**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.)

**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.  Aquae is also “God of Locusts” and his darker aspect rules over insects (particularly those that harm crops), floods and swamps. |
| **Rites:**   * ***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. * ***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 and agricultural goods. |
| **Using Divine Favor:**   * Using the skills Craftsman, Herb Lore, Trade * Doing farm work, or protecting a farm, homestead, or city * Crossing a river * Participating in the construction of a community building * Showing hospitality to guests |