

Saints and the Church

The Catholic Church in Chivalry and Sorcery is based on the historical Church as it existed in the Middle Ages. The beliefs portrayed are appropriate to the people of this era.

Many of the common people and even some of the lesser clergy believed in what we would now call superstitious and ignorant practices. The common people of the land viewed clerics with suspicion due to their flouting of Church law and the practice of selling indulgences, but nobody doubted God's existence. To many the activities of the clergy gave them every reason to believe in what were often called heresies. Belief in miracles and divine aid was commonplace. The concept that saints interceded between a worshipper and God was a natural outcome of the way the clergy claimed to intercede with Heaven on the behalf of the people. If a saint was useful for specific things, had a connection with the occupation of the petitioner or was associated with curing whatever ailed them, then asking for aid seemed natural. Similarly, saintly relics were also known to provide specific kinds of aid.

A miner would pray to St. Barbara, while an archer might choose St. Sebastian. Having directed their prayers correctly, each would confidently expect a little aid in their endeavors. Even those who doubted might still pray, if only as insurance. For similar reasons, clerics from friars to prelates were feared: they might command divine aid for themselves, or possibly visit divine retribution on their enemies. The unspoken threat of this was enough in many situations.

Monasteries in this era were a great church institution, many dating back to the Dark Ages. Here monks or nuns supposedly retired from all worldly affairs and devoted their attention to God. In the darkest ages, monks kept alive the flame of knowledge. But in this era, many monasteries and convents became corrupt. Some were thriving businesses with vast lands, competing with lords, guilds and merchants. Others were great political states, more so in Europe than England, where some clergy had the right of electing the Holy Roman Emperor.

MEDIEVAL SAINTS

In medieval Europe, saints were one of the most popular aspects of the Catholic Church. Their cults were many and varied people with a simple concept of their religion saw saints as little more than demi-gods - someone to whom you prayed for a specific goal. Of course, some churches, cathedrals, and monasteries encouraged a larger conception of saints, especially their own patron saint(s). still, even their services and ceremonies promoted a sense of mystery, awe, and the Miraculous

A specific method for canonizing those people who were claimed to be saints did not exist before 1638. In the Middle Ages Saints included those recognized by the

Pope as worthy of veneration on their appropriate day, plus those popularly recognized in a particular region. Certain saints were extremely popular in some areas, while virtually unknown in others. Learning about all the Saints was more than a lifetime activity for any man, and complicated by the fact that new people were hailed as saints at every turn.

When praying to saints, the skills of faith and religious training are invaluable. Every saint requires a certain level of faith, so the higher your faith, the more saints are available for prayer.

The desirability of high faith, and the requirement that a person know a saint before praying to him or her, might suggest that a party have just one "religious specialist," however, the divine favour cost for each prayer can be very high. Frequently a character will exhaust all his or her favour in one to three calls. Therefore, spreading saintly knowledge among the party can be useful, so all party members can pray to saints at various times, not just one or two.

The best way to learn about new saints is to visit monasteries and universities around the land. Needless to say, knowledge of Latin, as well as Reading and Writing, are crucial in researching information about Saints. Good religious training doesn't hurt either!

A character may learn about as many saints as his or her Faith Level. To learn about a Saint requires the same amount of study as for Learning an Act of Faith and completion of that study is marked by the same successful Piety AR roll required to learn an Act of Faith. There is no minimum value for the Crit Die roll when checking for a success. Saint's Lives are regarded as Rank 1 Acts of Faith for purposes of learning about them. Saints have a minimum Piety TSC at which a character may study them. A character with a lower piety may not learn about a particular Saint until he has raised his Piety TSC to the necessary value.

Calling on a Saint is the fourth way of invoking Divine Aid with Common Prayer. If a character is in combat then they count only half their PSF% and lose 1/3 AP's for that round. Praying with greater reverence cost 1/2 AP's for that round but allows the use of full PSF%. Dropping to one's knees and doing nothing but praying allows double PSF% to be applied. A Blessed item adds 5%, and a relic of the particular Saint adds 25%, to the PSF%. A successful Faith roll provides the stipulated aid to be obtained by the Saint's intercession on your behalf. The cost of a prayer for aid reduces the invoker's faith TSC% by the TSC cost of the Saint as Divine Favour is used up regardless of the success or failure of the prayer. One can restore Divine Favour by attending Mass (up to 25% once only per prayer for aid), monetary donations to the Church (1% per silver penny (5 copper pennies)), or by 'pious deeds' (GM's preference). Fast recovery of Divine Favour is not possible with the exception of very pious actions on the part of the character with the reduced Piety TSC.

The benefits to skills obtained from a successful intervention generally last for one full day. Those benefits described in terms of spells last according to the duration of the spell. When called on the Saint's own day the benefits are doubled. Most benefits are received only by the invoker, but it should be clear where they may apply to the rest of the group. The benefits should be amended by the GM to suit the level of their game.

Note that not all these Saints are universal, some are very localised and the GM should rule carefully on whether a particular Saint is available to be studied or indeed whether his or her powers extend to the current location.

Saints

St. Adrian: Patron Saint of soldiers and butchers, he was a pagan officer who converted to Christianity and suffered horrible tortures before his death. He increases Charismatic skills and Fatigue recovery rates by a modest amount (5%/2FP), and greatly increases all weapon skills (10%).

Saint's Day: December 1

Piety TSC: 43

St. Agatha: Patron Saint of bells and nurses, she was subjected to many tortures during the Roman persecutions. Depictions in art works led to the practice of blessing bread on her holy day. She increases Charismatic skills and Fatigue recovery rates by a modest amount (5%/2FP); females gain a large amount of Fatigue (5FP).

Saint's Day: February 5

Piety TSC: 24

St. Agnes: A great Christian symbol of virginity and innocence, Agnes grants no benefits unless the party maintains at least one female member. She increases Charismatic skills by a good amount (7%) and gives a good increase to local reputation (+5 Social Status) .

Saint's Day: January 21

Piety TSC: 19

St. Aidan: An Irish saint (also known as Maedoc) known for his miraculous fasts and prayers, Aidan is also known for his kindness and love of animals. He increases Outdoor skills by a very great amount (15%) and may allow the party to communicate with or control wild animals (25% chance of Command Animal spell at Faith PSF% and with ML equal to the FL of the invoker).

Saint's Day: January 31

Piety TSC: 23

St. Albert the Great: Patron Saint of learning, he increases non

Method/Mode Materia Magica skills by a very great amount (15%), greatly increases Speak Latin and Read/Write skills (10%), and provides a modest increase to Intelligence (+1) and Perception skills (5%).

Saint's Day: November 15

Piety TSC: 39

St. Alcuin: A passionate devotee of both elementary and higher education, Alcuin was made advisor to Charlemagne in 781. He provides a very great increase to Latin and Read/Write(15%), and a modest increase to Intelligence(+1). He also makes nobility more favorable toward the party (5% for Charismatic skills when applied to Nobles).

