

# Verenan hierarchy & prayers

Spiritual Level	Career	Official Title	Form of Address	Faith Dice
-	Initiate/Scholar	Clerk/Acolyte	Brother	-
1	Priest/Friar	Solicitor/Chronicler	Father	D10
2	Monk/Anointed priest	Advocate/Librar	Reverend	2 D10
3	High priest	Magistrate/Archivist	Minister	3 D10
4	Cult leader	Emperor's Counsel/Grand Archivist	Your Holiness	4 D10

Prayers familiar to sanctioned works, learnt by Reverend Siegfried, written by Father Markus & Uncommon Godsend.

WFRP1	Blessing (varies)	Godsend (+50 XP)	Miracle (+100 XP)
Priest or Friar 50 XP/ blessing	<p><b>... of Verena:</b> 3/0.5 = target test <b>WP</b> to commit crime</p> <p><b>... of Courage:</b> 3/0.5 = nearby ally regains composure</p> <p><b>... of Speed:</b> 4/0.5 = +1 <b>M</b> &amp; +5 <b>I</b> for 1 minute</p> <p><b>... of Fortitude:</b> 5/0.5 = +5% <b>T</b> &amp; +5 <b>WP</b> for 1 minute</p> <p><b>... of Healing:</b> 5/0.5 = +1 <b>W</b> per injury</p>	<p><b>Shed light:</b> 3/0.5 = item glows like lantern</p> <p><b>Armour of Wisdom:</b> 5/0.5, aura whose AP = SP</p> <p><b>Gift of Tongues:</b> 5/2 = speak/get any language</p> <p><b>Instrument of Justice:</b> 6/0.5 = bless weapon for 1h</p> <p><b>Hear with the Ears of Our Lady's creature:</b> 6/1 = Acute Hearing for a few minutes</p> <p><b>Shackles of Truth:</b> 6/0.5 = immobilises target with invisible shackles (<b>Strength</b> vs. <i>Channelling</i>)</p> <p><b>Preservation</b> (Divine Lock): 7/1 = secure a nearby (within 6') lock/bolt for 1 week</p> <p><b>Clouding of the Unjust</b> (Steal Mind): 7/1 = accused tests <b>WP</b> or rendered mindless</p> <p><b>See with the Eyes of our Lady's creature:</b> 7/1 = Excellent &amp; Night Vision for a few minutes</p> <p><b>Dormancy:</b> 8/2 = dispels sorcerous artefacts for a few moments</p> <p><b>Draw Mettle</b> (Wilt Weapon): 8/1 = foe's weapon goes limp for several moments</p> <p><b>The Past Revealed:</b> 8/6 = touch item to reveal it's creator, owner &amp; significant events</p> <p><b>Summon Our Lady's Creature:</b> 8/2 = summons owl</p> <p><b>Silence the Untruths:</b> 10/0.5 = gag accused</p> <p><b>Sword of Justice:</b> 10/0.5 = blesses priest's sword (magical &amp; +10 <b>WS</b> v. criminals) for 1 minute</p>	<p><b>Wings of Verena:</b> 11/1 = fly 48 yards in 1 round</p> <p><b>Words of Truth:</b> 13/2 = compel suspect to answer 1 question truthfully (<b>WP</b> to resist)</p> <p><b>Preserve the Balance:</b> 13/1 = returns any crime against servant for 1 minute before &amp; after</p> <p><b>Dispersion:</b> 13/1 = dispels a nearby (12 yards) magical aura but not <u>ritual</u> enchantment</p> <p><b>Banish:</b> 13/2 = evicts a daemon (opposed <b>WP</b>)</p> <p><b>Retribution:</b> 14/1 = accuse suspect of crime, if guilty then <i>hard WP</i> test or suffer terrible pain</p> <p><b>As Verena Is My Witness:</b> 14/0 = +10 to <i>Charm</i></p> <p><b>Summon our Lady's blade:</b> 14/1 = calls sword</p> <p><b>Eavesdrop:</b> 15/6 = hear anything within eyesight</p> <p><b>The Blind Maiden:</b> 16/0.5 = detect lie on <b>Int</b> test</p> <p><b>Owl's Wisdom:</b> 17/6 = x2 <b>Int</b> passes &amp; re-roll 1 fail</p> <p><b>Reprobate's Sentence:</b> 17/6 = sicken guilty for 1 day</p> <p><b>Trial by Fire:</b> 18/6 = accuse &amp; guilty combusts</p>
Monk or Anointed priest 100 XP/ blessing	<p><b>... of Wisdom:</b> 6/0.5 = re-roll failed <b>Int</b> test</p> <p><b>... of Protection:</b> 7/1 = foes need to pass a <i>Simple WP</i> test to attack</p>		
High priest 150 XP/ blessing			
Cult leader 200 XP/ blessing			

WFRP2	Name	PA	Description	Source
Blessing (Petty Divine Magic)	Blessing of Verena	3	Your prayer leaves a subject within 2-dozen yards keenly aware of injustice and tyranny. Should they try to commit a crime, they must pass an Easy (+10%) <b>WP</b> test or refuse having been overwhelmed with guilt.	ToS, page 218
	Blessing of Courage	3	<i>Your rousing address steels the heart of a particular comrade.</i> A single character within 2-dozen yards who was <i>fearful</i> or <i>terrorised</i> regains his composure.	WFRP2, page 146
	Blessing of Speed	4	The touched character gains +5 <b>Initiative</b> and +1 <b>Movement</b> for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, page 146
