowered, gaining an extra d12 saved/inspiration * Expenditure(1) |
| Safe Passage | VS | + | * You can travel unmolested among spirits and the undead |
| Sense the Dead | VS | + | * You sense corpses and the undead and understand their condition and disposition |
| Speak with the Dead | S | ++ | * You can rouse the spirits of the dead and speak with them * Requires their body, or something of grave importance to them * Caster gains ***divine malus*** |
| True Name | L | ++++ | * You learn the true name of the target (save Power DL 24 to negate) and gain permanent benefits against the target * This makes all your spell save DLs against them +4 * All combat rolls against the target by the priest or his allies are +1 * All combat rolls by the target against the priest or his allies is -1 * All social skill checks against the target are +3 * The priest gains insight into the nature and motives of the target, and may ask a question (similar to divination) each session about the target * Investiture(1) |

**Castor (CAS – ter) and Corax (COR – ax)**

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| **Overview:** Also known as the twins, Castor and Corax are the gods of Anthis’ twin suns. They led the gods' charge against the Shadow that ruled Anthis and in doing so, they absorbed most of the Shadow’s essence when it was defeated. This changed their nature from gods of light, truth and glory into gods of deception, dreams, divination, fire and madness. |
| **Rites:**   * ***Against the Darkness***– Because they consider any form of total darkness to be a potential gateway to Shadow, priests of The Twins are almost never found without a candle, lantern or some other form of light. Temples dedicated to Castor and Corax often house large flames which the priests keep lit at all times as a symbol of their vigilance. * ***Nightmare Watch*** – Those haunted by nightmares will seek out priests of The Twins who will watch over them during the night and take on their nightmares for them. * ***The Vigil*** – Followers of Castor and Corax hold vigil on the longest night of every year to keep Shadow at bay and to pray for the return of the Twins. |
| **Rivalries:** Cancri and the Twins are rivals over the domain of magic and divination. Followers of each god will often try to outdo the others. |
| **Sacrifices:** The Twins take valuable artifacts, especially those with magic powers, as sacrifices. In addition, their priests can give their nightmares as sacrifices. |
| **Using Divine Favor:**   * Battling shadow * Dealing with dreams or nightmares * Divining someone’s fate * Facing one’s destiny head on |
| **Notes:**   * The Twins are unique in that they have no dark aspect. Because of their consumption of Shadow, they are both dark and light at the same time * Because of this, The Twins have no spells that grant divine malus * However, malus can still be earned by those that oppose The Twins and their machinations |

**Castor and Corax Spells**

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| --- | --- | --- | --- |
| **Spell** | **Time** | **DL** | **Effects** |
| Beacon | C | + | * Shoots a light into the sky, illuminating the surrounding area for 10 rounds * If fighting shadow, allies gain +1 defense |
| Consume Shadow | C | ++ | * May consume a dead shadow to gain a boon |
| Detect Shadow | VS | + | * Detect shadows and their magic within a 10 hex radius * Radius can be increased 5x by spending 1 inspiration |
| Dream Walk | L | +++ | * Caster sleeps and travels as a spirit in his dreams * Can scout the surrounding lands, fly just above the treetops and travel at a speed of 50 kph * Can see spirits and detect high concentrations of magic * Cannot be detected, or interacted with unless the observer can detect and affect spirits * Still “tangible” and cannot get through walls or closed portals * Can spend 1 inspiration to have a door or window opened by divine providence |
| Fire Blast | C | ++ | * 2d10 fire bolt * Ignite(3) |
| Fire Burst | C | +++ | * 2d10 fire burst in a 2 hex radius * Ignite(3) |
| Fire Shield | C | + | * +2 defense * Anyone hitting the caster with a melee attack takes ignite(4) |
| Glimpse | VS | ++ | * Caster gains a vision granting insight into the target’s near/immediate future |
| Inception | L | ++++ | * Caster touches a sleeping target and enters his dreams * Can take up to 8 additional people with him if each spends 1 inspiration * The trip into the dreamscape should have a specific purpose   + To learn something specific about the target   + To rid the target of a recurring nightmare, or curse   + To rid the target of a specific mental ailment   + Understand the target’s destiny   + To gain some insight into the nature of the target to impact social tests against them (+4 bonus to a specific request) * The GM will create an appropriate scenario in the dreamscape and successful resolution of the scenario gives the desired real-world result |
| Light | VS | + | * Lights an area up to 10 hex radius |
| Nightmare Watch | L | ++ | * Caster sits vigil over a sleeping target * Target has a restful sleep without nightmares, visions, curses, etc. affecting them * If the caster prevents such an event with his vigil, he takes a boon the next day * Can spend inspiration to make the protection last for 1 week |
| Sleep | VS | ++ | * Cause an unsuspecting target to sleep (Power/Toughness DL 14 to resist) |

