



## § First Order § Miracles

### **Command**

A single word is obeyed, momentarily, by a creature that understands you. Typical commands are back, halt, go, etc.

### **Endure Elements**

Normal extremes of heat and cold have no effect. Walk through fire or swim in an icy river.

### **Heal Light Wounds**

Heal 2-7 points of damage.

### **Light**

A target produces light about as bright as a torch.

## **Protection from Evil**

Create a field of protection around you, blocking out all enchanted monsters and making it harder for other evil beings to harm you.

## **Purify Food & Drink**

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

## **Sanctuary**

Your foes tend to ignore you as long as you do not attack.

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**Bless**

Grants a recipient not already in combat courage and a surer hand against their foes.

**Chant**

As long as you remain stationary and continue to chant your allies receive benefits and you foes are hindered.

**Hold Person**

Completely immobilize 1-4 persons with a greater chance of affecting one individual.

**Holy Power**

Filled with divine power, you can increase one physical attribute to become stronger, faster, or tougher.

## **Silence, 15' Radius**

Silence falls around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

## **Slow Poison**

The progress of a poison is stalled for a few hours allowing time for a cure.

## **Speak with Animals**

Speak with normal animals.

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**Continual Light**

A target produces light as bright as sunlight until you want it to stop.

**Cure Affliction**

Cure the recipient of any one disease or affliction.

**Insect Swarm**

Call a swarm of insects to fight a foe.

**Locate Object**

Know the correct direction toward an object you seek. It cannot be something you've never seen, unless in a general class of items known to you: stairs, gold, etc.

## **Remove Curse**

Remove one curse from any creature or object.

## **Speak with Dead**

Ask three questions of a corpse and it will answer, although the answers might be cryptic. The longer dead are harder to get to respond.

## **Water Walk**

Walk on water, mud, quicksand, oil, and snow. As you become more powerful you can bring others along with you.

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**Create Water**

**Heal Serious Wounds**

**Neutralize Poison**

**Protection from Evil 10'**

**Commune with Plants**

**Sticks to Snakes**

2-16 50% chance poisonous

**Exorcise**

**Part Water**