

Several faithful Verenan prayers

Skill required

Channelling 100xp

Petty aka Godsend

(Basic set 100xp)

All require half action to petition and last 6 turns (1 minute)

Blessing of Courage, CN3, rallies a terrified ally

Blessing of Speed, CN4, +1 **Mov** & +10 **I**

Blessing of Fortitude, CN5, +5 **T** and +5 **WP** to an ally

Blessing of Healing, CN5, heals 1 **W**

Blessing of Might, CN6, +5 **WS** and +5 **Str** to an ally

Blessing of Protection, CN7, unless target passes *routine* (+10) **WP** test he cannot attack a particular benefactor

Extra spells

Blessing of Verena (50XP), CN3, unless target passes *routine* (+10) **WP** he (is so overcome with guilt that) cannot commit crime

Blessing of Wisdom (50XP), CN6, allows failed **Int** test to be re-rolled

Lesser Magic

Move (100xp), CN4, telekinesis on objects < 10 enc within 12' & knock-over < 50 enc or open doors within 24'

Skywalk (100xp), CN11, leap Mx3' long & 6' high

Lore of Verena

Lore of Verena the Just (Basic set 100xp)

! these miracles require long (1-minute), ritualistic prayers

Preserve the Balance, CN13, returns previous (1-min) and future (1-min) crimes against its perpetrator

! *Reprobate's Sentence*, CN17, accuse suspect of a specific crime. If suspect listens to entire indictment and he is guilty of said crime, he must pass **T** test or wretch painfully (-10% to all stats for next hour)

Retribution, CN14, target must pass a *challenging* (-20) **WP** test or suffer debilitating agonies (-20%) for next minute

Shackles of Verena, CN6, target must pass an average **WP** test or find themselves inexplicably helpless (prone). This lasts 1 minute unless the detainee manages to break his shackles (opposed test of victim's **Str** vs. priest's **WP**)

Sword of Justice, CN10, your sword delivers swift justice with divine retribution, i.e. +1 damage and counts as magical. Moreover if the priest knows the victim to be guilty of a crime, then the sword also gains +10 **WS**

! *Trial by Fire*, CN18, accuse target of crime, if innocent no effect but if guilty the target is spontaneously combusts (fire damage, i.e. 3+D4W per round)

This prayer seems like it will unbalance the game, removing interesting and demeaning fun. So how about Words of Truth instead?

Extra spells

! *Eavesdrop* (100xp), CN15, hear sounds at any location within sight

The Blind Maiden (100xp), CN16, offers a good chance (**Int** test) of detecting lies and fair chance (**I** test) of piercing illusions, disguises and hidden characters/objects within your line-of-sight