

GOD SYSTEM GUIDE (v1.5.0)

- 1) New name for the old „Tasks“ button (the guild building is now called [“templum”](#)):



- 2) Now 3 Tabs when clicking on Pantheon:



- 3) The tasks additionally give favour points now: 4 to the “main” god, 2 to the “side” god:



- Tasks are used to fill up your favour points which you can spend on a “Grace of God”.
- 1 task = 6 favour points -> Maximum per day 60 favour points (distributed on different gods)

- 4) The missions are similar to achievements and raise the maximum amount of favour points you can collect for a god.



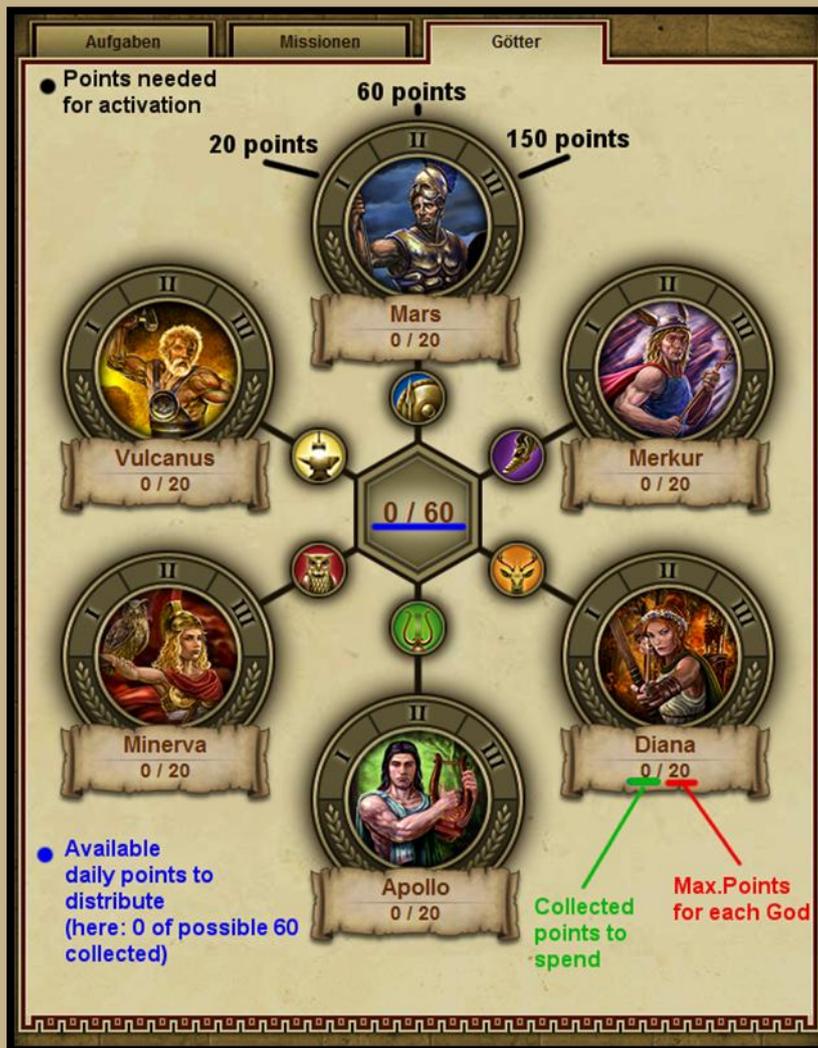
- Some missions as “reach level X” give points to all gods, others on the contrary only to some gods, e.g. “Explore 3 expedition areas completely” (second green mark).

Note: Missions raise the maximum, and also **once** the temporary points. E.g. you have 0/20 collected for one god, fulfill a mission worth 10 points, and your new amount is 10/30.

Screenshot after one mission, in this case “Reach level 5”:



5) The God overview, point counter and activation of "Grace of God":



Blue: The counter for your daily favour points; reset to 0 every night.

Black: Costs (in favour points) for the activation of a "Grace of God".

Red: Maximum points to collect for one god; this value can be raised with missions.

Green: "Temporary" points which you can spend; raised by tasks.

This looks a bit much, but check the next screen after 6 fulfilled tasks.

6) First “Grace of God” available, “Dianas protection”.



As you can see, after 6 fulfilled tasks, I collected 20 points for Diana (and 8 for Minerva and Apollo). The button at Diana is active now and grants you a certain amount of additional armour for 4 hours when activating it. The cooldown for this “Grace of God” is 1 day (the testserver runs on 5x speed, so the numbers in the tooltip differ).

Summary of blessings:

Blessing no1: costs 20, duration 4 hours, cooldown 1 day.

Blessing no2: costs 60, duration 3 days, cooldown 3 days.

Blessing no3: costs 150, duration 2 hours, cooldown 7 days.

- The “Grace of Gods” improves all different kind of stuff, e.g. agility, skill, damage, charisma, etc.
- The number 3 ones are quite powerful in case you wonder about the long cooldown, e.g. “Minervas Justice” which eliminates double hits for you and your opponent in fights, so charisma doesn’t play any role in fights if you activated it.
- All number 2 “Graces” are “oils” which you get as an item and can use them then. They “behave” like dusts and only one can be activated on the same item at the same time.
- The activation of a “Grace of God” only blocks the one god, not all. So you can actually activate 6 graces at a time.
- More detailed descriptions of the effects might follow, but they are pretty self-explaining once you see them in game.

7) One additional possibility to gain favour points, praying in the “Templum” guild building:



- You can fill up the points for a specific god by choosing him in the list.
- You can see how many points the god currently already has, and with that, how much you can still pray. Once you reach e.g. 20/20 a message tells you that you are not allowed to pray anymore to this god.
- The duration is 1-15 hours, depending on the level of the building, and gives 1 point per hour.

Additional notes:

After the update, all high level players will already have a bunch of missions done. This means that in the first days they will have plenty favour points to use.

Check this (part of a) mission screen of a lvl100+ player:



There is no other solution than manually clicking through them, but in this way you can at least distribute them as you wish.