**The Gods of Anthis**

**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. |
| **Favored Skills:** Construction, Crafts (Agriculture, Carpentry, Masonry), Herbalism, Weapon Craft |
| **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. |
| **Magic:** Most disciples of Aquae do not use magic, but instead offer prayers to the god to gain his favors. However, there is at least one rune associated with the “God of Locusts” that gives its bearer dominion over insects. Those with this rune are called Locust Lords and are generally shunned in most communities. |
| **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. |
| **Gaining Favor:**   * Building, or assisting in the construction of a community building – 1-3 pts * Crossing a river – 1 pt (or more with a sacrifice) * Doing farm work – 1 pt * Protecting a farm, home or village from danger – 2-10 pt * Showing hospitality to guests – 1-3 pt * Working at a craft – 1 pt |
| **Prayers:**   |  |  |  |  | | --- | --- | --- | --- | | **Name** | **DL** | **Cost** | **Effects** | | For Clean Water | 14 | 5 | * You build a small shrine to Aquae to purify a spring, or a section of river | | For Creation of a Sanctuary | 18 | 20 | * You consecrate a building and as long as the blessing lasts, the owners get a +1 to all actions therein | | For Defense of a Home | 14 | 8 | * You and your allies get a +1 to attack and defense if defending a home or village from attack | | For a Difficult Crossing | 14 | 5 | * Washes out bridges and makes a river harder to cross * Checks to cross the river are at a -2 for one day * Favor may be pledged to keep the river raging for 1 day/point | | For an Easy Crossing | 10 | 2 | * Any checks required to ford a river are made at +2 | | For Good Crafting | 10 | 2 | * Your next crafting check gets a +2 | | For Good Farming | 10 | 2 | * The village is blessed and any farmer that participates in the ceremony gets a +1 to their agriculture checks for a year | | For Sealing a Gate | 14 | 5 | * A door or gate is sealed as long as the priest stands vigil over it * Once you leave the portal, you may pledge favor to hold it for 1 minute/point | | For Sound Construction | 14 | 5 | * When the construction of a structure is unsound, this prayer will cause it to hold for as long as you are present * Favor may be pledged to keep the structure intact for 1 day/point | | For Understanding a Structure | 14 | 5 | * Aquae gives you a better understanding of the structure you are in, giving you a +2 to perception or concealment rolls in it | | For Weakening Construction | 18 | 10 | * You circumvent the structure you wish to weaken while chanting to Aquae and it will decay | |

**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. |
| **Favored Skills:** Combat Skills, Tactics |
| **Rites:**   * *Consecrate Battlefield –* After large battles, the followers of Brul will consecrate the battlefield to prevent Shadow from taking the dead. * *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. |
| **Magic:** Brul has no runes associated with him, but he favors warriors with honor. |
| **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 priests of the two gods tend to chafe when in each others’ company. |
| **Sacrifices:** Brul likes finely crafted weapons and the heads of his enemies. |
| **Gaining Favor:**   * Calling out and challenging someone who is dishonorable or cowardly – 1 pt * Exceptional bravery in combat – 1-5 pt * Never leaving a comrade behind – 1 pt * Pledging and taking heads in combat – 1 pt for each head pledged past 2 * Sacrificing the best piece of loot from a battle – 1-4 pt * Winning a single combat against an equal opponent – 2 pt * Winning single combat against a superior opponent – 4-10 pt |

**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. |
| **Favored Skills:** Craft(Undertaker), Knowledges (Divination, Magic Related), Meditation, Rune Knowledge |
| **Rites:**   * *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. |
| **Magic:** Cancri’s priestesses take her symbol. (I am not sure if Cancri has Divine Favor.) |
| **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. |

**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. |
| **Favored Skills:** Concealment, Knowledges (Divination, Magic Related), Meditation, Rune Knowledge |
| **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. * *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. |
| **Magic:** The Twins give runes to their devoted followers and encourage them to seek out arcane runes and spells. (I am not sure if they have Divine Favor.) |
| **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. |

