

## Zepherin – God of the Body

### 1 Domain

Zepherin is protector and master over the physical form. He is master of all of the physical attributes associated with the body. These attributes include Strength, Health, Appearance, and Speed.

### 2 History

During the creation of the humanoid form, Zepherin designed and became master over the physical form, or body, of all humanoid beings.

### 3 Motivation

Seeing how bodily death is the end of the physical form, all followers believe in keeping their bodies in excellent physical condition. They strive to remove all blemishes, physical deformities, and sickness from themselves and others. The priesthood is extremely opposed to the act of “body swapping.” If a priest of Zepherin is caught body swapping it is means for instant excommunication. Also, stealing bodies is one of the worst crimes that can be committed according the priesthood and if the priesthood finds someone doing it, they are subject to petrification, mortification, or, in severe cases, execution.

### 4 Aspects

Zepherin has created a vast structure of minions and godlings to answer prayers and intervention requests. All who can answer these calls act in a way fitting to the priesthood and will never inflict physical death upon someone. Zepherin himself has never made a personal appearance and it is said that the only way anyone can meet him is to be lifted into the heavens by Zepherin himself.

### 5 Structure of the Priesthood/Temple

Followers of Zepherin will construct large, elaborate physical temples to honor Zepherin. Temples normally consist of a gym for improving the body and they also offer healing services to the general public. All priests are expected to help others stay in good health.

#### 5.1 Organization

The priesthood is arranged in a hierarchical manner. The head of the priesthood is considered Zepherin’s representation of the perfect body. He is considered Zepherin’s eyes and ears and should be followed as if Zepherin himself were speaking. Below the head priest, there is one priest to handle each area of reach, they report directly to the head priest and normally coordinate activities between the temples in the area. Under the region heads are the heads of each temple, they organize all of the priests, activities, and services of the temple. Within each temple, is an organization very similar to the global structure.

#### 5.2 Requirements

For initiation into the priesthood, you must have an obvious concern for the physical form. If you have major deformities, aren’t bathed, or anything else that shows you are not maintaining your body, you will not be considered as a candidate into the priesthood. Priests are expected to be above average in two of the four physical attributes associated. *In order to become a priest of Zepherin, you must have stats of 13 or higher in two of STR, HEA, COM, or AGI. Base priests, who have been brought up from birth, have concentrated and improved an attribute prior to becoming a priest. Because of this, a new base priest of Zepherin receives an extra placed roll, which must be placed in one of the four physical attributes.*

##### 5.2.1 Apprenticeship

In order to start your training, you must get approval from a high-ranking temple priest. They will look you over and give a thumbs up or thumbs down. If the priest approves, you begin training. You are taught the ways of the priesthood and ways to keep your body healthy. You will also be taught the magical arts of healing. When you are shown competent to heal others, you are initiated into the priesthood and are put to work.

##### 5.2.2 Initiation

Initiation into the priesthood requires complete knowledge of the physical form and you are tested over it. After passing the test, there is a large ceremony where the new priests are displayed to the temple. This ceremony is usually followed by physical celebration consisting of a competition between the new priests which is meant to challenge the body. The winner of this competition is considered the “best in class” and is usually chosen to fill the best opening available, usually working along higher-ranking priests. New priests are required to help visitors to the temple perfect their physical form.

### **5.2.3 Duties**

The priest’s duties vary according to rank and ability. Mainly, they provide various healing services in the temple. Other duties include looking for new candidates, maintaining the temple, and training new priests.

### **5.3 Functions**

Followers of Zepherin seek to preserve the physical form and as such, they offer services to help the community do this. For the most part, they provide healing services.

### **5.4 Advancement**

The condition of the physical form is important in the advancement in the priesthood. When openings occur in the hierarchy, the lower priests can enter a competition, similar to the one they participated in at the initiation, designed to test the physical qualities of the body to the limits. Magic cannot be used during this competition so the winner is determined solely by their physical qualities. The winner of the event receives the reward of filling the open position.

### **5.5 Dogma**

**“Without the physical, nothing else could be”**

The physical is the gateway to all things. Unlike the mind and soul, the body is the only part of the humanoid form that can be seen and touched. Therefore, it is superior to the other parts. Followers of Zepherin seek to keep the physical form sacred and perfect. They believe that to be with Zepherin, the physical body must remain intact even after death. Many followers practice the skill of mummification and all followers expect to be mummified.

