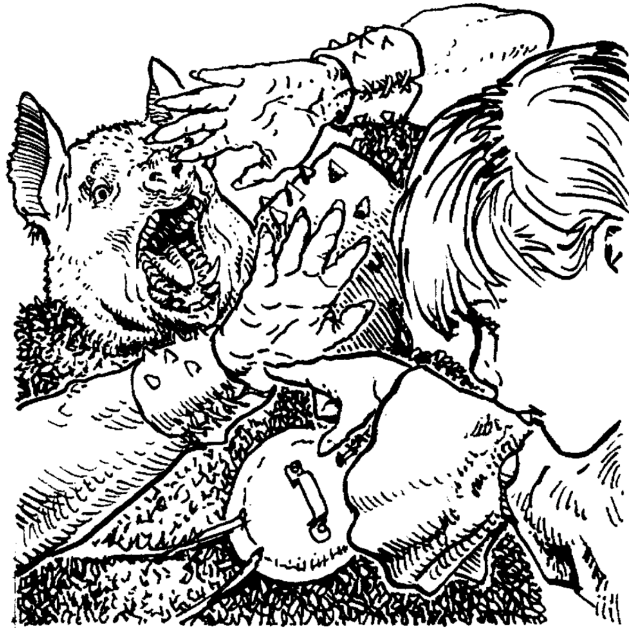


fear (*Necropolis*)

D -5 d 5

Range E1
Target Humanoid
Duration Instantaneous
RR According to BH
Effect The victim is overwhelmed with fear and horror, and must check **Will** at -5 or be stunned. The target must check **Will** at -5 each round or remain semi-surprised until he succeeds, at which point the spell no longer has any effect.



Lash (*Chasm*)

D -6 d 1+

Range E1
Target Any creature
Duration Instantaneous
RR Humanoid according to BH, animal d -8
Effect This has the effect of a slapping blow to the target creature's head, whether animal or humanoid. The *Lash* scores damage on the non-lethal wounds table, with the damage bonus being equal to the number of dream points spent. Animals use their full Protection, but humanoids may use no more than 2 points.

nonaggression (*Sanctuary*)

D -4 d 3

Range E1
Target Animal
Duration Instantaneous
RR d -8
Effect A nonaggressive animal subject to this spell simply avoids the caster and his companions and goes upon its way. The effect is instantaneous and has no

lasting effect. If the animal is subsequently chased, attacked, or subjected to stress, it will react normally according to its nature. If the animal is already aggressive when the spell is cast, it merely prevents it from attacking for the round in which the spell is targeted. It may defend itself (dodge) normally if attacked. If not attacked in the round of *Nonaggression*, it becomes thereafter normally nonviolent, and avoids the caster as above. If attacked in the spell's round, it may attack normally after the initial round of *Nonaggression*.

respite (*City*)

D -3 d 2+

Range E1
Target Any creature
Duration Instantaneous
RR Humanoid according to BH, animal d -8
Effect This suggestion illusion of relaxation creates the real sensation of being well rested. In game terms, targeted creatures recuperate one segment of Fatigue for every 2d expended by the caster. If, for example, the caster invests 6 dream points, 3 segments of Fatigue are erased. In the case of partially filled segments, use the normal rule: any at least half-filled segment counts as a full segment. The target must spend 1 d in addition to failing the spell's resistance roll in order to benefit from the spell.

serenity (*Hills*)

D -3 d 3

Range E1
Target Humanoid
Duration Instantaneous
RR According to BH
Effect Every 3d spent by the caster causes the target to regain 1 Morale point, up to and including 0 Morale. The target must spend 1 d in and fail the spell's RR.

sleep (*Swamp*)

D -9 d 1+

Range E1
Target Any creature
Duration One round per 1d
RR Humanoid according to BH, animal d -8
Effect This spell causes the victim to fall into a deep, magical, albeit brief, slumber from which absolutely nothing can wake her (except *Counterspell* of course).

sleep of hypnos (ritual) (*Swamp*)

D -11 d 8

Range E1
Target Humanoid
Duration Special
RR According to BH
Effect Similar to the *Sleep* spell, this ritual (which follows all normal rules for rituals) causes the victim to