Saint's Day: May 19

Piety TSC: 44

St. Alexis: Patron Saint of beggars, Alexis was famous for his vows of extreme poverty, living anonymously for seventeen years as a beggar in his own home. He increases Begging and Con Others skills by a modest amount (5%). He also grants the party money if they become impoverished.

Saint's Day: July 17

Piety TSC: 28

St. Andrew: Patron Saint of Scotland, Russia and fishermen, Andrew was one of the twelve apostles. He improves Body (+2) and Charismatic skills by a modest amount (5%). He gives a good increase to local reputation (+5 Social Status) in Scotland or Russia.

Saint's Day: November 30

Piety TSC: 14

St. Andrew the Tribune: A tribune in the Roman army, Andrew called upon Christ and was granted a victory. He and his men converted, and were arrested and slain. He greatly increases skill with Edged, Crushing, Pole, Thrown and Bow weapons (10%).

Saint's Day: August 19

Piety TSC: 37

St. Anthony: Patron Saint of skin disease, domestic animals and basket makers, Anthony was renowned for his asceticism and devotion to God. He grants a small increase to Strength (+1) and Fatigue recovery (1FP) and to Charismatics skills (5%). He increases Bargaining and Latin by a good amount (7%), and Read/Write by a very great amount (15%). He can also be called upon to banish demons.

Saint's Day: January 17

Piety TSC: 35

St. Anthony of Padua: Patron Saint of the poor, Portugal, lost articles

and harvest, Anthony of Padua was known for his fiery sermons and ability to make converts. He provides a small increase to Strength (+1), a modest increase to Finding Objects (5%), a good increase to Impact Weapons and Latin (7%), and a large increase to Bargaining (10%).

Saint's Day: June 13

Piety TSC: 59

St. Arnulf. Of noble birth, Arnulf was a warrior and was very influential in affairs of state in the early 600's. He provides a small increase to Strength and Intelligence (+1), a modest increase to Read/Write, Latin, Streetwise, Riding and Perception skills (5%), and a good increase to all weapon skills (7%).

Saint's Day: July 18

Piety TSC: 18

St. Apollinarius: Famous for his teachings and writings; called 'The Apologist' for the Apologia of Christianity he wrote to a Roman emperor. Invoked in combat, he can cause enemies to desist or run away. He can also heal a small amount of lost Body (1FP) and a fair amount of lost Fatigue (3FP). (As Greater Fright spell with Faith PSF and ML equal to FL of invoker).

Saint's Day: January 8

Piety TSC: 78

St. Barbara: Patron Saint of gunners, miners, builders and artillery. Betrayed by her own father, she became a virgin martyr for her faith. She greatly increases Masonry & Stonecutting and Tunneling & Mining skill (+10%), and provides a very great increase to Crossbow skill (15%). She also prevents death from wounds for a period (Body points never go below -1/2 Max BP for 15 minutes).

Saint's Day: December 4

Piety TSC: 32

St. Bathildis: Also known as Bathild; she was a slave girl given to the mayor of the imperial palace under King Clovis of France. In 649 he married her; after his death she ruled as regent, enacting many great works. She increases Intelligence (+1) and Perception skills by a small amount (2%), and can be invoked to free the party from imprisonment.

Saint's Day: January 30

Piety TSC: 21

St. Boniface: A successful teacher and preacher known for the destruction of the Oak of Thor, an object of pagan worship. He provides a modest increase to Charismatic skills, all Weapon skills, and Bargaining (5%). He can be invoked to destroy pagan sites and to

purify defiled shrines (Celebrate Mass), and to protect the party against pagan and satanic beings (Great Circle of Protection at ML10 TSC99%).

Saint's Day: June 5

Piety TSC: 25

St. Catherine of Alexandria: Patron of philosophers, preachers, students, librarians, and maidens, Catherine is one of the Fourteen Holy Helpers and is known for her faith and conversions. She provides a small increase to Intelligence (+1), a good increase to Charismatic skills (7%), and a tremendous increase to Oratory (20%).

Saint's Day: November 25

Piety TSC: 46

St. Catherine of Siena: Patron Saint of Italy and one of the most powerful Christian mystics of her time, Catherine is noted for her devotion to healing the sick. She provides a good but variable increase to Perception and Charismatic skills (7-10%), and a large increase to Bargaining (10%); she can also help the invoker sense evil (As Detect Evil spell at ML equal to FL and Faith PSF%) or have prophetic dreams.

Saint's Day: April 29

Piety TSC: 33

St. Cecilia: Patron Saint of music, she was forced into marriage but converted her husband. Condemned for her faith, she was miraculously saved from her sentence of death-by-suffocation. She increases Charismatic skills by a small amount (2%), and enhances local reputation greatly (+10 Social Status) if the person has a musical instrument. She can also save the party from suffocation.

Saint's Day: November 22

Piety TSC: 41

St. Ceolwulf. Former king of Northumbria, Ceolwulf was not a great leader, though he was praised for his piety. His tomb was the site of many miracles. He provides a small increase to Intelligence (+1) and Perception skills (2%), and a modest increase to Body (2BP), Latin, and all weapon skills (5%).

Saint's Day: January 15

Piety TSC: 23

St. Charity: One of the ten daughters of Wisdom, when the ancient Romans put her in a furnace, she emerged unscathed. She can improve everyone's resistance to flame (as Pass through Flames at Faith PSF and ML equal to FL) as well as greatly improving the resistance of one chosen person (Mantle of Borealis at ML10 with Faith PSF); she also

heals a small amount of Fatigue (+1).

Saint's Day: August 1

Piety TSC: 40

St. Christina, Astonish.: At the age of 21, Christina apparently died of an epileptic fit. During her mass, she suddenly awoke and flew to the roof of the church. Many levitations (translations) were attributed to her. She provides a small but variable increase to Charismatic skills (2-5%) and a modest increase to Agility(+2); she may sometimes translate the party away from difficulties (30% Levitate as spell with Faith PSF and ML equal to FL).

Saint's Day: July 24

Piety TSC: 54

St. Christopher: Patron Saint of travellers and pilgrims, who carried travellers across rivers. He survived many tortures and attacks for the sake of Christ. He improves travel speeds (+10%), restores a small amount of Body (+1) and a modest amount of Fatigue (+2), and improves bow weapons and Streetwise by a good amount (7%), and Outdoor skills and Riding by a very great amount (15%).

Saint's Day: July 25

Piety TSC: 31

St. Clare: Known for extreme piety and vows of severe poverty, Clare was instrumental in the spread of Franciscanism and the defense of Assisi. She can restore Body and Fatigue losses (all), and cause satanic foes to rout from battle.

Saint's Day: August 11

Piety TSC: 33

St. Clotilda: Married Clovis, King of the Franks, in 492, and was credited with saving one of his armies in battle. After his death, she devoted her life to helping the sick. She increases Charismatic skills by a modest amount (5%) and Healing by a good amount (Materia Medica healing skills +7%). She also heals a small amount of Body (2BP) and a good amount of Fatigue (3FP).

