## Zepherin Spells

Priests of Zepherin, or Zepherinites, have four spell groups dealing with the properties of the body. Due to these spells’ strain on the body, only one attribute-altering Zepherin spell may be in effect at a time. **Unless otherwise specified, the magically altered attributes of the caster are not taken into account when casting the various spells in these groups.**

**Strength** spells affect the physical strength of their targets or use the caster’s strength to affect a target.

**Appearance** spells affect the physical appearance of their targets. There is a combination of magical and physical alterations.

**Health** spells affect the physical health of their targets. This includes improving or weakening it.

**Speed** spells affect the body’s ability to do things quickly and accurately.

| **1. Strength**  1 Strong  2 Weakness  3 Strength Bolt  4 Strength Wall  5 Lend Strength  6 Detect Strength  7 Enhance Strength  8 Strength Blast  9 God Strength  10 Strength Weapon  11 Strength Shield  12 Take Strength | **2. Appearance**  1 Attractive  2 Ugly  3 Friends  4 Hide Self  5 Frighten  6 Agree  7 Disguise  8 See True Form  9 Hypnotize  10 Shape Change  11 Decrease Age  12 Alter Form | **3. Health**  1 Healthy  2 Sickness  3 Improve Health  4 Destroy Health  5 Detect Health  6 Cure Disease  7 Repair Body  8 Health Alert  9 Keep Healthy  10 Take Health  11 Miracle Cure  12 Share Health  13 Breath of Life | **4. Speed**  1 Agile  2 Cramp  3 Speedup  4 Slowdown  5 Dodge  6 Silence  7 Quickness  8 Clumsy  9 Speed All  10 Slow All  11 Clumsy All  12 Max Speed |
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##### Strength

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Strong** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target gains one rank of *Exceptional STR*. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | increase strength |
|  |  |  |
| **2 – Weakness** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target gains one rank of *Inferior STR*. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | reduces strength |
|  |  |  |
| **3 – Strength Bolt** | |  |
| Time to Cast: | 1 round | This spell causes a bolt of strength to hit the target. If the target fails the resistance check, all of the muscles in their body begin to spasm and they fall to the ground for the duration of the spell. They make reattempt the resistance check every round, ending the spell on success. |
| Resist Check: | 4d6 vs STR negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 2/F rounds |
| Area: | single target |
| Effect: | target spasms |
|  |  |  |
| **4 – Strength Barrier** | |  |
| Time to Cast: | 2 rounds | This spell will create a barrier that may not be passed through except by succeeding at the resistance check. Failing the resistance check causes the person to be pushed back 10 feet from the barrier. The caster may pass through the wall freely. |
| Resist Check: | 4d6 vs STR passes |
| Target: | LOS 30 + 10/F’ |
| Duration: | 2 + 1/F hours |
| Area: | 100 + 20/F square’ |
| Effect: | create wall |
|  |  |  |
| **5 – Lend Strength** | |  |
| Time to Cast: | 2 rounds | For the duration of the spell, the target will have the STR attribute of the caster, including the sharing of exceptionals. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | shares strength |
|  |  |  |
| **6 – Detect Strength** | |  |
| Time to Cast: | 2 rounds | For the duration of the spell, all creatures in the area will glow with brightness relative to their STR attribute. *Exceptionals* in STR will change the tint of the glow. This spell cannot be used to see invisible or ethereal creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | LOS 100’ |
| Effect: | shows strengths |
|  |  |  |
| **7 – Enhance Strength** | |  |
| Time to Cast: | 2 rounds | All within the area that succeed at the resistance check, including the caster, have their strength enhanced for damage. All damage from successful hits with a hand-to-hand weapon is increased by 1d6. |
| Resist Check: | 3d6 vs STR accepts |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | 10 + 5/2F’ radius |
| Effect: | enhances damage |
|  |  |  |
| **8 – Strength Blast** | |  |
| Time to Cast: | 2 rounds | This spell causes all creatures within the area to be blasted by the caster’s STR. They are thrown back 30’ and fall to the ground. If there is an obstacle in the way they may take damage as decided by the GM. |
| Resist Check: | 5d6 vs STR negates |
| Target: | caster |
| Duration: | instantaneous |
| Area: | 30 + 10/F’ radius |
| Effect: | blast creatures in area |
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| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – God Strength** | |  |
| Time to Cast: | 2 rounds | This spell will temporarily give the caster the strength of a god. The caster will have a STR attribute of 24 and may subtract three dice from all STR attribute and resistance checks. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 4 + 2/F rounds |
| Area: | self |
| Effect: | give godlike strength |
|  |  |  |
| **10 – Strength Weapon** | |  |
| Time to Cast: | 1 round | This spell allows the caster to enchant **a weapon of their choice** with their strength. For the duration of the spell, the weapon will act as an enchanted weapon of the caster’s strength divided by 5 plus one per Exceptional STR. (A caster with 16 STR and an Exceptional STR can create a +4 weapon, 16/5 + 1).A weapon can be enchanted to a maximum of five. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 4 + 2/F rounds |
| Area: | single weapon |
| Effect: | lend STR to weapon |
|  |  |  |
| **11 – Strength Shield** | |  |
| Time to Cast: | 1 round | This spell creates an invisible, unmovable shield around the caster. Anyone trying to enter this shield must succeed at the resistance check, or they are knocked prone. Anyone within the radius is unaffected, and can get out of the shield without a problem. |
| Resist Check: | 5d6 vs STR negates |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | 5 + 1/F’ |
| Effect: | strong shield |
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| **12 – Take Strength** | |  |
| Time to Cast: | 2 rounds | Upon failing the resistance check of this spell, the target’s strength is reduced to one for the duration of the spell. Exceptional values no longer apply to any STR attribute or resistance checks. The target falls to the ground and is unable to perform any actions, including casting, as the target doesn’t have the strength to move their hands or speak. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | LOS 20 + 5/F’ |
| Duration: | 2 + 1/F hours |
| Area: | single target |
| Effect: | take away strength |
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##### Appearance