	Blessing of Fortitude	5	The touched character gains +5% <b>Toughness</b> and +5 <b>Will Power</b> for the next 2D6 rounds. Can be cast upon oneself. Blessed can only benefit from one such blessing at a time.	WFRP2, page 146
	Blessing of Healing	5	The touched character gains +1 <b>Wound</b> but this boon only heals <u>lightly wounded</u> victims. Can be cast upon oneself. Blessed can only benefit from one such blessing every 6 hours.	WFRP2, page 146
	Blessing of Wisdom	6	<i>Your solemn prayer grants measured wisdom to any person you touch,</i> such that they may re-roll any <b>Intelligence</b> test failed within the next minute (6 rounds).	ToS, page 218
	Blessing of Protection	7	<i>You feel your righteousness steel your defences.</i> Attackers must pass a <i>Simple</i> (+10) <b>WP</b> test. Failure indicates that they reconsider and switch target or perform another action. This boon lasts about a minute (2D6 rounds).	WFRP2, page 147
	Shed light	3	<i>You pray for Verena to Shed light in the Dens of Iniquity.</i> Instantly any item in your grasp begins to glow with the light of a lantern. The item glows light for 1 hour or until you let it go. At the end of the spell's duration, the object disappears.	WFRP2, page 146
Godsend (Divine Lore)	Armour of Wisdom	5	<i>You appeal to Verena to girdle you with her wisdom,</i> creating an invisible barrier that helps protect you from harm. You gain a number of Armour Points equal to your Spiritual Level on all locations for 1 minute (6 rounds). For arcane reasons, you cannot invoke this prayer if you are wearing any metallic armour. Should you don armour while the prayer is in effect, the boon ceases immediately.	WFRP2, page 148
	Gift of Tongues	5	This long prayer (2 rounds) allows the devotee to understand and speak any language heard. This boon usually lasts for a few minutes (equal to the priest's Spiritual Level). To continue the linguistic assistance, the priest simply repeats the prayer.	WFRP1, page 153
	Instrument of Justice	6	<i>You appeal to Verena to bless an instrument of justice.</i> This includes 1 melee or thrown weapon or up to 5 shots of missile ammunition, e.g. arrows, bolts, bullets, etc. These instruments do not gain bonuses of any kind, but they do count as <i>magical weapons</i> , making them effective against spirits and other demonic creatures. The weapon remains blessed for 1 hour.	WFRP2, page 148
	Hear with the Ears of our Lady's creature	6	<i>You implore Verena to grant you the hearkening of her winged servants.</i> The cleric's hearing becomes that of an owl, i.e. gains <i>Acute Hearing</i> (+10 to <i>Listen</i> tests). The enhanced aural sensitivity and spatial awareness usually lasts about 5 minutes (D10 turns).	Brother Markus, Vorgeheim 2017
	Shackles of Truth	6	<i>You appeal to Verena, requesting her judgement concerning a suspected criminal.</i> If the accused (within [ <b>Fellowship</b> ] yards) refutes your indictment yet is guilty, they are rendered helpless ( <i>Entangled</i> ) unless they pass a <b>WP</b> test. Each round, the suspect can do nothing except try breaking the shackles (rolls his <b>Strength</b> vs. your <b>WP</b> ). A false accusation incurs <i>The Wrath of the Gods</i> . Lasts 1 minute.	WFRP2, page 167
	Preservation (Divine Lock)	7	With this ritual (1 minute), you sanctify one lock or bolt within 2 yards for 1 week. It cannot be picked or forced open during that time. However, this prayer doesn't prevent miscreants from smashing down a sanctified door or breaking into a consecrated chest.	WFRP2, page 148
	Clouding of the unjust	7	<i>You accuse a nearby suspect (within 2-dozen yards) of committing an injustice.</i> The accused must pass a <b>WP</b> test or become utterly mindless, unable to do much but sit, gibber, dribble and eat grass. The victim counts as <i>prone</i> and may not move by himself but may be dragged along at half-pace. Be warned, the victim often regains their faculties in less than a minute (GM rolls D6 rounds).	WFRP1, page 156
