

Verses

1. The Book of St. Uriathas.

"Uriathas cried out, for his three daughters lay dead around him. After one hour had passed and Uriathas yet wept, G_d sent the ghosts of his daughters to comfort him in the time of his mourning. Upon seeing them, Uriathas wept all the more, for he felt as though his life had lost its purpose."

--Uriathas 6:4-6

When you kill a sinner, you learn one memory of theirs relating to the sin you killed them for.

2. The Book of Exhortations.

"Do not suffer the liars and charlatans in your towns. When you encounter a liar, take his tongue from his mouth and nail it to his left hand."

--Exhortations 11:2

You know a lie when you hear it.

3. The Book of Belisaria.

"And Belisaria touched the leper with her second and fifth fingers, and the leprosy was removed from his body. At that same moment, his eyes burst with flame, and his palms became like a furnace, and all the crowd around him ran with fear."

--Belisaria 20:16-17

When you heal (from magic or rest), heal extra HP equal to your your level (rounded up).

4. The Book of St. Qor'esh.

"Speak not unto me!" he said with a loud voice. And as he did so, the roof of the house they were in began to quake and tremble, and all the multitudes wailed, for they thought they would surely perish. "

--Qor'esh 1:15

When you need to, your voice can carry over nearly any distance; when you speak to a crowd, they all understand you, even if they don't speak your language.

5. The Books of 1st & 2nd Archons.

"Trust in G_d. Do this, and you shall know peace, and all that you need shall be provided unto you."

--2 Archons 31:19

If you have no more bullets and you desperately need one, there will be a single bullet in the chamber.

6. The Epistle to the Brevant.

"If a friend comes to your door in the darkest hour of night begging for food and water, do you turn them away? No! You open your door and feed your friend. This is how you should treat all those who come to you, no matter their cloth."

--Brevant 10:24

Once per 1d6 days, you can bless a meal to feed ten times the number of people it should. If this ability is used inside the home of someone offering you shelter (such as via the Folk-Friend Art), the home also receives a random blessing (d6). If you succeed on a Save, you may instead choose the blessing.

- 1: Something lost (a key, a lamb, a sack of coins, a family member) will return to the house in the next three days.
- 2: Some kind of pest in or around the house (rats, roaches, fleas, a virus, extortionist tax-men) will be removed from the house, and not return for a year and a day.
- 3: For the next month, the people of the house will have enough to eat. It might not be a lot, and it might not be free, and it might not be tasty, but no one will go hungry.
- 4: For the next month, any natural-caused structural damage to the house is averted. This means wind, rain, wildfire, rot, and sandstorms won't cause the roof to cave in or the walls to blow down—but it won't stop axes or arson.
- 5: One long-term conflict that has been affecting the house (a rivalry, a feud, a divorce) will resolve within the next month—peacefully-ish—and then not resume for a year and a day.
- 6: One secret that has been hidden in or around the house will be revealed in the next three days.

7. The Litany of Kalhaim.

"'Woe unto the plague-bringers!' shouted Kalhaim. 'Woe unto the dwellers in our Mother's Hall! Woe unto all who defy the Prophets!'"

--Lit. Kalhaim 4:4

When you blow someone's brains out, any opponents within earshot must immediately make a Morale check with disadvantage.

8. The Book of St. Dunstan.

"Remain ever vigilant and ever watching. Do not trust those who come to your house with smiles and delights, for they hide serpents in their robes."

--Dunstan 8:12

You cannot be surprised in combat.

9. The Hymn of Karnassa.

"Ash and oak, elm and fir, yew and alder. See all the bounty of the world that our divine G_d has given unto us? How can Hell stand against the might of Heaven and Earth?"

--H. of Karnassa 2:33

You gain +2 to saves against fear and mind control.

10. The Book of the Cataclysm.

"When the storms of G_d come, and fire and ice rain from the sky, then you shall know the words of the Prophets as true."

--Cataclysm 25:18

So long as you have your priest's collar on, you have advantage against the effects of very cold and very hot weather.

11. The 1st & 2nd Epistle to the Synniots.

"Hear me, Theophiloi, when I speak these words unto you: 'The works of G_d may seem impossible to you, but they are not. Through iron faith, all things may yet come to pass.' And the Synniots rejoiced upon reading these words, for their star had not yet abated."

--1 Synniots 14:8-9

Once every 1d10 days, you can re-roll a single d20 roll.

12. The Book of St. Yrsa.

"Do not dwell in darkness, but embrace the light of truth. Fear neither sun nor fire, but welcome both into your hearts."

--Yrsa 7:21

After firing your gun, light hangs from where the muzzle flashed for 1 hour.