Saint's Day: June 3

Piety TSC: 22

St. Colman of Cloyne: Patron of Cloyne, Ireland, Colman was a poet and later the royal bard of Cashel. He provides a modest increase to Charismatic skills and Latin (5%), a good increase to Read/Write skills (7%), and a very great increase to Poetic Recitation (15%).

Saint's Day: November 24

Piety TSC: 34

St. Columba: A powerful figure in Ireland, Columba did evangelical work among the Picts of Scotland in penance for causing a battle between two monasteries. He provides a small increase to Charismatic skills (2%), a modest increase to Fatigue and Body (2BP/FP), and a good increase to all melee weapon skills (+7%). He causes a small temporary loss to Perception skills (-2%).

Saint's Day: June 9

Piety TSC: 36

St. Cosmas: Patron Saint of barbers and physicians, Cosmas was twin brother to Damian; the two performed many miracles both before and after their deaths. Cosmas enhances Perception skills by a small amount (2%), and healing by a tremendous amount (20%/5 to body/fatigue recovery rates or +20% to Materia Medica healing skills); he also heals a small amount of Body and Fatigue (2BP/FP), and gives knowledge of St. Damian.

Saint's Day: September 26

Piety TSC: 15

St. Crispin: Patron Saint (along with his brother Crispinian) of cobblers, leatherworkers, and shoemakers. Crispin was a shoemaker by trade who made many converts. The quality of all non-metal armor may be enhanced (+2 damage reduction for all non metal armour, +2 damage bonus against non-metal armours).

Saint's Day: October 25

Piety TSC: 28

St. Cyprian: A sorcerer and black magician who attempted to win the love of a Christian girl through magical means. Her faith was stronger than his magic; he renounced his evil ways and converted. He enhances Intelligence (+1) and non Method/Mode Materia Magica skills by a small amount (5%), and causes satanic magic to fail 50% of the time.

Saint's Day: September 26

Piety TSC: 54

St. Damian: Patron Saint of barbers and physicians, Damian was twin brother to Cosmas; the two performed many miracles both before and after their deaths. Damian restores all lost Fatigue and a good amount of lost Body (3BP); he also brings automatic knowledge of St. Cosmas.

Saint's Day: September 26

Piety TSC: 30

St. David: Patron of Wales Known for his charities, pieties, and justice. Grants a small increase to Charismatic skills (2%) and Intelligence (+1), and a modest increase to Perception, weapons skills

and Riding (5%).
Saint's Day: May 24
Piety TSC: 30

St. Denis: Patron of Paris and France, beheaded because of his success in making converts. His followers rescued his body from the Seine. Restores a great amount of lost Body (5BP) and a small amount of Endurance (3FP); greatly enhances Charismatic skills and Oratory (10%) and can enhance local reputation (+5 Social Status) in Paris and France.

Saint's Day: October 9
Piety TSC: 38

St. Derfel Gadarn: In early life a soldier who may have fought by the side of King Arthur; later, miracles were attributed to his wooden statue. Provides a small increase to Body (1BP), heals a modest amount of Fatigue (2FP), and provides a very great increase to all weapon skills (15%).

Saint's Day: April 5
Piety TSC: 57

St. Devota: Patron of Monaco and Corsica, Devota was a young Christian girl who was racked to death for her faith. She can restore all lost Fatigue and some Body (1BP), and aid the party in withstanding or escaping torture. Greatly enhances Charismatic skills (10%) and may enhance local reputation (+5 Social Status) in Corsica and Monaco.

Saint's Day: January 17
Piety TSC: 26

St. Dismas: Patron of thieves and condemned criminals, Dismas is thought to be the thief crucified with Christ. He increases Agility (1), Outdoor skills and Stealth (for the entire party) by a good amount (10%), and Streetwise and Thievish skills by a very great amount (15%). He increases Charismatic skills and Con Others (5%), and may allow escape attempts from prison.

Saint's Day: March 25
Piety TSC: 53

St. Dominic: Patron Saint of astronomers and founder of the Dominican Order, Dominic also travelled widely in Spain. He enhances Intelligence (+2), Oratory, Latin, and Read/Write by a good amount (7%). He may also cause members of the inquisition to treat the party with respect and deference (+5 Social Status).

Saint's Day: August 8
Piety TSC: 29

St. Dorothy of Montau: Patron Saint of Prussia, a gentle and humble pilgrim who tamed a violent father, the swordsmith Albrecht of Danzig. She can sense evil (as Spell with ML equal to FL and Piety PSF), especially in Germans (+10%), and improves Charismatic skills and Healing (Materia Medicina healing skills) by a good amount (7%), and Perception skills by a modest amount (5%). She may even provide a wondrous longsword to the needy.

Saint's Day: October 30

Piety TSC: 52

St. Drogo: Patron Saint of shepherds, he was a pilgrim, shepherd and hermit himself. He increases Perception skills by a modest amount (5%), Healing (Materia Medicina healing skills) by a good amount (7%), and Outdoor skills by a very great amount (15%). He also increases the party speed (10%), but not the frequency of encounters.

Saint's Day: April 16

Piety TSC: 59

St. Dunstan: Patron Saint of blacksmiths, armorers, goldsmiths, locksmiths, and jewelers, Dunstan enhances weapons skill, Evaluating Loot and Streetwise by a modest amount (5%), and Metalworking skills by a very great amount (15%). In addition, the quality of all metal armor in the party may be enhanced (+2 on damage reduction values of all metal armour, +2 damage bonus against all metal armour).

Saint's Day: May 19

Piety TSC: 45

St. Dymphna: Patron Saint of epileptics, the mentally ill, and those possessed by devils, Dymphna was killed by her father when she refused his incestuous advances. She heals a good amount of Fatigue (3FP) and provides an increase to Agility (+1) and Healing (Materia Medicina Healing skills (5%)), and a large increase to Stealth skills (10%); invoking her can cure various ills (Cure Disease Act of Faith) and may cause satanic beings to flee (30%).

Saint's Day: May 15

Piety TSC: 21

St. Edward, Confessor: A King of England before William, he founded Westminster Abbey. When invoked he increases all party members Faith PSF by 20%, but at great cost in wealth (half of all money, gems etc owned by the party must be immediately given to a religious institution). He may aid in seeing evil in nobility (as Detect Evil spell at Faith PSF and ML equal to FL of invoker), improve Intelligence (+1), Perception skills, all weapons skills and Riding by a modest amount (5%), and heals a small amount of Fatigue (2FP).

Saint's Day: October 13

Piety TSC: 5

St. Eligius: Patron Saint of metalworkers and goldsmiths, Eligius was known for his beautiful craftwork and charitable donations. He enhances Metalworking skills by a very great amount (15%), EvaluationLoot by a modest amount (7%), and may improve edged weapons, hammers, maces, halberds (+1 damage), crossbows and handguns (+5% accuracy).

Saint's Day: December 1

Piety TSC: 29

St. Emydius: Patron against earthquakes, Emydius was a pagan knight who converted to Christianity and then successfully converted others. He provides a very great increase to Charismatic skills and Oratory (15%), he can allow the party to protect an area against earthquake, or to call an earthquake to destroy a pagan or satanic site (as the Earthquake spell at Faith PSF and with ML equal to FL).

