

Humaktaye Priestly Miracles

1	Detect Evil Dismiss Zombie Halt Undead Protection from Evil	Detect Spirits Halt Heal Self	Blight Detect Good Protection from Good
2	Cure Light Wounds Dismiss Skeleton Dismiss Zombie Remove Fear Remove Paralysis Repel Evil Repel Undead	Rune of Sleep Spirit of Seeing Stasis	Cause Light Wounds Conceal Lie Curse Repel Good
3	Banish Ghoul/Ghast Bless Cure Serious Wounds Detect Lie Resist Paralysis	Deafness Divinations Evade Power Shield Speak with Dead	Cause Disease Cause Serious Wounds Fear
4	Banish Wraith Cure Disease Dismiss Ghoul/Ghast Dismiss Shadow Fear Undead Godsfire Rune of Heartsease	Blast Exhaustive Wave Power Meld Rune of Consciousness Silence Warding from Spirits	Aura Deception Damnation Helsfire Rune of Fear
5	Banish Wight Bless, 24 hour Purify Food and Drink Remove Poison Restore Power Rune of Truth	Blindness Entrapment Power Shield, Major Warding, Minor	Beguilement Poison
6	Cure Genetic Disease Reveal Truth Sanctify Rune of Pain Undead Dismiss Wraith	Discern Aura Power Resistance Repulsion	Desecrate Disrupt Sanity Rune of Hate Rune of Pain
7	Cure Grievous Wounds Protection from Evil 10ftR Regenerate Sanity Restore Sanity Strike Against Evil Dismiss Wight Exorcism	Empower Gate Bar	Cause Grievous Wounds Plague Protection from Good 10ftR Strike Against Good
8	Bless, Permanent Dispel Evil Regeneration Total Heal Truth Tell Dismiss Vampire	Plane Shift Warding, Major	Dispel Good Possession Wither Limb
9	Godsflame	Repulsive Blast	Helsflame Terrify
10	Destroy Evil 2 Smite Evil	Gate Rune of Rage	Destroy Good Smite Good

Humaktaye Only Priestly Miracles

Good Miracles

Halt Undead

Level: First

Duration: 10 Seconds

Range: 30'

Vocal: "Halt Abomination I command you be still!"

Mind Influencing: No

Description: The priest must gesture or point at the intended target then incant the vocal. If they are affected then the victim will stand paralysed for 10 seconds or until struck for damage. This will only affect creatures who possess an Undead spirit.

Repel Undead

Level: Second

Duration: Instant

Range: 30' radius

Vocal: "Spirits of Undeath hear me I repel thee."

Mind Influencing: No

Description: Upon pronouncing this vocal all subjects within 30' of a 120° arc indicated by the caster that hold an undead spirit must move ten feet directly away from the caster.

Fear Undead

Level: Fourth

Duration: 15 minutes

Range: 30'

Vocal: "Spirit of Undeath behold thy nemesis, and be thee now afeared."

Mind Influencing: No

Description: The priest must hold up his hands in a halting gesture, the victim of this miracle will be feared and flee directly away from the priest by the most direct route until a distance of not less than 30'. Once outside this distance the victim may opt not to flee, but must stay outside that distance for the duration and will not attack or cast at the priest. If the casting priest backs a victim into a dead end and encroaches the 30' then the victim will berserk through fear against the priest. This will only affect creatures who possess an Undead spirit that are below 8th level. If it is cast on a subject that possess an undead spirit of 9th level or higher they will not be affected as above but will be very weary of the caster.

Rune of Pain Undead

Level: Sixth

Duration: 1 minute per level of caster.

Range: 30'

Somatic: All 5 fingers of the casters primary held out in a fan shape to begin with, close the hand into a clenched fist as if grasping at something.

Mind Influencing: No

Description: This priestly rune causes Undead spirits to suffer torturous pain metered out by the Lords of Death. The effects of which are as follows;

1. Will only affect subjects who possess an Undead spirit.
2. The agony is caused directly by the Humak Gods.
3. The effects last for 1 minute per level of the priest who cast the miracle.
4. The victim will take 6lp's spiritual damage per minute to the victims total body.
5. The Undead can not be rendered unconscious and thus saved the pain (as per standard Rune of Pain).
6. If the victim is living (but contains an undead spirit e.g. a returner or embodiment) they can be saved the pain (and therefore the damage) if rendered unconscious, as per standard rune of pain.
7. Each point of spiritual AC (higher forms of spirit will also effect, e.g. Holy) the victim possesses will protect them from the effects of this miracle for 10 seconds, during which time the rune is eating away at the AC. After the time has expired the victim will be struck by the full effect of the miracle. The time spent resisting the effect does count towards the duration of the miracle.
8. Should the victim be under the effects of a power shield miracle, it will absorb the damage (so far as it is able to) of the rune during which it will counteract the pain effect.