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Attractive** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target gains one rank of *Exceptional COM*. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | improve looks |
|  |  |  |
| **2 – Ugly** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target gains one rank of *Inferior COM*. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | make target ugly |
|  |  |  |
| **3 – Friends** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, they instantly regard the caster as a friend. They will not attack them, nor will they allow others to attack them. If the caster attacks the target after casting the spell, the effect is canceled. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | target likes caster |
|  |  |  |
| **4 – Hide Self** | |  |
| Time to Cast: | 2 rounds | This spell will disguise the caster’s features to everyone. This does not disguise the caster as another person, but distorts features so that later descriptions will be incorrect. If the resistance check succeeds, the observer can see through the distortions. |
| Resist Check: | 5d6 vs PER negates |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | hides appearance |
|  |  |  |
| **5 – Frighten** | |  |
| Time to Cast: | 1 round | This spell changes the caster’s appearance into the most ugly, disgusting thing ever seen. Anyone within the area that can see the caster must succeed at the resistance check or spend the spell’s duration trying to escape the caster. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | self |
| Duration: | 4 + 2/F rounds |
| Area: | LOS 30 + 10/F’ |
| Effect: | scare targets |
|  |  |  |
| **6 – Agree** | |  |
| Time to Cast: | 2 rounds | If the target fails the resistance check, they will be awed by the caster’s appearance and will accept as truth any statement the caster makes when casting the spell, unless it goes completely against the target’s motivation. After the duration ends, the target will be unaware of the spell effects. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | touch |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | target will agree |
|  |  |  |
| **7 – Disguise** | |  |
| Time to Cast: | 4 rounds | This spell will completely change the caster’s appearance to look like someone else. In order to look like a specific person, the caster must have memorized the person’s appearance. To see through the disguise, an observer must first be suspicious, and then must the resistance check. The spell only changes appearance; voice and mannerisms are not changed. |
| Resist Check: | 5d6 vs PER negates |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | change appearance |
|  |  |  |
| **8 – See True Form** | |  |
| Time to Cast: | 4 rounds | When cast, this spell will allow the caster to see the true appearance of all individuals within the area of effect that fail the resistance check. This includes seeing through disguises, magical or physical, masks, or any other appearance altering or hiding device or magic. This does not allow the caster to see invisible or ethereal creatures. |
| Resist Check: | 5d6 vs PWR negates |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | LOS 60 + 10/F’ |
| Effect: | see real person |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Hypnotize** | |  |
| Time to Cast: | 5 rounds | This spell must be cast on a stationary target. Using this spell, the caster looks into the target’s eyes and hypnotizes them. They can give the target commands to perform and keywords to go along with the commands. If the target fails the resistance check, they are the caster’s to command for the spell’s duration. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 5’ |
| Duration: | 30 + 10/F minutes |
| Area: | single target |
| Effect: | hypnotize target |
|  |  |  |
| **10 – Shape Change** | |  |
| Time to Cast: | 3 rounds | This spell will allow the caster to take on any shape they want. Size is limited to a 25% increase or decrease. The caster can choose any object, creature, or character that they have seen to take the shape of, but they cannot touch or attack anything or the effect is canceled. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 10 + 5/F minutes |
| Area: | self |
| Effect: | changes shape |
|  |  |  |
| **11 – Decrease Age** | |  |
| Time to Cast: | 1 minute | This spell will lower the outside age of a willing target by 10 + 5/F years. The target’s age cannot be lowered below 20. This spell can only be used on a willing target. This does not actually lower the physical age of the target, they just appear younger. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | lowers age |
|  |  |  |
| **12 – Alter Form** | |  |
| Time to Cast: | 4 rounds | This spell can be used for good or evil. The target of this spell permanently, or until revoked, has their appearance changed. This change can include any type of visual-based bodily features, but cannot alter the height of the target. |
| Resist Check: | 6d6 vs WIL negates |
| Target: | touch |
| Duration: | permanent |
| Area: | single target |
| Effect: | alter appearance |
|  |  |  |