Saint's Day: August 9

Piety TSC: 31

St. Engelbert: A traveller, crusader, and politician, Engelbert once took up arms against Otto IV and was excommunicated; this was lifted after he joined the Albigensian Crusade. He increases Charismatic skills and Courtly Manners by a modest amount (5%), and Outdoor and Riding skills by a good amount (7%). He also allows the party to travel on rivers as if they were land (Hard Water spell at Faith PSF and with ML equal to FL).

Saint's Day: November 7

Piety TSC: 40

St. Erasmus: Patron Saint of sailors, and one of the Fourteen Holy Helpers, he is also known as St. Elmo, and was saved by an angel from being burned alive. He enhances Agility (+2) and Perception skills by a modest amount (5%), and makes sailors and seamen friendly (as the Charm spell with Faith PSF and ML equal to FL). He also increases the party's defense against lightning and fire (Circle of Protection vs Fire Method and only Lightning spells of Air Method, Faith PSF and ML equal to FL),

Saint's Day: June 2

Piety TSC: 32

St. Eric: Patron Saint of Sweden, and king of Sweden until rebelling nobles had him beheaded. He provides a small increase to Charismatic skill (2%), a modest increase to Body (+2), Riding and Courtly Manners (5%), and a huge increase to weapon skills (20%). He also causes nobility (especially evil nobility) to reveal information (Con Other skill at Faith PSF), and can increase local reputation (+5 Social

Status) in Sweden.

Saint's Day: May 18

Piety TSC: 42

St. Eustace: Patron Saint of hunters and escapes, and one of the Fourteen Holy Helpers, Eustace converted after seeing a stag with the sign of Christ between its horns. He provides a good increase to Riding (7%), a large increase to all weapon skills except crushing and flail (10%), and a tremendous increase to Outdoor skills (20%). He may speed travel through woods (+10%).

Saint's Day: September 20

Piety TSC: 41

St. Felix of Nola: Assistant to a bishop and arrested in his stead after the bishop fled during a persecution, Felix was delivered from his prison by an angel. He provides a modest increase to Agility (+1), a good increase to Outdoor skills (7%) and a tremendous increase to Stealth (20%). If imprisoned, a character may make a miraculous escape once in a lifetime.

Saint's Day: January 14

Piety TSC: 37

St. Finbar: Preacher, hermit and founder of monasteries, the sun did not set for two weeks after Finbar's death. He provides a modest increase to Charismatic and Perception skill (5%), and a good increase to Latin (7%); upon his invocation, the party is provided with light (intensity as Mana Globe spell) for one full day.

Saint's Day: September 25

Piety TSC: 17

St. Finnian: Known for his feud with St. Columba, and for extravagant miracles (including moving a river). He provides a small increase to Streetwise (2%), and a modest increase to Charismatic skills, Agility (+1), Theology and Read/Write (5%). While he is invoked, the party may travel on water as though it were land for a period of one day (as Hard Water spell at Faith PSF and with ML equal to FL).

Saint's Day: September 10

Piety TSC: 24

St. Florian: Patron of Poland, Austria, and of those in danger from water, Florian was killed by being thrown in a river with a rock around his neck. He enhances all weapon skills and Riding by a modest amount (5%), and may add to local reputation (+5 Social Status) in Poland and Austria. He also allows the party to travel on water as if it were land (Hard Water spell at faith PSF and with ML equal to FL).

Saint's Day: May 4

Piety TSC: 17

St. Francis: A wealthy noble who experienced visions, renounced his wealth, and became the most influential Christian teacher of his time. Provides a modest increase to Fatigue (+2) and Perception (5%), a good increase to Charismatic skills and Courtly Manners (7%), and a very great increase to Faith (15%). The invoker has to donate 1/3 of their wealth to a religious institution immediately.

Saint's Day: October 1

Piety TSC: 10

St. Gabriel: God's angel, who brought the message of the birth of Christ to Mary. He provides a good increase to Intelligence (+2) and Perception skills (7%), and can give divine messages to the party as well as help them discern true motives (Detect Lie and Read Character +20%) and gain extra information. In combat, he sounds a horn that may cause enemies to flee in terror (As Greater Fright. with Faith PSF and ML equal to FL).

Saint's Day: September 29

Piety TSC: 56

St. Genevieve: Patron Saint of disaster, drought, rain, and fever, she is known to have saved Paris from many disasters. She heals a small amount of Body (1BP) and a modest amount of Fatigue (2FP), and prevents enemies from initiating combat until the party attacks (+10 on initiative die roll); if she is invoked in combat, enemies might flee (As Greater Fright with Faith PSF and ML equal to FL).

Saint's Day: January 3

Piety TSC: 73

St. George: Patron Saint of Knighthood and Crusaders. Famous for saving a maiden while killing a dragon with his lance. He may improve the quality of weapons and armour (+1 weapon damage, +2 to damage reduction of all armour), provide a small increase to Agility (+1), a good increase to Body (2BP), and a very great increase to all weapon skills and Riding (15%).

Saint's Day: April 23

Piety TSC: 23

St. Gerlac: A former soldier who nursed the sick and spent seven years doing penance for the sins of his youth. He provides a modest increase to Charismatic skills (5%), a good increase to all weapons skills (7%), and a very great increase to Healing (Materia Medica healing skills 15%). He also heals a good amount of Body (2BP) and Fatigue (2FP).

Saint's Day: January 5

Piety TSC: 34

St. Gertrude o' Nivelles; Patron Saint of travellers and gardeners, she is known for her hospitality and visions. She improves Riding by a small amount (2%), Outdoor skills and Latin by a huge amount (20%), and Read/Write by a very great amount (15%). She allows instant travel to the newest town or city (as Greater Teleport at ML10 with Faith PSF), and can bring prophetic visions of the future.

Saint's Day: March 17

Piety TSC: 26

St. Giles: Patron Saint of cripples and beggars, and a friend to animals. He provides a small increase to Streetwise (2%), a very great increase to Stealth (15%), and a tremendous increase to Begging and Con Others skills (20%); he also provides money if needed, and can heal a small amount of Body (1BP) and a large amount of Fatigue (5FP). He causes a loss to agility (-1) and weapon skills (-10%).

Saint's Day: September 1

Piety TSC: 45

St. Giles of Portugal: A former black magician who renounced his black arts and suffered diabolical attacks until he was saved by a vision of our Lady. He provides a small increase to Intelligence (+1), a good increase to non Method/Mode Materia Magica skills (7%), a large increase to Perception (10%), and a very great increase to Demon Lore Materia Magica skill (15%). Invoking Giles causes a wound (1BP), and a loss of Piety (-1).

Saint's Day: May 4

Piety TSC: 64

St. Godehard: A strict disciplinarian who travelled extensively to reform several monasteries. He rose steadily through the church ranks due to his discipline and drive. He increases Read/Write and Latin by a very great amount (15%), heals a good amount of Fatigue (3FP), and can prevent travel disasters such as avalanches and blizzards.