### **5.6 Traditions**

#### **5.6.1 Clothing**

Followers of Zepherin commonly wear clothes that enhance their physical look. They do not believe in using clothing to cover their body, but as an extension of it used to show it off. They often try to attract attention to themselves by wearing brightly colored or unique clothes.

#### **5.6.2 Appearance**

Followers always keep themselves clean and fit. Followers never wear makeup because it artificially enhances the physical form. Jewelry can be worn in order to attract attention.

#### **5.6.3 Speech and Gestures**

Most followers make excessive use of gestures and other mannerisms during speech. They believe heavily in physical expression.

### **6 Worship**

Followers worship through many physical activities. Worship is individualized and is never organized in large groups. Activities used to praise Zepherin include sporting activities, sexual expression, and dancing.

### **7 Holidays and Feast Days**

The day of creation is a celebrated holiday by followers. On this day, the temple usually has a week of sporting contests to test their physical strength and agility.

### **8 Relationship to other Deities**

Zepherin is the preserver of the physical form. Any deities that attempt to destroy this physical form are considered hostile and frowned upon. On the other hand, deities who help preserve the physical form are welcome and sometimes worshipped as a secondary deity.

## 9 Priesthood Skills

Because the priesthood is a priesthood of the body and healing, priests of Zepherin can purchasing the following skills at base cost: Acrobatics, Climbing, Dancing, Diagnosis, First Aid, Jumping, Seduction, and Sprinting.

### First Aid

Base Cost: 75                      Attribute: CSE  
Skill Type: Priest (Zepherin)    Extra Dice: 4

This skill allows the user the stop the bleeding of the victim of a nasty hit. This action takes around 2 minutes to complete. A 1d6 check allows the user the stop major bleeding. For each die after the first, the player is able to heal the victim 1 DP per extra die. This will only work on wounds that are minutes old.

## Magical Abilities

Priests of Zepherin have four spells groups dealing with the properties of the body. Unless otherwise specified, the magically altered stats of the caster are not taken into account when casting the various spells in these groups.

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

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

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

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

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### 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 Freeze Body

### 4. Speed

- 1 Agile
- 2 Cramp
- 3 Speedup
- 4 Slowdown
- 5 Dodge
- 6 Silence
- 7 Quickness
- 8 Cramp
- 9 Speed All
- 10 Slow All
- 11 Clumsy All
- 12 Max Speed

## Zepherin Spells

## Strength

### 1 – Strong

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: increase strength

For the duration of the spell, the caster may subtract one die from all strength checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

### 2 – Weakness

Time to Cast: 1R  
Resist Check: 4d6 vs WIL negates  
Target: touch  
Duration: 1 + 1/F M  
Area: single target  
Effect: reduces strength

If the target fails the RC, the target must increase all strength checks by one die for the duration of the spell.

### 3 – Strength Bolt

Time to Cast: 1R  
Resist Check: special  
Target: LOS 30 + 10/F'  
Duration: 2 + 1/F R  
Area: single target  
Effect: target spasms

This spell causes a bolt of strength to hit the target. If the target fails the RC, all of the muscles in his body begin to spasm and he falls to the ground for the duration of the spell. The RC is made by the caster and target rolling against their (STR/3)d6 (magically modified strength isn't included), if the target's roll is higher or equal to the casters, the RC is successful.

### 4 – Strength Barrier

Time to Cast: 2R  
Resist Check: 4d6 vs STR passes  
Target: LOS 30 + 10/F'  
Duration: 2 + 1/F H  
Area: 100 + 20/F square'  
Effect: create wall

This spell will create a barrier that may not be passed through except by making the RC. Failing the RC causes the person to be pushed back 10 feet from the barrier. The caster may pass through the wall freely.

### 5 – Lend Strength

Time to Cast: 2R  
Resist Check: 4d6 vs WIL negates  
Target: touch  
Duration: 1 + 1/F M  
Area: single target  
Effect: shares strength

For the duration of the spell, the target will have the strength of the caster, including the sharing of exceptionals. Magically modified strength is not transferred.

### 6 – Detect Strength

Time to Cast: 2R  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F M  
Area: LOS 100'  
Effect: show strengths

For the duration of the spell, all creatures in the area will glow with brightness relative to their strength value. Exceptional strengths will change the tint of the glow. This spell cannot be used to see invisible or ethereal creatures.