##### Health

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Healthy** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target gains one rank of *Exceptional HEA*. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creature |
| Effect: | increases health |
|  |  |  |
| **2 – Sickness** | |  |
| Time to Cast: | 1 round | For the duration of the spell, the target gains one rank of *Inferior HEA*. |
| Resist Check: | 4d6 vs WIL negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | temporary sickness |
|  |  |  |
| **3 – Improve Health** | |  |
| Time to Cast: | 1 round | This spell is used to improve the target’s physical health. When touched by the caster, the target heals (3 + 1/2F)d6 damage points. This spell will only function on creatures that have a physical body. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | heals target |
|  |  |  |
| **4 – Destroy Health** | |  |
| Time to Cast: | 1 round | If the target fails the resistance check, the target’s body can no longer heal itself for the duration of the spell. This will prevent all forms of natural healing from working including potions and regeneration. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 4 + 1/F days |
| Area: | single creature |
| Effect: | target cannot heal |
|  |  |  |
| **5 – Detect Health** | |  |
| Time to Cast: | 1 round | This spell allows the caster to know, with certainty, how close to death any creature within the spell’s radius is. All creatures within the area emit a glow. The brightness of the glow is relative to how much damage a creature can take before death. This spell does not allow the caster to see invisible or ethereal creatures. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 30 + 10/F minutes |
| Area: | LOS 60’ |
| Effect: | detect healthiness |
|  |  |  |
| **6 – Cure Disease** | |  |
| Time to Cast: | 1 round | This spell will cure any non-magical, bodily disease infecting the target. All effects of the disease are instantly cured. If the disease is magical, the target may reattempt any associated resistance checks. |
| Resist Check: | willing targets |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | cures disease |
|  |  |  |
| **7 – Repair Body** | |  |
| Time to Cast: | 2 rounds | This spell will repair all magical damage to a body. This includes broken bones, pierced organs, and any cuts the target may have. If the damage is recent, half the damage points lost from a single repaired injury are recovered. This spell will only function on creatures that have a physical body. |
| Resist Check: | none |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | mends body |
|  |  |  |
| **8 – Health Alert** | |  |
| Time to Cast: | 3 rounds | For the duration of this spell, the caster will be alerted when any target touched upon the casting of the spell is extremely injured and in need of repair. If a target’s damage point total falls below 20% of the target’s maximum total or the target makes an unconsciousness roll, the caster is alerted. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | 2 + 1/F hours |
| Area: | touched creatures |
| Effect: | alert to low health |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Keep Healthy** | |  |
| Time to Cast: | 1 round | The target’s body, blessed by Zepherin, gains almost metallic shine and becomes much more resistant to physical damage. For the duration of the spell, the target subtracts 4 + 1/2F points from all sources of physical damage. |
| Resist Check: | willing target |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | target “invincible” |
|  |  |  |
| **10 – Take Health** | |  |
| Time to Cast: | 1 rounds | This spell will transfer 5d6 damage points from the target to the caster. If the target makes the resistance check, the amount of damage points transferred is halved. |
| Resist Check: | 5d6 vs WIL halves |
| Target: | touch |
| Duration: | instantaneous |
| Area: | single target |
| Effect: | steals health |
|  |  |  |
| **11 – Miracle Cure** | |  |
| Time to Cast: | 2 rounds | This spell will cure the creature of all bodily disease, reattach and fix all limbs and organs, and return the target’s body to excellent health. All adverse bodily conditions are repaired and the target gains 10d6 DP, up to their maximum DP. This spell will only function on creatures that have a physical body. |
| Resist Check: | none |
| Target: | LOS 30 + 10/F’ |
| Duration: | instantaneous |
| Area: | single creature |
| Effect: | massive heal |
|  |  |  |
| **12 – Share Health** | |  |
| Time to Cast: | 2 rounds | For the duration of *Share Health*, any HEA attribute or resistance check is rolled against the highest HEA attribute value between affected creatures. Only natural HEA and Exceptional HEA are used when calculating the highest effective attribute value. All affected creatures roll their checks separately.  As an action, the caster may transfer any amount of damage points between two willing affected creatures. |
| Resist Check: | willing targets |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | touched creatures |
| Effect: | ~~your~~ our health |
|  |  |  |
| **13 – Breath of Life** |  |  |
| Time to Cast | 1 minute | *Breath of Life* brings a body back from the dead.  Refer to *Appendix D: Spell Clarifications* for general resurrection mechanics. |
| Resist Check: | 3d6 vs PWR negates |
| Target: | touch |
| Duration: | instantaneous |
| Area: | singe dead body |
| Effect: | restore life |
|  |  |  |