	See with the Eyes of our Lady's creature	7	<i>You implore Verena to grant you the perception of her winged servants.</i> The cleric's vision becomes that of an owl, i.e. gains <i>Excellent Vision</i> (+50% range) and <i>Night Vision</i> (up to 30 yards) but the cleric suffers from colour-blindness and is unable to swivel his eyes, i.e. -10 <b>WS</b> and -10 <b>Initiative</b> . This enhanced acuity doesn't mitigate absolute darkness and usually lasts 5 minutes (D10 turns).	Brother Markus, Vorgeheim 2017
	Dormancy	8	This long prayer (2 rounds) briefly nullifies any sorcery artefact touched by the priest. For this prayer to succeed, the priest must pass a Tricky (-10) <i>Channelling</i> ( <b>WP</b> ) test. If the item is being held by an opponent, the cleric must instead make a Tough (-20) <i>Channelling</i> ( <b>WP</b> ) test. For every degree of success, the item's powers are suppressed for 1 round.	ToS, page 218
	Draw Mettle	8	This prayer may be invoked upon any weapon within the priest's line of sight. If successful, the weapon goes limp like damp string for the next 2D6 rounds after which the weapon hardens into whatever bent shape it was last in; only characters with the <i>Specialist Weapon</i> skill for that weapon can ensure it returns to the right shape or someone skilled in <i>Smithing</i> can do likewise for a metal weapon but otherwise the owner must make a <b>Dex</b> check or be left with a deformed weapon. The prayer has no effect on whips or magical items.	RoS, page 176

	The Past Revealed	8	With this ritual (1 minute), a priest can touch one item and learn the three most important things about its past (as decided on by the GM). This spell typically reveals who made it, important previous owners, or famous incidents involving the item.	WFRP2, page 168
	Summon Our Lady's Creature	8	This long prayer (2 rounds) calls upon the noblest of creatures to help deliver justice. Dawn and dusk seem remarkably auspicious and urban devotees should seek a garden or park. Should a messenger arrive, it usually alights on a priest's shoulder or hand. Its aid varies from basic exchanges, to sharing its insights or even its direct intervention. Beware, it rarely lingers longer than a minute (2D6 rounds).	Brother Markus, Vorgeheim 2017
	Silence the Untruths	10	This quick prayer miraculously silences any perjurer within 2-dozen yards of you. The agitator can resist the prayer with a successful <b>Will Power</b> Test. Otherwise they cannot talk or even grunt for a few precious moments (rounds equal to priest's Spiritual Level).	WFRP2, page 149
	Sword of Justice	10	<i>You beseech Verena to guide your blade to strike down the unjust.</i> Your sword becomes an instrument for Verena's justice, i.e. it counts as a <i>magical weapon</i> for 1 minute (6 rounds). Additionally, you gain +10 <b>WS</b> when attacking those you know to be guilty of a crime.	WFRP2, page 168
	Wings of Verena	11	Upon invoking this prayer, the priest is blessed with the gift of flight and can fly 48 yards in any direction but cannot fly through walls or solid objects. A devotee may continue flying by repeating the prayer but cannot attempt other actions in flight. Should the prayer fail, the priest spends a round gliding back to earth. Clerics can carry up to half their encumbrance allowance ( <b>Str</b> /2 x100).	WFRP1, page 156
	Words of Truth	13	With this long plea (2 rounds), a priest asks a suspect 1 question (they must hear & understand) that they're compelled to answer truly and wholly, unless they pass a <b>WP</b> test. Note that compelled suspects will answer what they <u>believe</u> to be true (whether it's true or not). Finally suspects can only be asked the same query once (rewordings & mild variants count). So later attempts must be notably different.	WFRP2, page 168
	Preserve the Balance	13	Your prayers beg Verena to mete out justice to those that wrong her servant. Any crime committed <u>against our Lady's servant during the following or prior minute</u> is immediately returned upon the criminal, e.g. if a thief stole your purse, their purse would fall to the ground, likewise for injuries. Equally, any crime you commit will be returned upon you in turn. Lasts 1 minute.	ToS, page 238