Saint's Day: May 4

Piety TSC: 39

St. Godfrey: Raised in an Abbey, his strict discipline and insistence on clerical celibacy was very controversial. He provides a good increase to Theology (7%), a large increase to Oratory (10%), heals a modest amount of Fatigue (2FP), and may sense evil in monks and clerics (as the Detect Evil spell at Faith PSF and ML equal to FL). If invoked before combat he prevents the enemy from attacking (Greater Circle of Protection spell at Faith PSF and ML equal to FL).

Saint's Day: November 7

Piety TSC: 55

St. Gottschalk: Prince of the Wends, active in war and conversion, he greatly increases all weapon skills (10%), and local reputation (+5 Social Status) in Wendish Germany (includes Bremen, Hamburg, Luneberg, Lubeck, Wismar, Rostock and Schleswig).

Saint's Day: June 7

Piety TSC: 44

St. Gregory Thaumaturgus: Patron Saint of desperate situations, earthquakes and floods. He provides a modest increase to Charismatic skills (5%), a good increase to non Method/Mode Materia Magica skills and Con Others (7%), and a very great increase to Perception skills (15%). His miracles may help in uncommon situations, and may temporarily improve your luck.

Saint's Day: November 17

Piety TSC: 74

St. Hedwig: Patron of Silesia, she married the Duke of Silesia and was active in war, politics, and tending the poor. She provides a large increase to Healing (Materia Medicina Healing skills 10%) and local reputation (+5 Social Status) in Silesia. She also heals a modest amount of Body and Fatigue (2BP/FP). When confronting nobles, they will tend to reveal information.

Saint's Day:

Piety TSC: 5

St. Henry: A former Holy Roman Emperor, known for his abilities and piety. He provides a modest increase to Intelligence (+1) and a good increase to all weapon skills (7%), and will improve local reputation (+5 Social Status) when dealing with any high noble.

Saint's Day: July 13

Piety TSC: 61

St. Heribert: An active peacemaker devoted to the poor, he is known for ending a severe drought by praying for rain. He increases Body by a small amount (+1BP), and increases Charismatic skills by a good amount (7%), or a large amount (10%) when dealing with yeomen. He can also sense evil in yeomen and peasants (as Detect Evil spell with Faith PSF and ML equal to FL).

Saint's Day: March 16

Piety TSC: 30

St. Herve: Born blind, he nevertheless founded a monastery and remained until his death, where he was venerated for his miracles and holiness. He provides a large increase to Perception (10%) and can sense evil in

people (as Detect Evil with Faith PSF and ML equal to FL).

Saint's Day: June 17

Piety TSC: 47

St. Hildegard: A great nun who founded convents and was famous for her visions, earning her the nickname 'Sibyl of the Rhine'. St. Hildegard may provide useful visions, especially if near the Rhine River. She also improves Perception by a very great amount (15%), and sometimes your local reputation (+5 Social Status) in Western Germany.

Saint's Day: September 17

Piety TSC: 13

St. Hubert: Patron Saint of hunters for his vision of a crucifix between the horns of a stag. He provides a large increase to pole, thrown and bow weapons skills (10%), a good increase to crossbow skills (7%), a very good increase to Stealth (10%), and a tremendous increase to Outdoor skills (20%). He can aid the party in woodland encounters (Hold Animal at Faith PSF and ML equal to FL).

Saint's Day: November 3

Piety TSC: 34

St. Illtyd: A warrior and later monk who was charged for a time with guarding the Holy Grail. Some say Sir Galahad is modelled upon him. He provides a small increase to Riding (2%), a good increase to weapon skills and Courtly Manners (7%), and a huge increase to Charismatic skills (20%).

Saint's Day: November 6

Piety TSC: 63

St. Isidore: Patron Saint of farmers and of Madrid, he was a hired hand to a Spanish noble, where he lived a life of great devotion and poverty. He provides a small increase to Courtly Manners (2%), a modest increase to Charismatic skills (5%), and a good increase to Streetwise (7%). He may enhance local reputation (+5 Social Status) in Madrid and Spain, and increase Charismatic skills (5%) when dealing with peasants.

Saint's Day: May 15

Piety TSC: 21

St. Ita: Also known as Deirdre and Mida, she performed many miracles of healing, including reuniting a severed head with its body. She adds a modest amount to Charismatic skills (5%) and a very good amount of Healing (Materia Medicina Healing skills 10%); she can restore all of a character's lost Body and a large amount of lost Fatigue (5FP).

Saint's Day: January 15

Piety TSC: 85

St. James: Patron of Spain, and the first apostle to be martyred, by Herod Agrippa. Provides a small increase to Body, Fatigue (1BP/FP), and Charismatics skills (2%), and a good increase to Faith (7%). Causes a temporary loss of a small amount of Intelligence (-1), and can enhance local reputation (+5 Social Status) in Spain.

Saint's Day: July 25

Piety TSC: 25

St. Januarius: A bishop thrown to the wild beasts by Diocletian; the beasts refused to attack. Januarius's blood is contained in a vial that is said to liquefy on his feast days. Invoking Januarius can cause wild beasts to cease attacking (Hold Animal at Faith PSF and ML equal to FL); in combination with his relic, no animal foe can withstand St. Januarius.

Saint's Day: September 19

Piety TSC: 66

St. John of Bridlington: Patron Saint of women in difficult labor, he was also known as John Thwing and was famous for his piety and honesty. He enhances Body and Fatigue by a small amount (+1BP/FP), for women only, and can heal both attributes, more so for women (all BP and FP) than for men (maximum half of lost BP and FP).

Saint's Day: October 21

Piety TSC: 36

St. John Chrysostom: Patron Saint of preachers, he was famed for his homilies, which earned him the name Chrysostom, meaning 'Golden Mouthed'. He provides a modest increase to Charismatic skills (5%), and a very great increase to Oratory and Latin (15%), but causes a small loss to Perception (-5%). He may ignore prayers on festival days, due to his distaste for extravagance.

Saint's Day: September 13

Piety TSC: 37

St. John Climacus: Also known as John Scholasticus, famous as the author of 'Scala Paradisi', which described the 30 steps necessary to attain religious perfection. Enhances ALL skills by a small amount (5%) plus 5% for every five points of Piety the invoker possesses (6-10 +5%, 11-15 +10%, 16-20 +15%).

Saint's Day: March 30

Piety TSC: 20

St. John Nepomucene: Nemesis of King Wenceslaus IV, finally tortured and killed by him. Increases Streetwise by a small amount (5%), Charismatic skills and Intelligence (+1) by a modest amount (5%), and Courtly Manners by a very great amount (15%). Can enhance local

reputation in Prague and Bohemia (+5 Social Status).

Saint's Day: May 16

Piety TSC: 22

St. Joseph: The husband of Mary and 'father' of Jesus, Joseph is also the Patron Saint of carpenters, woodworkers, travellers, and house hunting. He provides a good increase to Streetwise (7%), a very good increase to Woodworking skills (10%) and, inside a town or city, a modest increase to Charismatic skills (5%).