### 7 – Enhance Strength

Time to Cast: 2R  
Resist Check: 3d6 vs STR accepts  
Target: caster  
Duration: 4 + 2/F R  
Area: 5 + 1/F'  
Effect: enhances damage

All within the area that make the RC 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.

**8 – Strength Blast**

Time to Cast: 2R  
 Resist Check: special  
 Target: caster  
 Duration: instantaneous  
 Area: 30 + 10/F' radius  
 Effect: blast creatures in area

This spell causes all creatures within the area to be blasted by the casters strength. 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. The RC is made by the caster and target rolling against their (STR/3)d6 (magically modified strength is included), if the target's roll is higher or equal to the casters, the RC is successful.

**9 – God Strength**

Time to Cast: 2R  
 Resist Check: none  
 Target: caster  
 Duration: 4 + 2/F R  
 Area: self  
 Effect: give godlike strength

This spell will temporarily give the caster the strength of a god. The caster will have a strength stat of 24 and may subtract three dice from all strength checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

**10 – Strength Weapon**

Time to Cast: 1R  
 Resist Check: none  
 Target: touch  
 Duration: 4 + 2/F R  
 Area: single weapon  
 Effect: lend STR to weapon

This spell allows the caster to enchant a weapon of his choice with his normal, non-magical strength. For the duration of the spell, the weapon will act as an enchanted weapon of the caster's strength/5 plus one per exceptional. (A caster having an exceptional strength of 16 can create a +4 weapon, 16/5 + 1). A weapon can be enchanted to a maximum of 5.

**11 – Strength Shield**

Time to Cast: 1R  
 Resist Check: 5d6 vs STR negates  
 Target: caster  
 Duration: 1 + 1/F M  
 Area: 5 + 1/F'  
 Effect: strong shield

This spell creates an invisible, unmovable shield around the caster. Anyone trying to enter this shield must make the RC, or they fall to the ground and must stand up the next round. Anyone within the radius is unaffected, and can get out of the shield without problem.

**12 – Take Strength**

Time to Cast: 3R  
 Resist Check: 6d6 vs WIL negates  
 Target: LOS 20 + 5/F'  
 Duration: 2 + 1/F H  
 Area: single target  
 Effect: take away strength

Upon failing the RC check of this spell, the target's strength is reduced to 1 for the duration of the spell. Exceptional values no longer apply to any strength checks. The target falls to the ground and is unable to perform any actions, including casting, for the target doesn't have the strength to move hands or speak. Thought activated items will still function normally.

## Zepherin Spells

## Appearance

### 1 – Attractive

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: increase looks

For the duration of the spell, the caster may subtract one die from all comeliness checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

### 2 – Ugly

Time to Cast: 1R  
Resist Check: 4D6 vs WIL negates  
Target: touch  
Duration: 1 + 1/F M  
Area: single target  
Effect: make target ugly

For the duration of the spell, the target must add one die to all comeliness checks.

### 3 – Friends

Time to Cast: 1R  
Resist Check: 4d6 vs WIL negates  
Target: touch  
Duration: 30 + 10/F minutes  
Area: single target  
Effect: target likes caster

If the target fails the RC, he instantly regards the caster as a friend. He will not attack him, nor will he allow others to attack him. If the caster attacks the target after casting the spell, the effect is cancelled.

### 4 – Hide Self

Time to Cast: 2R  
Resist Check: 5d6 vs PER negates  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: hides appearance

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 RC is made, the observer can see through the distortions.

### 5 – Frighten

Time to Cast: 1R  
Resist Check: 4d6 vs WIL negates  
Target: self  
Duration: 4 + 2/F R  
Area: LOS 30 + 10/F'  
Effect: scare targets

Changes the caster's appearance into the most ugly, disgusting thing ever seen. Anyone within the area that can see the caster must make the RC or spend the spell's duration trying to escape the caster.

### 6 – Agree

Time to Cast: 2R  
Resist Check: 5d6 vs WIL negates  
Target: touch  
Duration: 30 + 10/F M  
Area: single target  
Effect: target will agree

If the target fails the RC, he 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.