**Hegre (HEG – ree)**

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| **Overview:** Hegre, Master of the Hunt, is the reclusive god of the wilderness. He is the patron of hunters, druids and rangers. He holds court over the forests of Anthis and all of the plants and creatures therein.  Hegre's dark aspect is that of a despoiler who hunts and kills for pleasure instead of sustenance. In this form, he is patron of lycanthropes, cannibals and others who hunt their own kind. |
| **Rites:**   * ***Hegre's Due*** – Hunters will typically bury or burn choice cuts of any animal they kill to honor Hegre and insure good hunts in the future. * ***The Hunt*** – When monsters threaten a community, priests of Hegre can call for a sacred hunt in which hunters from nearby lands will gather to kill the offending beasts. * ***Wild Pact*** – The pact states that man take his place among the other animals in the wild. Followers of Hegre hunt only as their need dictates and they use no traps, poisons, or magic (aside from Hegre’s spells) during their hunts, relying on skill and cunning instead of artifice. They protect the wild from destruction or corruption. |
| **Rivalries:** Hegre’s domain overlaps very little with those of the other gods. However, he often finds himself in opposition to the goals of Lex and Libre. He finds the use of fire by The Twins to be distasteful. |
| **Sacrifices:** Hegre favors cuts of meat and hides from prize animals. He also values finely crafted spears, bows and arrows. |
| **Using Divine Favor:**   * + Hunting, tracking or navigating the wilds   + Battling wild beasts   + Battling fire or lightning mages   + Destroying threats to wild lands   + Using lore on wild animals or plants |

**Hegre’s Spells**

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Time** | **DL** | **Effects** |
| Beast Claw | C | + | * Gain claws (1d6 weapon) and brawling skill +2 (or 12 whichever is better) |
| Call The Hunt | L | ++++ | * Calls all followers of Hegre in a large radius (20 km) to converge on the caster’s location * The priest can specify one threat to Hegre’s domain that the called beings will help eliminate * Lasts until The Hunt is over |
| Gentle Mist | C | + | * Creates an area (21 hex diameter) of gentle precipitation * All missile fire through the area is -1 to-hit * All fire or lightning spells have a +1 DL to cast * All saves against fire or lightning effects get a +2 bonus * All damage by fire or lightning spells is -1 point/die |
| Hunter’s Blessing | VS | + | * A short blessing that gives participants a +1 to animal lore, navigate and track that day |
| Lick Wounds | VS | ++ | * 1d4 magical heal |
| Nature’s Scent | VS | + | * Obscures the caster’s scent * Animals that rely on scent are not able to track the character (-10 to search, track rolls) |
| Nature’s Summons | C | ++ | * Summons a wild animal to fight for the caster * Can only be used in a wilderness setting |
| Trackless Passage | VS | ++ | * Tracking checks against the caster are at -4 penalty |
| True Shot | C | +++ | * Your next missile attack gains +4 to-hit, +2 damage and +1 wound roll |
| White Stag | VS | +++ | * Calls a majestic white stag to carry the caster through the wilderness * Caster can ride the stag as a mount * In combat, the stag will battle with the caster * Lasts one hour, but can be empowered to 1 day by spending 1 inspiration |
| Wood Walker | VS | + | * Travel overland through woods at 50% faster rate * No movement or rough terrain penalties in wooded battlefields |