

THE MIRACLE OF INSPIRATION

Power points from this active miracle may be used to improve the card rank when trying to recover your troops during the Resolution phase.

THE MIRACLE OF INVIGORATION

Power points from this active miracle may be used to reduce your opponent's card rank in battle.

THE MIRACLE OF PROTECTION

Power points from this active miracle may be used to negate any modifications made to a card through other miracles.

THE MIRACLE OF STAGNATION

Power points from this active miracle may be used to reduce the card rank when an opponent you have faced this turn is trying to recover troops during the Resolution phase.

THE MIRACLE OF DESTRUCTION

Power points from this active miracle may be used to improve your follower's card rank in battle.

THE MIRACLE OF CONFUSION

Power points from this active miracle may be used to increase or decrease the card ranks of any followers in a battle where you aren't involved.

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MIRACLES OF AIR

The Miracle of Illusions

By spending two power points from this active miracle, you may exchange one of your face down cards with any other face down card in play.

The Miracle of Movement

By spending a power point from this active miracle immediately before a battle commences, a follower may be moved from any of your assembled parties to any of your other parties.

MIRACLES OF THE DARK

The Miracle of Stealth

A Recruitment party may avoid being attacked by an Assault party by spending a number of power points from this active miracle equal to the size of the party. Preventing further attempts against this party requires further expenditure from this miracle.

The Miracle of Corruption

Power points from this active miracle may be used to reduce the rank of any card used to regain a follower during the Resolution phase. If a card is reduced below 2 in this manner, the follower joins your cult instead.

MIRACLES OF THE EARTH

The Miracle of Stability

Power points from this active miracle may be used to improve the card rank of any follower in a Recruitment or Defensive party that has been attacked by an Assault Party.

The Miracle of Strength

By spending two power points from this active miracle an extra stronghold chip may be gained until the end of the turn.

MIRACLES OF FIRE

The Miracle of Energy

Power points from this active miracle may be used to improve the card rank of any follower in an Assault party.

The Miracle of Emotion

Power points from this active miracle may be used to reduce the card rank of any follower in a Recruitment party.

MIRACLES OF THE LIGHT

The Miracle of Knowledge

Spending 2 power points from this active miracle allows a member of a Recruiting party to draw an extra random card for their recruiting attempt.

The Miracle of Purity

Power points from this active miracle may be used to increase the rank of any card used to regain a follower during the Resolution phase. If a card is increased beyond a King in this manner, the follower returns upgraded.

MIRACLES OF METAL

The Miracle of Death

By spending two power points from this active miracle, an additional card may be randomly drawn for any member of an Assault team who has become involved in a battle.

The Miracle of the Undead

If a follower is not regained during the resolution phase, a Power point from this active miracle may be used to increase the relevant servitor's stronghold by 1.

MIRACLES OF WATER

The Miracle of Discipline

Power points from this active miracle may be used to increase the card rank of any follower in a Recruitment party.

The Miracle of Time

By spending a power point from this active miracle during a battle, a follower may be skipped in the battle order pile (and immediately sent to the bottom of the pile), or a follower may avoid being sent to the bottom of the pile and repeat their turn.

MIRACLES OF WOOD

Miracle of Life

By spending a power point from this active miracle, an additional card may be randomly drawn for member of a Recruitment team who has become involved in a battle.

Miracle of Healing

By spending two power points from this active miracle, a card may be drawn to regain a follower in the midst of battle (as long as a face card is drawn, the follower is returned to the bottom of the pile).