### 7 – Disguise

Time to Cast: 4R  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: change appearance

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. If an observer suspects that the caster is disguised, he must make a 5d6 vs PER check to see through the disguise. This spell only changes appearance; voice and mannerisms are not changed.

**8 – See True Form**

Time to Cast: 4R  
 Resist Check: 5d6 vs PWR negates  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: LOS 60 + 10/F'  
 Effect: see real person

When cast, this spell will allow the caster to see the true appearance of all individuals within the area of effect that fail the RC. 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.

**9 – Hypnotize**

Time to Cast: 5R  
 Resist Check: 5d6 vs WIL negates  
 Target: LOS 5'  
 Duration: 30 + 10/F M  
 Area: single target  
 Effect: hypnotize target

This spell must be cast on a stationary target. (i.e. tied up, grappled, etc.) Using this spell, you look into the target's eyes and hypnotize them. You can give the target commands to perform and keywords to go along with the commands. If the target fails the RC, they are yours to command for the spells duration.

**10 – Shape Change**

Time to Cast: 3R  
 Resist Check: none  
 Target: caster  
 Duration: 10 + 5/F M  
 Area: self  
 Effect: change shape

This spell will allow the caster to take on any shape he wants. Size is limited to a 25% increase or decrease. The caster can choose any object, creature, or character that he has seen to take the shape of, but he cannot touch or attack anything or the effect is cancelled.

**11 – Decrease Age**

Time to Cast: 1M  
 Resist Check: willing target  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: lowers age

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.

**12 – Alter Form**

Time to Cast: 4R  
 Resist Check: 6d6 vs WIL negates  
 Target: touch  
 Duration: permanent  
 Area: single target  
 Effect: alter appearance

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.

## Zepherin Spells

## Health

### 1 – Healthy

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: increases health

For the duration of the spell, the caster may subtract one die from all health checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

### 2 – Sickness

Time to Cast: 1R  
Resist Check: 4D6 vs WIL negates  
Target: touch  
Duration: 1 + 1/F M  
Area: single target  
Effect: temporary sickness

For the duration of the spell, the target must add one die to all health checks.

### 3 – Improve Health

Time to Cast: 1R  
Resist Check: none  
Target: touch  
Duration: instantaneous  
Area: single target  
Effect: heals target

This spell is used to improve the target's physical health. When touched by the caster, the target heals 2d6 physical damage points.

### 4 – Destroy Health

Time to Cast: 1R  
Resist Check: 4d6 vs HEA negates  
Target: LOS 30 + 10/F'  
Duration: 4 + 1/F days  
Area: single target  
Effect: target cannot heal

If the target fails the RC, 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.

### 5 – Detect Health

Time to Cast: 2R  
Resist Check: none  
Target: caster  
Duration: 30 + 10/F M  
Area: LOS 60'  
Effect: detect healthiness

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.

### 6 – Cure Disease

Time to Cast: 2R  
Resist Check: willing target  
Target: touch  
Duration: instantaneous  
Area: single target  
Effect: cures disease

This spell will cure any non-magical, bodily disease infecting the target. All effects of the disease are instantly cured.

### 7 – Repair Body

Time to Cast: 2R  
Resist Check: none  
Target: touch  
Duration: instantaneous  
Area: single target  
Effect: mends body

This spell will repair all major damage to a body. This includes broken bones, pierced organs, and any cuts the target may have. If the damage is recent, half of the damage points lost from a single repaired injury are recovered.

**8 – Health Alert**

Time to Cast: 3R  
 Resist Check: willing targets  
 Target: multitouch  
 Duration: 2 + 1/F H  
 Area: targets  
 Effect: alert to low health

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 DP falls below 20% of the target's maximum DP or the target makes an unconscious check, the caster is alerted.

**9 – Keep Healthy**

Time to Cast: 1R  
 Resist Check: willing target  
 Target: touch  
 Duration: 1 + 1/F M  
 Area: single target  
 Effect: target invincible

For the duration of the spell, the target cannot suffer any bodily injury, and thus, cannot lose any DP. Any damage points suffered are deducted at the end of the spell's duration. Instant death will still kill the target while this spell is in effect. Healing magic used on the target during this time is only 50% as effective as normal and can only heal a number of DP equal to the target's maximum DP total.

