**Divine Invocation**

Divine invocation is the act of petitioning the gods to favor you with their magical powers. The gods of Anthis are active participants in the affairs of mortals, and frequently channel their powers through their priests.

**Learning Divine Invocation**

To cast divine spells, you will have to take the talent ***Acolyte Priest***, the skill ***Divine Invocation***, and have the ***Theology*** skill. Meeting this requirement gives you the ability to cast four spells from your god's spell list.

At character creation, you can spend one of your specializations to gain 2 more starting spells. The other specialization must be spent on theology to gain "follower" status with your god.

**Casting Divine Spells**

The rules for casting divine spells are as follows:

* You must be able to speak
* You must have a holy symbol to your god in one of your hands
* Your current divine invocation skill must be 1 or higher
* Casting requires a full action (or more)
  + Touch spells are an exception – they require a normal ½ action to cast, allowing you to act after casting
* Casting requires a skill test vs. the spell’s DL
* You temporarily lose spell casting levels for failure (1-3), or marginal success (1)
* Casting in combat gives you one of the following penalties
  + You can take the distracted penalty, giving a -4 to your casting check
  + You can take the combat cast penalty, giving a -4 to your block until your next action
  + Touch spells do not have this penalty

**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.

If you spent a specialization on theology, you can be a follower of a god. Being a follower makes it easier to gain favor with your god. Instead of having to perform a service, followers gain favor by performing the rites and rituals of that god.

**Boons**

Divine favor can also be saved and spent on a divine boon. It takes 3 divine favor to acquire a boon. Each god has its own list of boons (to be determined), 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 Spells and Favor**

If you have divine favor with your god, you can use it to reroll invocation checks, or you can pledge it when casting a spell (before you reroll the skill check) to empower the spell. An empowered spell gains a free enhancement for each favor pledged.

*Note – There might be exceptions to this as some of the enhancements are pretty powerful and that is supposed to be offset by the DL increase. The notable example is summons, where each enhancement is a 4 level increase in the creature, which is just too powerful for mana/divine insp. I will have to think about this more carefully.*

**Leveling Divine Invocation**

Each level, you gain 1 spell pick. A spell pick can either be used to aquire a new spell, or an upgrade to a spell you already have. Alternately, you can spend 3 free checks to gain a new spell or upgrade.

**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.

Stuff to be converted later

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| **More Mordain rituals** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
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|  |  |  |  |  |  |
| Encapsulate | S | 14 | 1 d | * Encapsulates an object you can hold in a protective stone shell | * Duration x5 / x2 / +2 DL * Encapsulation becomes magically strong, requiring supernatural means of breaking / x1 / +4 DL * Volume x2 / x2 / +3 DL |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Prayer Against Shadow | VS | 14 | 3 h | * All allies that participate in the prayer gain a +1 defense against Shadow for the next 3 hours | * Add +1 attack / x1 / +3 DL * add +1 damage / x1 / +3 DL * Duration x2 / x2 / +2 DL |
| Shape Earth | S | 14 | 10 m | * You can shape 1 cubic meter of earth as though it was soft clay * Expenditure(1) | * Duration x5 / x2 / +2 DL * Volume x2 / x2 / +3 DL |
| Shatter | C | 14 | inst | * Your next melee attack does an extra 2d6 penetrating damage against stone or metal creatures/structures | * Duration +1 attack / x2 / +3 DL * Increase Dmg Dice / x3 /+3 DL |
| Singing Stones | VS | 14 | inst | * Ask a worked stone object/section a question that can be answered in a single word * Question must have something to do with the layout of the area, or someone who has touched, passed across it, or is near it * Expenditure(1) | * None |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| Summon Beetle | C | 14 | 6 r | * Summons a beetle to fight for the caster | * Creature is level 5 / x1 / +4 DL * Creature is level 9 / x1 / +4 Dl * Creature is level 13 / x1 / +4 DL |
| Underworld Minions | C | 14 | 10 r | * Summons 3 dwarven spirits to fight for the caster * Spirits are minion level | * Minions have +1 attack / x3 / +3 DL * Minions have +1 damage / x3 / +3 DL * Minions have +1 defense / x3 / +3 DL |