**Saints and Petitions in Runebearer**

**Petitions**

When a follower of Stratus and Aestra perform extraordinary acts of faith and service in their life, they are sometimes recognized and venerated as saints after their death. According to the Church, saints act as a bridge between the mortal world and the divine world, interceding on behalf of mortals who petition them for aid.

**Learning Petitions**

Common Bostonians pray for favor, or leave offerings at a church or statue hoping for a subtle blessing. Priests and priestesses are taught prayers in a special language that put them in direct contact with the saint’s power. These prayers are called Petitions.

Petitions are usually learned at churches, temples and shrines dedicated to a specific saint. Each saint has a set of petitions characters can learn. Assuming the character has the prerequisites and the free checks to spend, learning a petition is a Theology skill test against the DL of the prayer. Success means the character spends the checks and marks the petition on his sheet. Failing this skill test generally means that the character cannot learn the petition until his theology skill level increases through experience.

A character can learn as many petitions as his current theology skill level. Extra petitions can be earned by purchasing the correct talents.

**Petitioning Saints**

Petitions are prayers asking for a saint to intercede on behalf of the petitioner. The success of a petition depends on the Petition skill which is available to priests and priestesses and starts at the same level as the character’s theology skill, but is then treated as a separate skill once the campaign starts.

A given petitioner can only invoke a specific saint once a game day and is only allowed three total petitions in that period. More daily petitions can be earned by purchasing certain talents. A petition is considered used even if the petition skill test fails. There is no other penalty for failing a petition.

**Charms and Medallions**

Some of the petitions listed allow the creation of charms or medallions. These medallions are small trinkets blessed by the saint. They are symbols of the saint’s favor and the saint grants a boon to whoever possesses the object as long as that person is a member of the Bostonian Church.

To create a charm, the priest or priestess must learn the correct petition. To invoke the petition and create the medallion, the priest must purchase the 5-point talent, Create Charm, based on his Petition skill. Created charms are permanent and any number of charms may be created as long as the priest is willing to spend the checks.

**Miracles**

Miracles are special kinds of petitions that are not learned; they can be invoked by anyone who knows ANY of the Saint’s other petitions and they do not count against the priest’s learning limit. However, they do count against the petitioning per-day limits.

Miracles have high DLs and produce spectacular effects. However, they cost a level of invocation and once they are invoked, the priest can never use that miracle again.

**The Saints of Bostonia**

***St. Agatha The Blessed Daughter*** – Agatha Saveigh was orphaned at a young age when both of her parents died of disease. She was taken in by her uncle, but he was a poor freeman farmer and a mean drunk and often abused Agatha when times were lean. Agatha fled an arranged engagement at the age of 13 and spent a year moving between farmstead and roadside inns, earning her bed and board.

When she was 14, working as a stable girl for a large country inn, Agatha met a group of the Blessed Daughters of Stratus as they traveled to a performance in Boston. Agatha stumbled upon the monks’ singing practice and immediately made up her mind to join their monastery.

Agatha joined the Daughters, working and singing with them for three years. In y642, at the request of Bishop Antoine Fellebaum, mercenaries laid siege to the monastery and ultimately set it on fire. Agatha remained calm and courageous in the face of the inferno, making several trips back into the flames to make sure her fellow monks escaped safely. When she was certain all of the Daughters were safe, Agatha made one final trip into the fire to save the sacred hymnals and was never seen again.

Since that day, the Blessed Daughters have venerated Agatha as a saint and their monastery has a statue and a tomb dedicated to the young girl (even though her remains were never found). Agatha was officially canonized in y727 due to heavy lobbying by the monks. She is the patron of singers, music lovers and those injured or killed by fire.

**Petitions of St. Agatha**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| St. Agatha’s Blessing |  | 12 | The petitioner is ***blessed*** after participating in a singing ceremony or performance. |
| St. Agatha’s Medallion | The petitioner must travel to the monastery of the Blessed Daughters of Stratus and spend the day fasting and praying at the feet of the statue of St. Agatha. | 12 | The owner of this medallion gets a +1 to all checks related to singing and playing music. |
| St. Agatha’s Mercy | The petitioner must have been burned in the past and must recite a prayer while touching a relic of the saint. | 14 | The beneficiary of this petition gets a +3 to save and -1 damage/die vs. fire effects until he is out of danger. |
| St. Agatha’s Soothing Hand | The petitioner must learn this prayer from a physician who has studied the story of St. Agatha. | 14 | The petitioner gains a +1 to all healing effects when healing fire damage. |
| The Miracle of the Inferno | The petitioner must have received the saint’s blessing once before. | 22 | The petitioner and his allies are miraculously saved from a fire. Either an escape route is found, or the fire is extinguished by a freak rainstorm. |

**The Blessed Daughters of Stratus**

The Blessed Daughters of Stratus are a small group of female monks who spend their days in contemplating the glorious works of the Father and venerating him through song. They are known throughout Bostonia for their beautiful hymns and chants and give performances across northeastern region for nobles and important clergymen.