**10 – Take Health**

Time to Cast: 2R  
 Resist Check: 5d6 vs WIL halves  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: steals health

This spell will transfer 5d6 DP from the target to the caster. If the target makes the RC, the amount of DP transferred is halved.

**11 – Miracle Cure**

Time to Cast: 4R  
 Resist Check: none  
 Target: touch  
 Duration: instantaneous  
 Area: single target  
 Effect: restore body

This spell will cure the target of all bodily disease, replace 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 8d6 DP.

**12 – Freeze Body**

Time to Cast: 1R  
 Resist Check: 6d6 vs HEA negates  
 Target: LOS 50 + 20/F<sup>7</sup>  
 Duration: permanent  
 Area: single target  
 Effect: freezes target's body

If the target of this spell fails the RC, his body becomes magically frozen and the target is unable to perform any physical actions until the spell is dropped or revoked. Mental actions can still be performed, such as activating a magical item. Body functions cease, so the target does not require anything to keep it alive.

## Zepherin Spells

## Speed

### 1 – Agile

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: increase agility

For the duration of this spell, the caster may subtract one die from all agility checks. Due to the strain on the body, only one statistic altering Zepherin spell can be used at a time.

### 2 – Cramp

Time to Cast: 1R  
Resist Check: 4d6 vs HEA negates  
Target: touch  
Duration: 1 + 1/F M  
Area: single target  
Effect: slows down target

For the duration of this spell, the target must add one die to all agility checks.

### 3 – Speedup

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F M  
Area: self  
Effect: speed up caster

For the duration of this spell, the caster's movement is increased by 10'/R or he can perform one extra attack per round, but not both in a round. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

### 4 – Slowdown

Time to Cast: 1R  
Resist Check: 4d6 vs HEA negates  
Target: LOS 30 + 10/F<sup>2</sup>  
Duration: 1 + 1/F M  
Area: single target  
Effect: slows target

For the duration of this spell, the target's movement and attack rates are reduced by 25%. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

### 5 – Dodge

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F M  
Area: self  
Effect: increase DVs

For the duration of this spell, all of the caster's defense values are increased by 1d4. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

### 6 – Silence

Time to Cast: 2R  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F H  
Area: self  
Effect: caster moves silently

For the duration of this spell the caster is given the ability to move silently. The caster is effectively given a rank 16 in the move silently skill.

### 7 – Quickness

Time to Cast: 2R  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F M  
Area: self  
Effect: caster gets initiative

For the duration of this spell, the caster is very quick to react in combat. The caster is effectively given the creature ability of Quickness.

## Speed

## Zepherin Spells

### 8 – Clumsy

Time to Cast: 2R  
Resist Check: 5d6 vs WIL negates  
Target: LOS 30 + 10/F'<sup>2</sup>  
Duration: 1 + 1/F M  
Area: single target  
Effect: makes target clumsy

This spell makes the target extremely clumsy. If the target fails the RC, for every action that requires movement he wishes to perform during the duration of the spell, he must roll a 5d6 check vs AGI. If he fails 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.

### 9 – Speed All

Time to Cast: 1R  
Resist Check: none  
Target: multitouch  
Duration: 1 + 1/F M  
Area: targets  
Effect: speed up targets

For the duration of this spell, all of the target's touched during the casting of the spell have movement increased by 20'/R or can perform two extra attacks per round, but not both in a round. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

### 10 – Slow All

Time to Cast: 3R  
Resist Check: 5d6 vs WIL negates  
Target: LOS 30 + 10/F'<sup>2</sup>  
Duration: 1 + 1/F M  
Area: 10 + 3/F' radius  
Effect: slows all in area

For the duration of this spell, all of the targets in the area of effect are reduced to 50% movement and attack rate. If this spell is cast again on the same target while the spell is active, it will only increase the duration of the spell.

### 11 – Clumsy All

Time to Cast: 3R  
Resist Check: 5d6 vs WIL negates  
Target: LOS 30 + 10/F'<sup>2</sup>  
Duration: 1 + 1/F M  
Area: 10' radius  
Effect: makes lots clumsy

This spell is an area effect version of Clumsy. All within the area are affected as if they were hit with the Clumsy spell.

### 12 – Max Speed

Time to Cast: 1R  
Resist Check: none  
Target: caster  
Duration: 1 + 1/F M  
Area: self  
Effect: a lot of effects

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.