

Prayer of Healing



Roll combat dice equal to the casters total mind points. Target is healed for each shield (of any colour) rolled. Return to the bottom of the deck after use.

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Prayer of Restoration



Heal all friendly targets in the same room or corridor for up to 2 lost body points.

Costs 1 mind point

Return to the bottom of the deck after use.

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Prayer of Cleansing



Removes all negative effects from a target. Return to the bottom of the deck after use.

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Prayer of Retribution



Attacks target with combat dice equal to the casters current mind points.
+1 damage against undead.
Costs 1 mind point.
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Prayer of Penance



Resurrect a fallen player and restores 2 lost body and mind points.

Costs 1 mind point.

Return to the bottom of the deck after use.

Prayer of Penance

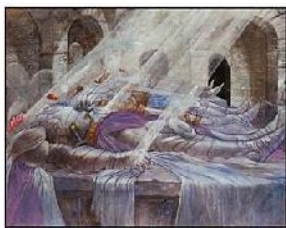


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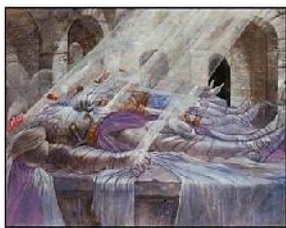


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Return to the bottom of the deck after use.

Prayer of Illumination



Restore all of the targets lost mind points and increase total mind points by 1. Effect lasts until the end of the current quest

Do NOT return to the deck after use.

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Do NOT return to the deck after use.

Prayer of Benediction



May only be cast in a room, attacks all enemies in the room with dice equal to the casters current mind points. Costs 1 mind point for every enemy attacked. Do NOT return to the deck after use.

