

## Hope/Despair

### 1 – Aspiration

Time to Cast: 1R  
Resist Check: 3d6 vs. WIL negates  
Target: touch  
Duration: 30 + 15/F minutes  
Area: single creature  
Effect: create ambition

When this spell is cast on a willing target, they become hopeful and ambitious about the current situation.

### 2 – Distress

Time to Cast: 1R  
Resist Check: 4d6 vs. WIL negates  
Target: LOS 60 + 20/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: create anxiety

If the target of this spell fails the resistance check, they become upset and distressed about the current situation and will have no problem sharing this with others around them.

### 3 – Optimism

Time to Cast: 1R  
Resist Check: 4d6 vs. WIL negates  
Target: caster  
Duration: 10 + 5/F minutes  
Area: 40 + 20/F' radius  
Effect: create hope

Everyone in the area that fails the resistance check is overcome with an incredible sense of optimism. They will be positive, cheerful, and full of hope.

### 4 – Pessimism

Time to Cast: 1R  
Resist Check: 4d6 vs. WIL negates  
Target: caster  
Duration: 10 + 5/F minutes  
Area: 40 + 20/F' radius  
Effect: create despair

Everyone in the area that fails the resistance check is overcome with an incredible sense of pessimism. They will be negative, miserable, and full of gloom.

### 5 – Sanguine

Time to Cast: 1R  
Resist Check: willing target  
Target: LOS 100 + 20/F'  
Duration: 1 + 1/F minutes  
Area: single creature  
Effect: make hopeful

The priest uses this spell during the same or next round after the target fails a skill or attribute check. For the duration of the spell, any attempt at the skill or check against the attribute using the same or more dice as the failed attempt are rolled using one less die. The target is aware of the bonus.

### 6 – Hopeless

Time to Cast: 1R  
Resist Check: 5d6 vs. WIL negates  
Target: LOS 100 + 20/F'  
Duration: 1 + 1/F minutes  
Area: single creature  
Effect: make hopeless

The priest uses this spell during the same or next round after the target fails a skill or attribute check. For the duration of the spell, any attempt at the skill or check against the attribute are rolled using one more die. The target is aware of the penalty.

### 7 – Encourage

Time to Cast: 2R  
Resist Check: 5d6 vs. WIL negates  
Target: LOS 100 + 20/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: encourage action

If the target of this spell fails the resistance check, they believe that a single action they perform, designated at the time of casting, will always succeed to great effect. As such, they may desire to perform the action for the duration of the spell if it is appropriate for the current situation.

### 8 – Discourage

Time to Cast: 2R  
Resist Check: 5d6 vs. WIL negates  
Target: LOS 100 + 20/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: discourage action

If the target of this spell fails the resistance check, they believe that a single action they perform, designated at the time of casting, is hopeless and will fail. As such, they will not perform the action for the duration of the spell.

### 9 – Doom

Time to Cast: 1R  
Resist Check: 5d6 vs. WIL negates  
Target: touch  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: “doom” target

The target of this spell that fails the resistance check fully believes that they will die at the end of the spell duration unless they kill or destroy a creature or object chosen when this spell is cast.

### 10 – Desperation

Time to Cast: 1R  
Resist Check: 5d6 vs. WIL negates  
Target: LOS 60 + 20/F'  
Duration: 1 + 1/F minutes  
Area: single creature  
Effect: create desperation

The target of this spell that fails the resistance check will enter a state of complete desperation. Their actions become rash and impulsive, but also quick and decisive for the spell's duration. In general, they cannot use skills, nor spells that take more than one round to cast. The target may attempt to flee or feign unconsciousness. If they do act, they always act first during their party's initiative round and must not be given a chance to think about their action short of understanding their surroundings.

### 11 – Motivate

Time to Cast: 2R  
Resist Check: willing targets  
Target: multitouch  
Duration: 30 + 10/F minutes  
Area: touched creatures  
Effect: motivate group

The targets touched while this spell is cast become highly motivated toward a task spoken during the casting of the spell. For the duration of the spell, anything that attempts to prevent them from completing their task will be less effective. They will be able to take 1 die off of resistance checks from spells as well as any attribute and skill checks when attempting to avoid any effect that keeps them from their task. For contested checks using an attribute, they will gain an additional die to avoid an effect (such as being grappled) that keeps them from their task.

### 12 – Wish

Time to Cast: 1R  
Resist Check: none  
Target: special  
Duration: see text  
Area: special  
Effect: hope of something

While casting this spell, the caster wishes for something to occur. 1d20 – 2/F rounds after this spell is cast (or if the result is 0 or negative, immediately), if the caster's wish could be granted by a divine spell that is rank 7 or less, the wish is granted, otherwise the spell does nothing.

This spell does not cast other spells, it will only copy the effect of a spell. If a permanent effect would be generated, it only lasts for 12 hours. Any other effects generated will last for their minimum listed duration and finessing this spell does not impact the effect's duration. For example, this spell could be used to heal a target or attempt to revoke a spell, but cannot be used for create a spell effect to put into a defer or create a defer to store another spell.

*When this spell is used, the player that makes the wish has 1 minute to find a spell that will duplicate the effect they have wished for. If they cannot find an effect within that time, the spell does nothing. The player can look for the spell in advance of making the wish in order to save time.*