##### Speed

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **1 – Agile** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the target gains one rank of *Exceptional AGI*. |
| Resist Check: | none |
| Target: | touch |
| Duration: | 2 + 1/F hours |
| Area: | single creatures |
| Effect: | increase agility |
|  |  |  |
| **2 – Cramp** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the target gains one rank of *Inferior AGI*. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | touch |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | slows down target |
|  |  |  |
| **3 – Speedup** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster’s movement is increased by 20’ per round or they can perform one extra attack per round, but not both in a round. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | speed up caster |
|  |  |  |
| **4 – Slowdown** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the target’s movement and attack rates are reduced by 25%. |
| Resist Check: | 4d6 vs HEA negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | slows target |
|  |  |  |
| **5 – Dodge** | |  |
| Time to Cast: | 1 round | For the duration of this spell, all of the caster’s magic defense values are increased by 2 + 1/F. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | increase DVs |
|  |  |  |
| **6 – Silence** | |  |
| Time to Cast: | 2 rounds | For the duration of this spell, the caster is given the ability to move silently. The caster effectively gains three ranks of the *Silent Movement* creature ability for the spell’s duration. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 2 + 1/F hours |
| Area: | self |
| Effect: | caster moves silently |
|  |  |  |
| **7 – Quickness** | |  |
| Time to Cast: | 1 round | For the duration of this spell, the caster is very quick to react in combat. The caster is effectively given the *Quickness* creature ability. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | caster reacts quickly |
|  |  |  |
| **8 – Clumsy** | |  |
| Time to Cast: | 2 rounds | This spell makes the target extremely clumsy. If the target fails the resistance check, for every action that requires movement they wish to perform during the duration of the spell, they must roll an attribute check of five dice against AGI. If they fail the check, the action is a failure. This includes spell casting using the hands, movement, and attacking. This doesn’t include speaking or verbal casting. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | single target |
| Effect: | makes target clumsy |
|  |  |  |

| **Divine Spell Name and Details** | | **Description** |
| --- | --- | --- |
| **9 – Speed All** | |  |
| Time to Cast: | 1 round | For the duration of this spell, all of the targets touched during the casting of the spell have their movement increased by 20’ per round or can perform two extra attacks per round, but not both in a round. |
| Resist Check: | none |
| Target: | multitouch |
| Duration: | 1 + 1/F minutes |
| Area: | touched targets |
| Effect: | speed up targets |
|  |  |  |
| **10 – Slow All** | |  |
| Time to Cast: | 3 rounds | For the duration of this spell, all of the targets in the area are reduced to half their normal movement and attack rate. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 + 3/F’ radius |
| Effect: | slows all in area |
|  |  |  |
| **11 – Clumsy All** | |  |
| Time to Cast: | 2 rounds | This spell is an area of effect version of *Clumsy*. All within the area are affected as if they were hit with the *Clumsy* spell. |
| Resist Check: | 5d6 vs WIL negates |
| Target: | LOS 30 + 10/F’ |
| Duration: | 1 + 1/F minutes |
| Area: | 10 ‘ radius |
| Effect: | makes lots clumsy |
|  |  |  |
| **12 – Max Speed** | |  |
| Time to Cast: | 1 round | This spell combines *Dodge*, *Quickness*, and *Speed All* on the caster only. For the duration of the spell, all of the spells’ effects are with the caster. |
| Resist Check: | none |
| Target: | caster |
| Duration: | 1 + 1/F minutes |
| Area: | self |
| Effect: | speed up caster |
|  |  |  |