**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. |
| **Domains:** Animal, Liberation, Plant |
| **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. |
| **Magic:** Hegre has a rune |
| **Rivalries:** |

**Lex (LEKS)**

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| **Overview:** Lex is the Spirit of Kings and the patron of all who rule and protect others. He is the god of fathers, kings and generals. If an oath is made, Lex hears it and ensures that it is upheld.  Lex’s dark aspect is the god of tyrants and slaves, oppression and injustice. |
| **Domains:** Glory, Law, Nobility, Protection |
| **Rites:** |
| **Legends:** |
| **Rivalries:** Lex views Brul and his followers as brutish and considers their approach to battle to be foolhardy. This rivalry has never grown into open warfare, but the priests of the two gods tend to chafe when in each others’ company. |

**Libra (LEE – brah)**

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| **Overview:** Libra is the goddess of cities, judges and trade. It is she who brought law to Anthis and her traditions help to maintain order. She watches over travelers and merchants and punishes those who cheat and steal. |
| **Domains:** Law, Travel |
| **Rites:** |
| **Legends:** |
| **Rivalries:** There is a great deal of overlap between Libra’s domain and Lex’s. Though the two priesthoods work together to maintain order, there is a bit of one-upmanship between them. |

**Mordain (mor – DAIN)**

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| **Overview:** Mordain is the Mountain God. His essence is part of the land, the soil and the rocks. He is god of the earth, the mountains, miners and burrowing creatures. He is patron of anyone who dwells beneath the ground, or makes their living there. He is also the god of craftsmen (particularly smiths).  In his dark aspect, Mordain is the Lord of Greed who pillages the land and poisons the water in search of gold. |
| **Domains:** Artifice, Earth, Fire |
| **Rites:** |
| **Legends:** |
| **Rivalries:** |

**Tathae (TATH – eh)**

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| **Overview:** Tathae is goddess of those who are not seen. In this capacity, she rules over the dark alleys of cities and protects those who are out in the night. She is patron of thieves, prostitutes and children.  In her dark aspect, Tathae is the rat-headed queen of those who bite. She rules over vermin, insects, poison and disease. She is patron of assassins, but also of physicians and alchemists. |
| **Domains:** Darkness, Evil, Healing |
| **Rites:** |
| **Legends:** |
| **Rivalries:** |

**Ulder (OOL – der)**

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| **Overview:** Ulder is god of the sea. Fishermen pray to Ulder to grant them the sea’s bounty and sailors pray for safe journeys.  In his dark aspect, Ulder is the Storm God who rages, smashes boats and drowns their crews. |
| **Domains:** Air, Destruction, Water, Weather |
| **Rites:**   * *Sacrifice for a Safe Journey – Sailors will sacrifice to Ulder to ensure they have an uneventful journey. Such sacrifices usually involve a prize animal or wine (100g).* |
| **Legends:** |
| **Rivalries:** |

**Vidra (VEE – druh)**

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| **Overview:** Vidra rules over mankind’s more noble impulses such as love, passion, faith and mercy. She is the patron of mothers, lovers, brides and virgins.  In her darker aspect, Vidra is the patron of the scorned and the mistress of vanity, envy and loss. |
| **Domains:** Charm, Glory, Good, Nobility, |
| **Rites:** |
| **Legends:** |
| **Rivalries:** |

**Ylid (EE -- lid)**

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| **Overview:** Ylid is the god of music, wine and revelry. He is the god of celebrations and the patron of tavern keepers, gamblers, drunks and bards. He is also the god of lust and luck.  In his darker aspect, he represents our baser instincts, gluttony and hedonism. He is the patron of humanity's excesses, leading us all to self-ruin in pursuit of pleasure. |
| **Domains:** |
| **Rites:** |
| **Legends:** |
| **Rivalries:** |