



spell and ritual list

ONEIROS

ZONE SPELLS

Annihilation	Lake	D-13	d 12
Anti-Magic	Plains	D-2	d 1+
Clamors	City	D-2	d 1+
Cold	Waste	D-4	d 1+
Darkness	Chasm	D-4	d 3
Dream Skiff	Lake	D-8	d 5+
Flying Bubble	Swamp	D-10	d 6+
Fog	Forest	D-3	d 1+
Heat	City	D-4	d 1+
Illusionary Animal	Forest	D-4	d 4
Illusionary Humanoid	City	D-6	d 2+
Illusionary Terrain	Chasm	D-4	d 4
Immaterial Bridge	Bridge	D-6	d 2+
Lantern	City	D-3	d 2
Light	Plains	D-4	d 3
Magnetism	Mountain	D-8	d 3+
Mirrors	Sanctuary	D-5	d 5
Plant Growth	Forest	D-6	d 5
Quiet	Necropolis	D-3	d 4
Shield	Chasm	D-7	d 6
Silence	Desert	D-2	d 4
Teleportation	Hills	D-11	d 9
Weightlessness	Swamp	D-4	d 2+

CHROMATIC TRANSMUTATION ZONES

Red Transmutation	City	D-5	d 5
Orange Transmutation	Sanctuary	D-6	d 5
Yellow Transmutation	Desert	D-7	d 5
Green Transmutation	Forest	D-8	d 5
Blue Transmutation	Mountain	D-9	d 5
Violet Transmutation	Chasm	D-10	d 5

ELEMENTAL TRANSMUTATION ZONES

Air to Fire	Waste	D-10	d 6
Air to Water	City	D-8	d 6
Earth to Air	Lake	D-8	d 6
Earth to Metal	Chasm	D-6	d 4
Earth to Water	Forest	D-6	d 4
Earth to Wood	Plains	D-4	d 2
Fire to Air	Waste	D-4	d 2
Fire to Earth	Desert	D-6	d 4
Fire to Metal	Sanctuary	D-6	d 4
Fire to Water	City	D-6	d 4
Fire to Wood	Hills	D-6	d 4
Metal to Air	Lethe	D-8	d 6
Metal to Earth	Plains	D-6	d 4
Metal to Fire	Lake	D-8	d 6
Metal to Wood	Hills	D-6	d 4
Metal to Water	Lethe	D-8	d 6
Water to Air	Desert	D-4	d 2
Water to Earth	Bridge	D-6	d 4
Water to Fire	Mountain	D-8	d 6
Water to Metal	Chasm	D-6	d 4
Water to Wood	Forest	D-4	d 2

ONEIROS (continued)

ELEMENTAL TRANSMUTATION ZONES (cont.)

Wood to Air	Swamp	D-8	d 6
Wood to Earth	Necropolis	D-4	d 2
Wood to Fire	Desert	D-6	d 4
Wood to Metal	Mountain	D-6	d 4
Wood to Water	Sanctuary	D-6	d 4

ELEMENTAL TRANSPARENCY ZONES

Transparent Earth	Hills	D-4	d 4
Transparent Metal	Chasm	D-4	d 4
Transparent Wood	City	D-4	d 4

PERSONAL ZONES

Buoy	Bridge	D-3	d 3+
Hauberk of Oneiros	Lethe	D-8	d 7+
Mantle	Sanctuary	D-3	d 1+
Radiance	Waste	D-3	d 2+

CHROMATIC INVULNERABILITY

Red Invulnerability	Hills	D-6	d 2
Orange Invulnerability	Desert	D-7	d 3
Yellow Invulnerability	Mountain	D-8	d 4
Green Invulnerability	Chasm	D-10	d 5
Blue Invulnerability	Lake	D-12	d 6
Violet Invulnerability	Swamp	D-14	d 8

CONJURATION RITUALS

Counterspell	Variable	var.	var.
Counterspell Self	Variable	D-4	d 2
Enlarge Zone	Variable	D-4	d 4
Permanent Zone*	Variable	D-13	d 13

PERCEPTION RITUALS (ALL WAYS)

Detect Aura	Sanctuary	D-3	d 1
Read Aura	Sanctuary	D-3	d 3

HYPNOS

SUGGESTION ILLUSIONS

Amnesia	Lethe	D-8	d 6+
Confusion	Waste	D-4	d 4
Dreamlessness	Waste	D-7	d 4+
Fatigue	Necropolis	D-7	d 5
Fear	Necropolis	D-5	d 5
Lash	Chasm	D-6	d 1+
Nonaggression	Sanctuary	D-4	d 3
Respite	City	D-3	d 2+
Serenity	Hills	D-3	d 3+
Sleep	Swamp	D-9	d 1+
Sleep of Hypnos	Swamp	D-11	d 8
Stumble	Plains	D-6	d 5
Suggestion	Desert	D-9	d 3+