Saint's Day: March 19

Piety TSC: 27

St. Jude: Patron Saint of hopeless situations, and one of the twelve apostles. He improves every attribute by a small amount (+1), and every skill by a modest amount (5%) (each of the increases lasts D10 hours rolled secretly). He may also provide special aid in hopeless or extremely desperate situations.

Saint's Day: October 28

Piety TSC: 15

St. Julian, Hospitaler: Patron Saint of travellers, hotel keepers, and boatmen, he was punished for his sins but forgiven when he offered his bed to a leper. He increases Riding by a modest amount (5%), and Outdoor skills by a very great amount (15%); he can also aid passage across bridges, fords and ferries by increasing Bargaining by 20%.

Saint's Day: February 12

Piety TSC: 61

St. Kessog: Son of a king of Ireland, he was known for his ability to gain converts and his miraculous powers. He provides a small increase to Riding (2%), a modest increase to Charismatic skills (5%), a good increase to Healing (Materia Magica healing skills 7%), and a large increase to Oratory (10%). He can also heal a small amount of Body (1BP) and a good amount of Fatigue (3FP).

Saint's Day: March 10

Piety TSC: 31

St. Lasdislaus: A King of Hungary, known for his zealous defense of that country, and for his piety and prowess. He provides a small increase to Body (1BP) and Agility (+1), a modest increase to Courtly Manners (5%), and a good increase to Riding and all weapon skills (7%).

Saint's Day: June 27

Piety TSC: 51

St. Lawrence: Martyred in Rome, he bore his torture with such equanimity that he is credited with ending paganism in that city. He provides a

good increase to Charismatic skills, Streetwise, and Oratory (7%); he can restore all lost Fatigue to a character, and help the party withstand or escape torture.

Saint's Day: August 10

Piety TSC: 20

St. Lazarus: A friend of Jesus, raised from the dead after four days in the tomb. Invoking Lazarus can restore a good amount of lost Fatigue (3FP), and all of a character's lost Body, unless the character is already dead.

Saint's Day: December 17

Piety TSC: 80

St. Longinius: The Roman Centurion at the crucifixion who acknowledged Christ as the son of God. He was converted, and later martyred, whereupon the governor who had ordered his death was converted. He enhances all weapon skills by a modest amount (5%) and may increase the quality of one character's weapons (+1 to melee weapons +5 accuracy for missile weapons).

Saint's Day: March 15

Piety TSC: 49

St. Lucy: 'Santa Lucia', famous for having her eyes torn out and then miraculously restoring them; her name means 'light'. She enhances Perception by a modest amount (5%), can restore one character's Body and Fatigue to maximum and provides light for one day (illumination as the mana Globe spell).

Saint's Day: December 13

Piety TSC: 77

St. Luke: Patron Saint of physicians and painters, author of the third gospel and the Acts of the Apostles. He was himself a physician and enhances Healing by a very great amount (Materia Medicina Healing skills 15%), and heals a good amount of Body (3BP) and a large amount of Fatigue (5FP).

Saint's Day: October 18

Piety TSC: 17

St. Lutgardis: Led by a vision to be a Benedictine Nun in 1202, she lived many miraculous ecstasies and ultimately became a Cistercian. She improves Perception and Faith by a modest amount (5%), and Charismatic skills by a good amount (7%). Sharing her ecstasies in prayer costs 10 fatigue points from the invoker. She can sometimes levitate people over obstacles (as the Levitate spell with Faith PSF and ML equal to FL).

Saint's Day: June 16

Piety TSC: 60

St. Margaret: Patron Saint of childbirth and death, she was swallowed by a dragon (actually the devil) and emerged unscathed. She restores Fatigue and Body (more for females (up to max) than males (up to half lost BP and FP)). She also improves female attributes (+1) and skills by a small amount (2%), and the flame resistance of one person's armor (as the Mantle of Borealis spell cast at ML 10 with the Faith PSF).

Saint's Day: July 20

Piety TSC: 46

St. Margaret of Cortona: A former noblewoman who renounced her worldly goods when her husband was killed, and devoted herself to helping the sick and needy. She provides a good increase to Courtly Manners (7%) and a very great increase to Healing (Materia Medicina healing skills 15%). She also restores a large amount of Body (3BP) and all Fatigue.

Saint's Day: Feb raury 22

Piety TSC: 52

St. Mark: Patron Saint of notaries, writers, Egypt, and Venice, and one of the apostles, he once was threatened with capture but wriggled out of his cloak and fled naked down the street. He enhances Agility by a good amount (+2), and Read/Write by a large amount (10%).

Saint's Day: October 7

Piety TSC: 35

St. Martin of Tours: Patron Saint of soldiers, horsemen, and geese. He can sense evil in some people (Detect Evil with Faith PSF and ML equal to FL), helps heal injuries provided the character is wearing some armour (2BP/FP), and improves Charismatic skills by a modest amount (5%), Perception by a good amount (7%), and Courtly Manners and Riding by a very great amount (15%).

Saint's Day: November 11

Piety TSC: 69

St. Matthew: Patron Saint of bankers and bookkeepers, one of the apostles and author of the first gospel. He provides a modest increase to Intelligence (+1), a large increase to Latin (10%), and a very great increase to Read/Write (15%). He can also enhance local reputation (+5 Social Status) with bankers like the Bardi, Fuggers and Medici.

Saint's Day: September 21

Piety TSC: 26

St. Maurice: Patron Saint of swordsmiths, soldiers, armies, Piedmont, Savoy, and Sardinia, Maurice was a Christian legionnaire who refused to

sacrifice to the gods and was killed along with his legion. He provides a good increase to Metalworking skills (7%) and a very great increase to Edged weapons (15%). He may improve the quality of any edged weapons carried (+1).

Saint's Day: September 22

Piety TSC: 81

St. Michael: Patron Saint of battle, Brussels, and Germany, and one of the three captains of the heavenly host. Provides a small increase to all weapon skills (2%), a good increase to Charismatic skills (7%), and a very great increase to Healing (Materia Medicina healing skills 15%); in combat, he may improve the party's weapons (+1) and armor (+2 to damage reduction value). He also improves local reputation (+5 Social Status) in Germany and Brussels.

Saint's Day: September 29

Piety TSC: 72

St. Milburga: A famous nun and founder of convents, she is venerated for her visionary and levitational powers. She improves Charismatic skills by a good amount (10%), and Healing by a very good amount (Materia Medicina healing skills 15%). St. Milburga may sometimes be willing to levitate everyone to or around obstacles (30% as Levitate spell. at Faith PSF and ML equal to FL of invoker).

Saint's Day: February 23

Piety TSC: 71

St. Moses the Black: A former slave, released due to his vicious nature, who became an outlaw. He was converted by unknown means and was famous for the extreme penances he performed. He increases Outdoor skills and Streetwise by a good amount (7%), all weapons skills by a large amount (10%), and Stealth by a very great amount (15%).

Saint's Day: August 28

Piety TSC: 66

St. Nicholas: Patron Saint of storm-beset sailors, Russia, Lorraine, Greece, Sicily and Apulia; his generosity led to the Santa Claus myth. He provides a modest increase to Agility (+1), a good increase to Charismatic skills (7%), and a tremendous increase to Riding (20%). He affects local reputation (+5 Social Status) in areas of his patronage, and saves ships and boats from storms.