The Daughters were officially formed in y568 when the Bishop of Belame gave the women the use of a plot of land owned by the Church called the Belame Vineyards. The monks built their monastery and cultivated the land for over 70 years until the Bishop’s successor, Antoine Fellebaum coveted the Vineyards. Hoping to sell the Church land to himself, he tried for many years to convince the Daughters to abandon the monastery. Finally, he gave into frustration and hired a company of mercenaries to frighten the women from their home.

The mercenaries laid siege to the Vineyards for four months. The standoff ended when the mercenary captain had his men light several small fires to smoke the women out. In the dry autumn, the fires grew out of control and burned the monastery to the ground. Fortunately, due to the sacrifice of one of their youngest members, all but one Daughter survived the inferno and escaped to tell the tale of their treatment at the hands of the Bishop.

***St. Roard the Vigilant*** – Roard was a physician in the Seeker’s Valley around y480. At that time, the valley was plagued by a wasting malady that was striking young peasants. The deaths of so many young men and women saddened Roard and he gave up his lucrative city practice and traveled the countryside treating the sick.

In studying the illness, Roard came to the conclusion that its origins were supernatural and he theorized that some kind of curse or spirit was the root cause. To test his idea, he stood vigil over his patients night after night, hoping to catch a glimpse of their tormentor. One night, Roard found his creature which he described as “a cold shadow brimming with teeth and claws and malevolent eyes.”

Miraculously, Roard survived his first encounter with the creature and dedicated the remainder of his life to defeating it. He entered the seminary, became an ordained priest and studied the world of demons. When he finished his training, he became a renowned demon hunter, protecting the people from all manner of evil spirits. Roard met his end in y499, battling the very shadow he confronted years before. (could use something else here)

**Petitions of St. Roard**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Father’s Light | The petitioner must learn this prayer from the priests at the Church of the Vigilant. | 13 | A vial of the petitioner’s holy water will glow with a faint light, similar in strength to candlelight, for one hour. |
| Prayer of the Clear Mind | The petitioner must learn this prayer from the priests at the Church of the Vigilant. | 15 | The petitioner gets a +3 to save against all mind or perception-altering effects such as illusions and charms for the rest of the encounter. |
| Prayer of the Exorcist | The petitioner must learn this prayer from the priests at the Church of the Vigilant. | 16 | The beneficiary gets a +1 to attack and defense against demons and their minions until dawn of the next day. |
| St. Roard’s Vigil | The petitioner must perform an all-night vigil at the Church of the Vigilant in Seeker’s Watch. | 12 | This petition can only be invoked if the petitioner has to watch over someone or something. The petitioner can maintain watch over his charges and needs no sleep that night. |

***St. Tristan of the Marsh*** – Tristan was a native of Logren, a town on the southern edge of the Bloodpools. After traveling Bostonia, he returned to his home to minister to his people. After an undead outbreak destroyed his village, Tristan fled into the swamp and disappeared there for several years. When he returned to civilization, he built a church in the marsh and recruited priests to form a new order devoted to battling the undead. This order would grow into the modern-day Sunbringers.

**Petitions of St. Tristan**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| St. Tristan’s Medallion | The petitioner must touch the holy Mace of St. Tristan which is interred with the saint in his tomb. | 16 | The owner of this medallion gets a +1 to all Navigate, Survival and Stealth checks in swampy terrain. |
| Blessing of Burning Water | The petitioner must collect water from the Bloodpools and purify and bless it to make it holy water. | 14 | For the remainder of the encounter, all of the petitioner’s Bloodpool holy water does +2 damage/die to the undead. |
| Prayer of the Restful Dead | The petitioner must travel to the Bloodpools and spend the night out in the marsh and witness the dead rise. | 16 | The beneficiary gets a +1 to attack and defense against the undead until dawn of the next day. |
| Prayer of Sanctuary | The petitioner must slay an undead creature in the name of St. Tristan and then pray at his statue at the Church of the Restful Dead. | 14 | The petitioner blesses his holy water so that undead cannot cross an unbroken line of it. |
| Sunbringer’s Call | The petitioner must be taught this petition from the Fathers of the Church of the Restful Dead (usually after a tithe). | 17 | The next time the priest turns undead, it will affect 1d3 additional creatures of equal or lesser power. |

