



§ 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.

§ Fourth Order §
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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