Saint's Day: December 6

Piety TSC: 49

St. Odilia: Patron Saint of the blind and of Alsace, she was the blind child of an Alsatian lord. Her vision was restored at the age of twelve when she was first baptized. She provides a modest increase

to Perception (5%), and to local reputation in Alsace (+5 Social Status). Sbe can also provide light (intensity as Mana Globe).

Saint's Day: December 13

Piety TSC: 25

St. Odo: Active in secular as well as ecclesiastical affairs, he was with King Athelstan at the battle of Brunanburh (AD937). He increases Charismatic skills by a small amount (2%), all weapon skills and Courtly Manners by a modest amount (5%), and Perception by a good amount (7%).

Saint's Day: July 4

Piety TSC: 47

St. Olaf. Patron of Norway, Olaf was a pirate in his youth who rose to become king of Norway. His efforts to unify and Christianize Norway made him one of her great heroes. Enhances all weapon skills by a good amount (7%), and heals a good amount of Body (3BP).

Saint's Day: July 29

Piety TSC: 18

St. Pantaleon: Patron Saint of the medical profession and one of the Fourteen Holy Helpers, he was a doctor who survived tortures before his death. He enhances non Healing Materia Medica skills by a good amount (7%), and Healing (Materia Medica healing skills by a large amount (10%). He allows armored characters to regain lost Body and Fatigue (2BP/FP); in combat animals and fire have less effect on the party (-PSF10%. for animals and Mantle of Helios cast at Faith PSF and ML equal to FL of invoker).

Saint's Day: July 27

Piety TSC: 56

St Patrick: Patron of Ireland, he converted most of the Irish chieftains and Druids by miraculous means. He increases Body by a good amount (3BP), greatly increases Charismatic skills, Edged, Pole and Crushing weapons, Oratory, and Read/Write (10%), and increases Latin by a very great amount (15%). In combat, he may enhance armour against missile weapons (+2 to damage reduction value vs. missiles).

Saint's Day: March 17

Piety TSC: 22

St. Paul: Patron of Malta and Greece, he was an apostle who performed many miracles. Provides a small increase to Fatigue (+1), a modest increase to Charismatic skills (5%), a good increase to Latin (7%), and a very good increase to Oratory and Read/Write (10%). He also heals a point of Body. Can provide escapes, and enhances local reputation (+5 Social Status) in Greece and Malta.

Saint's Day: June 29

Piety TSC: 58

St. Paul the Simple: Childlike and naive, Paul became a disciple at age sixty, where he exhibited powers of mind-reading and Healing. Restores lost Body and Fatigue, and can allow the party to discern the motives of others (Read Character and Detect Lie +20%); when invoked, he causes a temporary loss of half the character's Intelligence.

Saint's Day: March 1

Piety TSC: 70

St. Perpetua: Of noble birth, Perpetua was arrested for her faith; sentenced to die in the public games, she was put to the sword after the wild beasts refused to attack her. Enhances Charismatic skills by a good amount (7%) and can cause wild animals to cease attack and flee (as Greater Fright spell but only against animals at Faith PSF and ML equal to FL).

Saint's Day: March 7

Piety TSC: 16

St. Peter: Patron Saint of fishermen, and an apostle; known for ignoring danger, he was saved from prison by an angel. Increases Body (2BP), Oratory, Latin, and Healing by a good amount (7%), Charismatic skills by a moderate amount (5%), and Edged weapons by a large amount (10%). Can aid in prison escapes; causes temporary loss of half the character's perception. Increase Seamanship skills by 20% for fishermen.

St. Peter of Atroa: An Armenian monk persecuted during periods of iconoclasm; he was also accused of witchcraft because of his miracles. He increases Intelligence (+1) and Perception by a modest amount (5%), Riding and Meditation by a good amount (7%), and Stealth by a tremendous amount (20%). Invoker permanently loses 2 points of Social Status.

Saint's Day: January 1

Piety TSC: 62

St. Polycarp: A devout man, at age eighty he was ordered burned to death, but the flames failed to hurt him; he was put to the spear instead. When he is invoked, regardless of whom you pray for, the entire party's resistance to flames improves (Greater Circle of Protection vs Fire Method at Faith PSF and ML equal to FL).

Saint's Day: February 23

Piety TSC: 19

St. Raphael; Patron Saint of the blind, of travellers and safe journeys, and of eye disease; Raphael is one of the three Archangels. Enhances Agility (+1) and Perception by a modest amount (5%), and Healing by a tremendous amount (Materia Medica healing skill 20%). He restores all

lost Body and Fatigue and can destroy and purify pagan/satanic worship places (Conduct Mass as Priest).

Saint's Day: September 29

Piety TSC: 75

St. Raymond Penafort: Patron Saint of lawyers, known for his conversions and preaching. He provides a good increase to Intelligence (+2), and a very good increase to Read/Write (15%). Allows the party to travel on water as though it were land for one day (Hard Water spell at Faith PSF and ML equal to FL), and improves local reputation (+5 Social Status) with Dominicans.

Saint's Day: January 7

Piety TSC: 67

St. Raymond Lull: An avid missionary to Moorish lands, and a brilliant scholar and poet; he suffered many indignities and dangers while trying to convert the Moors. Provides a good increase to Intelligence (+1), and a very great increase to Lore Scientific, non Method/Mode Materia Magica, Materia Medicina and Read/Write (15%). If the invoker's Body and Fatigue are very low (due to losses), they are raised to '9'.

Saint's Day: June 30

Piety TSC: 29

St. Reinold: Patron of stonemasons, he was murdered by stonemasons jealous of his work. Prayer may allow one to see hidden doors (as the spell at Faith PSF and ML equal to FL), and to climb straight up stone (+50% to Climbing PSF). He improves Geologiocal Lore by a modest amount (5%), Masonry & Stoncutting and Tunneling & Mining by a tremendous amount (20%) , and heals a good amount of Fatigue (3FP), but reduces Charismatic skills by a modest amount (5%).

Saint's Day: January 7

Piety TSC: 27

St. Roch: Patron Saint against plague, and of prisoners, he worked to help plague victims and himself recovered from the disease. He was imprisoned as a spy and died in prison. Enhances Hearing Rumours by a modest amount (5%), and Healing by a good amount (Materia Medicina healing skills 7%). He can end plague in an area (no new cases occur), and heals a modest amomt of Body and Fatigue (2BP/FP).

Saint's Day: August 16

Piety TSC: 19

St. Sabas the Goth: A Goth converted to Christianity, he proclaimed his faith during a persecution but was left unharmed. He survived many

tortures and was drowned after refusing an offer to go free. Enhances Charismatic skills by a good amount (7%), and restores all lost Body and Fatigue.