	Dispersion (Dispel)	13	This prayer causes any spell within 12 yards of the priest to end prematurely, provided he passes a <i>Channelling</i> ( <b>WP</b> ) test with a -10 penalty per level of the original spellcaster. Also, while this prayer can disrupt ongoing spells, it has no effect on <u>ritual</u> magic. Finally, this prayer appears to have no effect on summoned Daemons or re-animated Undead.	WFRP2, page 149
	Banish	13	This long prayer (2 rounds) allows a cleric to evict an ungodly denizen within 24 yards back to the Realms of Chaos through a titanic contest of wills (opposed <b>WP</b> test), where an <i>Amazing Success</i> = an instant banishment; <i>Great success</i> = a gradual expulsion (diminishes over D6 rounds); <i>Good Success</i> = a material loss but clings on ethereally (no physical damage but still inflicts fear & magical attacks); <i>Lucky Success</i> = an unexpected deterioration (demon now <i>Instable</i> , WFRP page 215); <i>Stalemate</i> = 2 locked in mental combat ( <i>prone</i> ); <i>Unlucky Failure</i> = nothing but briefly destabilised (loses 1 action but its <i>Frenzied</i> now); <i>Bad Failure</i> = it shrugs off your pathetic attempt (-10 <b>Cool</b> ); <i>Terrible Failure</i> = a brutal counter-attack (+D3 <b>IP</b> ), <i>Horrrific Failure</i> = an unexpected riposte that crushes your soul (+2D3 <b>IP</b> )	WFRP2, page 156 WFRP4, page 252
Miracle (Divine Lore)	Retribution	14	You accuse a suspect within a 2-dozen yards of a grave injustice and if they <u>are</u> guilty, unless they pass a Hard (-20%) <b>Will Power</b> test, they suddenly suffer such debilitating pains that they're only use half their actions.	ToS, page 238
	As Verena Is My Witness	14	By calling Verena as your witness, the truth of your words shines for all to see. For the duration of the Miracle (Rounds = Spiritual Level), providing you speak only the truth, all listeners (Fellowship/5) will believe you speak truly, i.e. gain +10% to your <b>Fellowship</b> tests. Be warned, this does not necessarily mean they will agree with your conclusions...	ToS, page 237
	Summon our Lady's blade	14	This prayer allows priests to summon their Blade of our Lady to their very hand from up to 20' away. However, this prayer is supposedly only to be invoked when an accused is judged guilty of a capital crime. If not, the devotee risks clerical reprimand...	Brother Markus, Vorgeheim 2017
	Eavesdrop	15	With this ritual (1 minute) a priest can hear to what is happening anywhere that you can see, no matter the distance. You hear things as if you were standing right there. This audible boon lasts for a number of minutes equal to the priest's Spiritual Level.	WFRP2, page 168
	The Blind Maiden	16	Your prayers allow you to discern the truth, even when it is blinded from you. This includes lies, illusions, hidden individuals or objects and even through a blindfold as if it were not there. This also has the benefit that spotting lies ( <b>Fellowship</b> test) is much easier (+20%). NB: this will only tell you if the suspect believes they speak the truth, i.e. it will not alert you if they are mistaken...	ToS, page 239
	Owl's Wisdom	17	With this ritual (1 minute), the priest's mind is flooded with the wisdom of Our Lady, i.e. gain +20 to all <b>Intelligence</b> tests. Further, the priest's pupils dilate widely and their gaze becomes piercing: gain +1 <i>Menacing</i> and <i>Acute Sense</i> (Sight) talent. Lasts 1 minute.	ToS, page 238
	Reprobate's Sentence	17	You ritualistically (1 minute) accuse a suspect of a grave crime. If the suspect listens to entire indictment and they are guilty of said crime, they must pass <b>Toughness</b> test or wretch painfully (-10% to all stats for next hour).	ToS, page 238
	Trial by Fire	18	You ritualistically (1 minute) accuse a suspect of a grave injustice, and that character is immediately engulfed in divine flames. If the target is innocent of the charge, the flames inflict no damage and dissipate after 1 round. If the accused is indeed guilty, they suffer 1 <b>Strength</b> 8 hit per round for [your Spiritual Level] rounds. Thereafter, flammable targets suffer a <b>Strength</b> 3 + 2 D4 damage.	WFRP2, page 168

## References

- WFRP1: core rulebook, page 205
  - May use any Petty Magic & Battle Magic spells, except those which create illusions or otherwise hide the truth.
