**Aquae (AW – kay)**

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.

Aquae favors sacrifices of gold, tools, (wooden) furniture and agricultural goods.

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.

The rites of Aquae are focused on civilization, agriculture and rivers. Aquae's rites include:

* ***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.

**Aquae's Blessings**

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| **Level 1** | **Level 5** | **Level 9** |
| * Craftsman * River Born * Repellent I * Resist Poison(1) | * Aquae's Teachings * Charisma(2) * Healing Hands * Repellent II * Wit(2) | * Auto Craft(11) * Charisma(4) * Resist Poison(2) * Wit(4) |

**Aquae's Touch**

Characters that are god-touched by Aquae can choose from the following benefits:

* ***Green Finger*** – You have an uncanny way with plants, and can grow anything in almost any conditions. Your gardens are always blooming with fruits and flowers. You get a +4 to agriculture and herb lore checks pertaining to growing and cultivating plants – this includes assisting agriculture attempts by your enclave.
* ***Locust Form*** – You can spend one divine favor to call upon the dreaded locust form to increase your combat abilities. In locust form, you gain these abilities:
  + +2 armor value
  + +2 muscle; +4 toughness; +4 hit points
  + You can see in all directions and cannot be flanked
  + You can cling to sheer surfaces
  + You gain a wing-assisted 10 hex leap
* ***Tears of Aquae*** – By spending personal inspiration, or divine favor, you can instantly heal an ally 1d4 for each inspiration spent. This healing does not count as any healing category, and thus stacks with any other healing.

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| **The Rituals of Aquae** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1 Rituals** | | | | | |
| Crafter's Blessing | VS | 10 | ??? | * The target's next crafting attempt is at +2 * Expenditure (1) | * Bonus +1 / x2 / +4 DL |
| Crossing Prayer | VS | 10 | ??? | * Calms a river and lowers the water to make crossing easier * Any check pertaining to navigating the river is +2 * Lasts until the priest crosses the river | * Bonus +1 / x2 / +4 DL |
| Defend Home | C | 10 | 10 R | * You and your allies get +1 attack, defense and damage if defending someone's home or a temple | * +1 AV / x1 / +4 DL * +1 Damage / x1 / +3 DL |
| Farmer's Blessing | L | 10 | 1 Y | * Blesses a village (site) such that all farmers who remain at that site get a +1 to all farming checks for the coming year * Alternately, can bless a food site on the strategic map to give it CH+1 for 3 enclave turns. This takes the character's enclave turn. | * Bonus +1 / x1 / +8 DL * Option – casting does not take your strategic turn / x1 / +4 DL * Strategic Duration x2 / x2 / +4 DL |
| Holy Water | VS | 10 | 1H | * A small volume of water glows and sparkles with the light of the Lantern Gods * Casts light in a 10 hex radius | * Duration x5 / x4 / +2 DL * Radius x2 / 3x / +3 DL |
| House Guard | VS | 10 | 1 D | * A spirit guards a small building, raising the alarm if someone enters | * Option – anyone with hostile intent attempting to enter the area must save power(14) or take 1d6+1 penetrating damage upon doing so / x1 / +4 DL * Option – anyone with hostile intent attempting to enter the area must save power(14) be stunned for one round upon doing so / x1 / +4 DL |
| Locust Swarm | C | 10 | Inst | * A direct, physical attack that does 2d6 damage (Skill) * Pierce(3) * Expenditure(1) or ***Divine Malus*** | * Increase Dmg Dice / x3 /+3 DL * Morph – you can cast the spell once each fight without incurring the expenditure penalty / x1 / +0 DL * Pierce +1 / x2 / +3 DL * Save DL +2 / x3 / +2 DL |
| Purify Water | L | 10 | 1 D | * Bless a small totem so that it purifies a small spring or section of river * Affects a 20 meter radius * Does not destroy sources of continued contamination; once the spell ends, the water will be fouled once again * Expenditure(1) | * Duration x5 / x4 / +2 DL * Option – at the GM's discretion, destroys a source of contamination if in the radius of the spell / x1 / +10 DL * Radius x2 / 3x / +3 DL |
| **Tier 2 Rituals** | | | | | |
| Blessing of the Boat | S | 14 | 1 D | * A boat appears in the next few minutes, gently floating near shore * The boat holds the priest and his party (up to 6 people) * Expenditure(1) | * Duration x5 / x4 / +2 DL * Option – grants sailing skill +2 (or 12 skill) / x1 / +4 DL * Passengers x2 / x3 / +3 DL |
| Healing Water | C | 14 | 10 R | * Turns fresh water into healing salve * Salve takes a whole round to apply * One skin of water can treat 3 injuries * When the spell ends, unused salve becomes water * Magic 2d4 healing | * Amount x2 / 2x / +3 DL * Duration x5 / x4 / +2 DL * Increase Heal Dice / x2 / +3 DL |
| Locust Cloud | C | 14 | Inst | * Creates a cloud of locusts in a 3" radius * Anyone in the cloud takes 2d6 physical damage * Pierce(3) * Skill 14 to negate * Expenditure(1) or ***Divine Malus*** | * Increase Dmg Dice / x3 /+3 DL * Morph – you can cast the spell once each fight without incurring the expenditure penalty / x1 / +0 DL * Pierce +1 / x2 / +3 DL * Radius x2 / x3 / +3 DL * Save DL +2 / x3 / +2 DL |
| River Guard | VS | 14 | 1 D | * Churns a river and raises the water level, making crossing difficult * All checks pertaining to crossing the river are at a -2 penalty * Anyone failing a check starts to take 1d6 penetrating damage each round until an athletics check is made DL 14 | * Crossing Penalty -2 / x2 / +4 DL * Duration +1 day / x4 / +2 DL * Increase Damage Dice / x2 / +3 DL * Save DL +2 / x3 / +2 DL |
| River Scout | VS | 14 | Inst | * 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 | * Bonus +1 / x2 / +4 DL |