Traditions →

- **Roman state religion:**
  - Temples, rituals, sacrifices by individuals and for state.
  - Priestly colleges.
  - Olympian gods and ‘spirits’, and increasing number of foreign gods.
  - Pontifex Maximus (Augustus onwards was the emperor).

- **Religion in household:**
  - Paterfamilias headed family rituals and offerings.
  - Household gods: Vesta, Lares, Penates (gods of storecupboard), spirits of ancestors.

- **Prophecy and divination:**
  - Haruspex – examines entrails of sacrificed animals; aures – birds; omens; Sibylline Books.

Problems faced by Augustus →

- Late Republic neglect of temples.
- Lapsed traditional rituals (some priestly colleges disappeared).
- Piety to as important to Romans as it should be.
- Civil wars seen by some as punishment for neglecting ancestral rituals and customs.
- Propaganda aimed towards collapse of traditional morality and restoration.
- Balance between Roman/Italian conservatism and subjects’ ‘desire’ to deify him, especially in East; viewed as ‘saviour’ in Rome.
- Beginning of imperial cult, no consistent policy.
- Posthostumous deification the norm.

Priesthoods held by Augustus →

- **Pontifex Maximus**
- Augur
- **Quindecimviri**
- **Septemviri epulones** (feasts at games)
- Arval priest (cult of Dea Dia) – important senators, evolved to honour imperial family & emperor.
- **Fetiales**: war declaration and treaty rituals.
- **Sodalis Titius**: responsibilities unknown.
- Many statues depict fold of toga over head, suggesting priest – piety, tradition.
- Creating new patrician families enabled new priests.

Saecular Games 17BC →

- Greatest religious festival of Augustus’ reign. Meant to restore traditional values/piety. Propaganda – new ‘golden age’ in Rome (idea to mark beginning of new ear every 110 years-ish); peace, prosperity. Nobody should see two Games.