  - Equally clerics are forbidden to learn spells that encourage fakery, e.g. *Marshlight*, *Sounds* and *Zone of Silence*.
  - Conversely Verenan clerics may learn *Spread Insanity* (Level 3 Demonic), *Banish Illusion* (Level 2 Illusionists) & *Destroy Illusion* (Level 4 Illusionists)
- [Liber Fanatica 2: Using WFRP1 Spells within WFRP2 \(pages 17-27\)](#)
- WFRP2: core rulebook
  - Petty Divine Magic, pages 146-147
  - The Lore of Verena, page 167
- WFRP2: Tome of Salvation
  - Verenan Petty Magic, page 218
  - The Lore of Verena, page 237
- WFRP4: Rulebook
  - Miracles of Verena, page 228
- [Encroachment of Chaos: Lesser Spell Names - Lore of Verena \(Uncommon Godsend\)](#)
  - *Aethyric Armour*, CN 5 = *Armour of Wisdom*
  - *Blessed Weapon*, CN 6 = *Instrument of Justice*
  - *Magic Lock*, CN 7 = *Preservation*
  - *Silence*, CN 10 = *Stifle the Untruths*
  - *Dispel*, CN 13 = *Dispersion*
- [Cult of Verena, Warhammer Wiki](#)
  - Petty Magic = 2 Blessings
  - Lore of Verena = 12 Miracles
- [Several faithful Verenan prayers by Brother Markus](#)
- [Ward-hammer Supplemental 4: Divinity and Divine Magic, Version 0.30](#)
  - Initiate
    - Common: *Bless Shrine*, *Heal Cultist*, *Heal Petitioner*, *Light the Path*, *Sacred Warding*
    - Verena: *Gift of Tongues* = CN 5, CT 2, last 5 minutes, Petty Magic - Arcane (WFRP2 core rulebook)
  - Level 1
    - Common: *Banish Elemental*, *Banish Undead*, *Dispel Lesser Demon*, *Faith Provides*, *Great Warding*, *Hand of God*, *Minor Curse*, *Shadeward*
    - Verena: *Oath* = 3 MP, 6 yds, 1D6+3 rounds (Page 75: [Realms of Divine Magic](#))
  - Level 2
    - Common: *Destroy Undead*, *Strike Dumb*, *Bless Token*, *Blind Enemy*, *Dispel Demon Horde*, *Dispel Sorcery*, *Nullify Prayer*, *Pillar of Flesh*
  - Level 3
    - Common: *Shelter Against Demons*, *Shelter Against Elementals*, *Shelter Against Undead*, *Summon Elemental*, *Ward and Seal*, *Ward Undead*
  - Level 4
    - Common: *Annihilate Undead*, *Barrier*, *Dispel Greater Demon*, *Dispel Elementals*, *Grant Sacrament of Prayer*, *Learn Gods Will*, *Summon Elemental Horde*
    - Verena: *Divine Judgement* = 9 MPs (#), Token, 6 turns (page 109, [Realms of Divine Magic](#))