HYPNOS (continued)

SENSORY ILLUSIONS

Drum of Hypnos	Hills	D-5	d 4
Invisibility	Lethe	D-10	d 8
Metamorphosis	Chasm	D-8	d 6
Nose of Hypnos	Plains	D-4	d 3
Tongue of Hypnos	City	D-3	d 2
Transfiguration	Mountain	D-6	d 4

COMMUNICATION RITUALS

Black Ink of Hypnos	Lethe	D-11	d 2+
Harp of Hypnos	Mountain	D-4	d 1+
Incense of Hypnos	Necropolis	D-6	d 6
Invoke Image	Sanctuary	D-6	d 1+
Invoke Presence	Necropolis	D-9	d 1+
Invoke Voice	City	D-6	d 1+
Mirror of Hypnos	Necropolis	D-5	d 1+
Voice of Hypnos	Desert	D-4	d 4

INVOCATION RITUALS

Courser Herd	H4	D-8	d 7
Gremlin	E1	D-5	d 4
Noneshallpass	M1	D-8	d 7
Sord Warrior	D13	D-8	d 7
Turmid Warrior	C8	D-8	d 7
Wary Murder	B2	D-8	d 7

CONJURATION RITUALS

Counterspell	Variable	var.	var.
Counter Own Illusions	Variable	D-4	d 2
Conjure Lethe	Lake	D-4	d 4

NARCOS

ENCHANTMENT RITUALS

Alliance	Bridge	D-4	d 4
Autonomy**	Lake	D-10	d 10
Enchantment	City	D-4	d 1+
Individuality	Desert	D-4	d 4
Mastery	Lethe	D-7	d 7
Permanence*	Sanctuary	D-5	d 5
Purification	Necropolis	D-4	d 4
Restoration*	City	D-6	d 1+
Scale of Activity*	Waste	D-9	d 7
Scale of Efficiency*	Mountain	D-8	d 7

SCALES OF PROTECTION

From Blades*	Lake	D-10	d 8
From Claw & Fang*	Swamp	D-10	d 8
From Disease*	City	D-6	d 4
From Fire*	Desert	D-6	d 4
From Magic*	Sanctuary	D-8	d 6
From Poison*	Forest	D-6	d 4
From Projectiles*	Chasm	D-8	d 6

NARCOS (continued)

GRAND SCALES OF NARCOS

Melinnod's Kettle*	E5	D-9	d 9
Well of Dreams*	Lake	D-8	d 8

CONJURATION RITUALS

Counterspell	Variable	variable
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THANATOS

POSSESSION RITUALS

Body Possession	Swamp	D-9	d 2+
Spirit Possession	Lake	D-9	d 2+

CURSE SPELLS

Beastform	Lethe	D-10	d 10
Blindness	City	D-8	d 2+
Disease	Waste	D-11	d 5+
Deafness	Chasm	D-6	d 2+
Interdiction	Desert	D-7	d 7
Nightmare	Mountain	D-5	d 5
Task	Forest	D-8	d 8

PERSONAL SPELLS

Beastform Self	Forest	D-7	d 7
Fist of Thanatos	Plains	D-6	d 1+
Grotesque	Lethe	D-8	d 1+
Necromantic Fear	Lake	D-9	d 1+
Putrescence	Swamp	D-8	d 1+
Thanateye	Necropolis	D-5	d 1+

INVOCATION RITUALS

Animate Skeleton	Necropolis	D-9	d 1+
Animate Zombie	Necropolis	D-7	d 1+
Summon Despair	Waste	D-7	d 7
Summon Fear	Chasm	D-7	d 7
Summon Hate	Swamp	D-7	d 7

COMMUNICATION RITUALS

Speak with Dead	Desert	D-6	d 1+
Speak with Skull	Bridge	D-4	d 1+

RITUALS OF THE CLAW

Claw of Thanatos*	Necropolis	D-8	d 8
Morbid Claw of Thanatos*	Swamp	D-11	d 11

GRAND CLAW OF THANATOS

Murderblade**	G9	D-13	d 13
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NOTE FOR ALL RITUALS WITH *

Number of * equals number of dream threshold points lost in casting the spell or ritual.