

Since there are 10 Prayers in all, you will roll a 10 sided dice to determine which one you get...I have numbered them for you. You could theoretically roll Prayer during each of your turns....but would you want to? It's all up to chance....

Bad Effects

Rolling a 1- TERRIBLE, HEAVEN-RENDING SOUND: Causes everyone in the battle (both ally and enemy) to feel strange. Having your entire party feeling strange is NOT fun. This effect is rare, but the chance of it happening is why, in my opinion, you should never pray in boss fights (except Giygass of course) unless you're REALLY desperate.

Rolling a 2 -MYSTERIOUS AROMA: Everyone (friend and enemy) falls asleep. Not an uncommon result. Usually the enemies will wake up before you do, for some reason.

Rolling a 3 - DAZZLING LIGHT 1: This Dazzling light "envelops" everyone in the battle. It has the effect of a PSI Flash alpha spell, causing crying or confusion. It affects both friends and foes, and is a fairly common prayer result.

Rolling a 4- HEAVY AIR: This causes defense ratings to drop slightly, like a PSI Defense Down spell. It affects everyone in the battle, but for some reason it usually doesn't work on enemies...

Good Effects

Rolling a 5- VERY SUBTLE LIGHT: The most common prayer result. It causes all members of your party to recover a small amount of HP.

Rolling a 6- WARM LIGHT: Twice as powerful as the very subtle light, but also half as common.

Rolling a 7- MYSTERIOUS LIGHT: All characters in the party (except Jeff, of course) recover a very small amount of PP, only 4-5. A fairly common result.

Rolling a 8- DAZZLING LIGHT 2: This Dazzling light "chases the enemy", causing pretty heavy damage (although it's not as impressive later in the game) on a single enemy. Rare. This is what the player's guide refers to as "Sheet Lightning."

Rolling a 9- GOLDEN LIGHT: Chooses one character in your party and maxes out his or her HP. Very rare.

Critical Effect

Rolling a 10-RAINBOW-COLORED LIGHT: This is the rarest prayer result, and also the most powerful. Everything that has been killed/made unconscious during the battle, both friends and enemies, will be revived and restored to full HP. If Ness and Poo are both unconscious and you don't have any Lifenoodles or Horns of Life, you can Pray hoping for this result, but the odds are seriously against you.