***St. Alice the Leper*** -- Born to a poor peasant family, Alice was bedridden with leprosy while still very young. She lost the use of her arms and legs, and then lost the limbs themselves. She became known for her holiness and devotion to Aestra. When a temple to the Mother was built next to her home, she had a window cut into the wall so that she could attend services with the priestesses. She later trained to be a priestess, but never attained the rank of Learned Sister. Nonetheless, it is said her touch could heal. Before her death, she was cured of her disease by the grace of the Mother.

**Petitions of St. Alice**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| St. Alice’s Charm | The petitioner must have been afflicted with a dangerous (potential loss of life or limb) disease. | 14 | The owner of this medallion gets a +3 to save against any disease, or disease-like effect. |
| Alice’s Touch | The petitioner must have cared for and touched the victim of a contagious and dangerous disease. | 16 | The petitioner gains a +1 to all healing effects for the rest of the day. |
| Alice’s Prayer | The petitioner must have cared for and touched the victim of a contagious and dangerous disease. | 14 | The beneficiary gains a +1 to all physician rolls pertaining to diagnosing and curing disease. |
| The Curing of the Leper | The petitioner must have petitioned St. Alice successfully at least once before. | 24 | The petitioner totally cures someone of a disease and reverses the ill-effects of that disease (including permanent effects like the loss of a limb). |

***St. Antel*** -- A member of the Gemenir tribe, Antel was said to have been contacted by Aestra and taught the healing arts. He became the first physician. He is said to have had supernatural powers to mend bone and torn flesh.

**Petitions of St. Antel**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Antel’s Blessing |  | 14 | The petitioner is ***blessed*** whenever they heal someone from unconsciousness or from the brink of death. |
| Healer’s Medallion |  | 16 | The wearer of this medal gets a +1 to medical skill rolls. |
| Antel’s Mending | The petitioner must be a physician trained at a school run by priests who revere Antel. | 16 | The petitioner lays his hands on an ally after combat and that ally can shake off wound damage. |
| Physician’s Prayer | The petitioner must be a physician trained at a school run by priests who revere Antel. | 13 | The petitioner gains a +1 to all physician rolls when trying to heal wound damage. |

***St. Elbrand*** -- After the founding of the Church, Elbrand traveled the Seeker’s Valley converting the pagan tribes that still practiced there. He was captured by a hostile tribe and beheaded. Legends say that after he was beheaded, Elbrand stood and carried his still preaching head in his hands. The pagans scattered and filled with fear, many of them converted to the Father.

**Petitions of St. Elbrand**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| St. Elbrand’s Medallion | The petitioner must have been knocked out by a head wound and must have touched the Saint’s Head which is kept in the town named after the saint. | 13 | The wearer of this medallion gets a +1 to his head’s AV, but once he is his there, his medallion breaks. |
| The Beheaded Sermon | The priest must spend a period of two weeks studying Elbrand’s famous sermon, memorizing its arguments. | 12 | The petitioner gets a +2 to his theology and persuasion skills when trying to convert someone to the faith. |
| The Miracle of Elbrand | The petitioner must have successfully petitioned St. Elbrand before. | 24 | The petitioner can continue to operate for up to 10 rounds after being killed or knocked unconscious. |

***St. Gidus*** – Gidus was born a wealthy noble in Salem. When his parents died, he used his fortune to help the poor. He was so generous that his philanthropy left him impoverished. He left the city and became a hermit in the nearby hills. Legend says that Aestra, touched by his gentle nature, sent animals to him and blessed him with the ability to make apple trees and grapevines grow at a touch.

One day, Baron Celus and his hunting party chased one of the animals to Gidus’ dwelling and a stray arrow injured Gidus’ leg. The Baron was horrified at the accident and had Gidus brought to a nearby village to be treated. While there, the villagers were stunned as all the animals flocked to him and a beautiful orchard grew around his dwelling. Upon hearing the story, the Bishop of Salem built a monastery at the site and made Gidus the abbot.