Saint's Day: April 12

Piety TSC: 64

St. Sebastian: Patron Saint of Archers, athletes and soldiers, he was shot with arrows as execution, but survived. Provides a good increase to Riding (7%) and Agility (+1), a very good increase to Bow weapons (10%), and a modest increase to all other weapon skills (5%). He can heal a small amount of Body and Fatigue (1BP/FP), and end plague in an area (no new cases occur).

Saint's Day: January 20

Piety TSC: 28

St. Stanislaus: Patron of Cracow and Poland, a sought-after advisor who was killed by King Boleslaus. Provides a modest increase to Charismatic skills (5%), and a very great increase to Diplomacy and Politics and Latin (15%). Heals a small amount of Body (1BP) and a modest amount of Fatigue (2FP), and can increase local reputation (+5 Social Status) in Poland and Cracow.

Saint's Day: April 11

Piety TSC: 42

St. Stephen: Patron of Hungary, ruler of the Magyars and then King of Hungary. He increases Intelligence (+1), Charismatic skills, and Courtly Manners by a modest amount (5%), and Riding and all weapon skills by a good amount (7%). He can enhance local reputation (+5 Social Status) in Hungary.

Saint's Day: August 16

Piety TSC: 27

St. Swithbert: A missionary to Germany who converted many with his eloquence and zeal. He enhances Charismatic skills by a good amount (7%), and Oratory by a very great amount (15%). He also heals a small amount of Body (1BP) and a modest amount of Fatigue (2FP).

Saint's Day: March 1

Piety TSC: 25

St. Tarachus: A former Roman soldier who survived many tortures during his persecution. He was thrown into the arena, but the beasts would not attack him. He enhances Charismatic skills by a modest amount (5%), and heals a modest amount of Body (2BP) and a good amount of Fatigue (3FP). He can also cause wild animals to flee from combat.

Saint's Day: October 11

Piety TSC: 50

St. Thaelaeus, Merciful: Called the merciful because of his work with the sick and poor, his executioners were killed with him because of their compassion for him. Enhances healing by a very great amount (Materia Medicina healing skills 15%), and heals a small amount of Body (1BP) and a modest amount of Fatigue (2FP).

Saint's Day: May 20

Piety TSC: 62

St. Theodore Tiro: A recruit in the Roman army, he refused to participate in their pagan rites and was burned to death in a furnace. Increases Charismatics skills by a modest amount (5%), all weapon skills by a large amount (10%), and Riding by a very great amount (15%).

Saint's Day: November 9

Piety TSC: 38

St. Thomas the Apostle: He was the apostle who did not believe in the resurrection of Christ until he had seen it with his own eyes, from which we get the phrase 'doubting Thomas'. He increases Oratory, Body (1BP), Fatigue (1FP) and Outdoor skills by a small amount (2%), and Healing by a modest amount (Materia Medicina healing skill 5%).

Saint's Day: July 1

Piety TSC: 24

St. Thomas Aquinas: Patron Saint of universities and scholars, his writings now form the basis for all of Christian theology. Provides a good increase to Intelligence (+2) and Latin (7%), a large increase to Read/Write (10%) and a very great increase to Theology (15%). Enhances local reputation (+5 Social Status) at monasteries and universities. NB: St. Thomas Aquinas is very helpful when encountering demons. Known as a fundamental scholastic, Aquinas will try to convince the demon that a treaty with the devil is irrelevant to living beings, therefore the demon should leave the party alone. Engaging the demon in battle, however, may be a more 'definite' solution.

Saint's Day: January 28

Piety TSC: 68

St. Valentine: Patron Saint of lovers, he was a clergyman in Rome, noted for his piety and healing skills. He provides a modest increase to Stealth and Oratory (5%), and a good increase to Charismatic skills and Healing (Materia Medicina healing skills 7%). He also heals a small amount of Body and Fatigue (1BP/FP). Finally, invocation may provoke good fellowship with others (increase Charm TSC% by 15%).

Saint's Day: February 14

Piety TSC: 48

St. Victor o'Marseilles: Roman soldier condemned to death; he converted his guards, who were then sentenced to die with him. Enhances Charismatic skills and all weapon skills by a modest amount (5%), and Oratory by a good amount (7%). Can also restore all lost Fatigue and a small amount of lost Body (1BP).

Saint's Day: July 21

Piety TSC: 65

St. Vitus: Patron Saint of dancers, actors, comics, and epileptics, and one of the Fourteen Holy Helpers. He provides a good increase to Arts and Entertainment skills (7%) and Agility (+1), and can cure epileptic seizures, dispell demons and transport the party to the nearest town/city (As Greater Teleport at ML10 with Faith PSF). There is risk that the invoker will lose some Fatigue (30% chance of losing all FP's and collapsing in a faint).

Saint's Day: July 21

Piety TSC: 65

St. Wenceslaus: Patron of Bohemia; his Christian teachings and stern rule earned him many enemies. He was killed by a rebel faction led by his brother. Provides a modest increase to Strength (+1), Perception, Intelligence (+1), all weapon skills, and Riding (5%). He increases local reputation (+5 Social Status) with nobles, and in Bohemia.

Saint's Day: September 26

Piety TSC: 44

St. Wilfrid: Wilfrid travelled far and wide to establish Roman order over Celtic. He was involved in power struggles within the church, and in the building of many monasteries. Enhances Charismatic skills and Theology by a modest amount (5%), and Oratory by a very great amount (15%). He also heals a small amount of Fatigue (1FP), and may double party travel speed (30%).

Saint's Day: October 12

Piety TSC: 25

St. Willehad: An active proselytizer in western Europe, he had many run-ins with pagans bent on his death, but survived them all. Provides a modest increase to Agility (+1), and a good increase to Outdoor skills and Riding (7%). If invoked before or during battle, opponents may be surprised (30%) enough to avoid attacking you for a short period.

Saint's Day: November 8

Piety TSC: 35

St. Willebald: A great wanderer and pilgrim, he wrote the first English travel book. Provides a modest increase to Outdoor skills (5%), a good increase to Charismatic skills (7%), and a very great increase to

Oratory (15%).
Saint's Day: June 6
Piety TSC: 50

St. Willibord: A missionary, he was so successful at converting Frieslanders that he became known as 'the apostle of the Frisians'. He provides a modest increase to Outdoor skills (5%), a good increase to Charismatic skills (7%), and a very good increase to Oratory (15%). He can enhance local reputation (+5 Social Status) in northern Germany.
Saint's Day: November 7
Piety TSC: 43

St. Wolfgang: A director of monastery schools, known for his work with the poor and also with nobility (including the Emperor). Increases Intelligence (+1), Charismatic skills, Outdoor skills, and Riding by a modest amount (5%), and Leadership by a very great amount (15%). He also enhances local reputation (+5 Social Status) in villages and with nobility, in Germany.
Saint's Day: October 31
Piety TSC: 24

St. Zita: Patron Saint of servants, she was known for her patience, zeal, and holiness. She was a servant in the same household for 46 years. Enhances Perception and Streetwise by a modest amount (5%), and heals Body (1BP) and a small amount of Fatigue (1FP). She can also gain information from servants (Con Others at Faith PSF).
Saint's Day: April 27
Piety TSC: 23