**Petitions of St. Gidus**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| St. Gidus’ Medallion |  | 14 | The wearer of this medallion gets a +1 to any rolls dealing with gardening, farming, or animal husbandry. |
| Gidus’ Blessing |  | 16 | The petitioner can travel this day without being subject to random encounters of a natural nature (wolves, bears, boars, birds, etc.). |
| Gidus’ Soothing Voice |  | 12 | The petitioner gains a +2 to animal handler rolls to calm an animal.  This effect can even be used on animals in combat, but the animal handler DL is greatly increased (to 15 or more). |
| Gidus’ Thumb |  | 12 | The petitioner gains a +2 to any craft or knowledge skill dealing with agriculture or gardening. |

***St. Olum*** -- St. Olum was a young nobleman who lived from during the years 459 and 516. In y484, Olum was moved by Grand Father Michael Richelau’s call for a focus on spiritual and religious concerns. He renounced politics and war, and joined the monastery at Avenol. After several years as a monk, Olum sought a more personal relationship with Stratus and Aestra. Olum became a hermit, but when his father heard of his new calling, he tried to get his son to reconsider. Olum’s father became more and more insistent until Olum worried his father would force him from his solitude. Olum fled south, deep into goblin territory.

Olum the hermit lived alone for a dozen years until a nomadic goblin tribe, the Brigg Dah, happened upon his home. The goblins captured the human, and were about to kill him, when Olum found he could speak the goblin tongue so long as he was reciting scripture. These goblins had not had much contact with humans and so tales of the new gods fascinated them. Olum was spared and set about converting the pagan goblins.

Olum died after a month-long theological argument with a thugraa of The Wretched One. Olum convinced the goblin to give up his hideous rune and convert. However, in doing so, he contracted a wasting disease, and died shortly thereafter in y516.

**Petitions of St. Olum**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Goblin Friend’s Charm |  | 15 | The wearer gets a +1 to all social rolls when dealing with goblins. |
| Blessing of St. Olum |  | 13 | The petitioner gets a +3 to all saving throws vs. goblin spell-casters. |
| St. Olum’s Tongue |  | 18 | The wearer can speak in an unknown language for a couple of hours. |
| St. Olum’s Miracle |  | 26 | The petitioner can instantly convert a pagan or non-believer. |

***St. Sebastian*** -- A great believer in converting enemies instead of fighting them, Sebastian spent years ministering to the Borakki and the Cobrat. In his travels, Sebastian theorized that other enclaves of humans must have survived the Fireseeds. Sebastian traveled across the Teeth Mountains to find these enclaves and teach them the ways of the Mother and Father.

**Petitions of St. Sebastian**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Medallion -- Seeker of the Valley |  | 12 | The petitioner gets a +1 to navigation and survival rolls in the Seeker’s Valley and the surrounding mountains. |
| Chant of the Metal Devils |  | 16 | The petitioner and his allies get a +4 to save vs. fear when faced with the talak demon chariots. |
| Mountain Sanctuary |  | 16 | The petitioner and his allies get a +4 to stealth and concealment checks to avoid talak. |
| Mountaineer’s Prayer |  | 15 | The petitioner gets a +2 to navigation and survival rolls in mountainous terrain. |

***St. Weirgrub*** -- The daughter of a Seeker’s Valley nobleman, she was schooled at the Temple at the Falling Water in Seeker’s Watch. Her studies brought her close to the Mother, and she became a Learned Sister. She remained at Falling Water and became head of the orphanage there, tending to the city’s forgotten children for many years. She was known not only for her kind spirit, but also the hours she spent in meditation and contemplation of the Mother’s ways.

Late in her life, Weirgrub received a vision in which she was granted the ability to raise the dead through the power of the Sacred Falls of Aestra. The next day, an earthquake struck Seeker’s Watch, leveling her beloved orphanage. All of the children were killed. Weirgrub walked from child to child, touching each of them and bringing them back to life. Soon after, she died.

**Petitions of St. Weirgrub**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Orphan’s Prayer |  | 12 | This prayer makes nearby children feel at ease. It calms upset children, gives them a +4 to save against ill-effects and gives the petitioner a +2 to all social checks when dealing with children. |
| Prayer for Quiet Earth |  | 16 | The beneficiary gets a +3 to all saves against earth spells and -1 effect/die. |
| Weirgrub’s Meditation |  | 14 | The petitioner gains 1 level back in any runes they possess. |
| The Miracle at the Orphanage |  | 28 | The petitioner can bring a recently dead person back to life. |

***St. Camille*** – A common fisherwoman who became one of the founders of the modern Bostonian faith. She is known for the visions that started the War of Unification as well as the Miracle of the Black Lake that ended it.

**Petitions of St. Camille**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Sailor’s Prayer Medallion |  | 12 | The wearer gets a +1 to all sailing, fishing and swim checks. |
| Consecration |  | 14 | For a day, all enemies of the church suffer a -1 penalty to all actions.  This effect can be made permanent if the petitioner repeats the prayer for 3 consecutive days and sacrifices a level of invocation. |
| Visionary’s Prayer |  | 18 | The petitioner gets a vision that helps him answer a pressing question. |

***St. Brega*** – Grr… I cannot believe I lost the latest version of this file. I need to rewrite this stuff.

**Petitions of St. Brega**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Brega’s Knowing |  | 12 | The beneficiary gains knowledge of tomorrow’s weather. |
| Brega’s Mercy |  | 14 | The beneficiary gains a +2 to all checks (survival, navigation, etc.) that pertain to avoiding the bad effects of weather, or escaping the weather. |
| Brega’s Pilgrimage |  | 16 | If the petitioner is on a journey with spiritual significance, this prayer insures temperate weather for the next 3-8 days. |
| Miracle of the Mortheen Temple |  | 22 | Within the next 24 hours an unlikely weather event occurs to “save the day.” A storm could sink enemy ships, or a fog might allow the petitioner to escape pursuit. |

***St. Callous*** – An old, legendary priest who is said to have traveled to the demon city of Tertentathador and wrestled bare-handed with Makav.

**Petitions of St. Callous**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| The Defiance of Callous |  | 16 | The petitioner protects an area such as a room, or a courtyard by entering into a theological debate with a demon, or intelligent undead creature. Every hour, the petitioner must make an opposed theology check (vs. INT, WIL, SPI, or theology) and if successful, the creature and its fellows cannot enter the protected space.  After 8 hours, the petitioner must also make TOU checks to continue the debate. The first check is DL 10, but each hour increases the difficulty by 2. |
| The Fury of Callous |  | 18 | The petitioner damages any demon or undead he strikes or grapples, doing 2d6 damage for each touch (through armor).  If the petitioner uses a weapon, he will get a +1 damage. |
| The Sacrifice of Callous |  | 16+ | The petitioner sacrifices a magical artifact and gains a boon, similar to the old priest power. The DL of this petition is based on the power of the artifact in question and the boon the GM has in mind.  This petition costs the petitioner a level of invocation. |

***St. Seldon*** – The founder of the Purifiers who was rumored to have the ability to sense evil artifacts.

**Petitions of St. Seldon**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Pilgrim’s Chant |  | 14 | The petitioner can travel an extra 20% overland that day. |
| Purifier’s Prayer |  | 14 | The petitioner gets a +3 to saves vs. spells and trap effects. |
| Seldon’s Lens |  | 13 | The petitioner looks through a vial of holy water and can see magic and evil auras around him for 5 minutes. |
| Seldon’s Beacon |  | 18 | The petitioner wanders, allowing the gods to guide him and arrives at where he is most needed.  This petition costs the petitioner a level of invocation. |

***St. Dovid*** – Founder of the Church and Unifier of Bostonia.

**Petitions of St. Dovid**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Unifier’s Blessing |  | 14 | The petitioner is ***blessed*** when he puts an enemy of the Church to the sword. |
| Voice of Dovid |  | 16 | The petitioner gains a permanent +1 bonus to all social checks when dealing with devout Bostonians. |

***St. Fergus*** – Patron of beggars and the poor.

**Petitions of St. Fergus**

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| **Name** | **Learning Conditions** | **DL** | **Effect** |
| Beggar’s Blessing |  | 14 | The petitioner is ***blessed*** when he gives something of significant value to the needy. |
| Beggar’s Prayer |  | 12 | The beneficiary of this prayer gets a +2 to all survival rolls in an urban setting and he will be more likely to find adequate food and shelter this day. |
| St. Fergus’ Returning |  | 18 | This prayer causes a lost or stolen item to be returned to its original owner. The time this takes is up to the GM, but should be on the order of 2-16 days. Also, if the item is possessed by someone else, they are permitted a save (SPI 16) to retain possession of the item. |
| Thieves’ Bargain |  | 16 | The petitioner and his fellows can travel for a night through an urban setting without encountering any thieves, pickpockets or cutthroats. |