



ONEIROS

zone spells

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

chromatic transmutation zones

<input type="checkbox"/> Red Transmutation	City	D -5	d 5
<input type="checkbox"/> Orange Transmutation	Sanctuary	D -6	d 5
<input type="checkbox"/> Yellow Transmutation	Desert	D -7	d 5
<input type="checkbox"/> Green Transmutation	Forest	D -8	d 5
<input type="checkbox"/> Blue Transmutation	Mountain	D -9	d 5
<input type="checkbox"/> Violet Transmutation	Chasm	D -10	d 5

elemental transmutation zones

<input type="checkbox"/> Air to Fire	Waste	D -10	d 6
<input type="checkbox"/> Air to Water	City	D -8	d 6
<input type="checkbox"/> Earth to Air	Lake	D -8	d 6
<input type="checkbox"/> Earth to Metal	Chasm	D -6	d 4
<input type="checkbox"/> Earth to Water	Forest	D -6	d 4
<input type="checkbox"/> Earth to Wood	Plains	D -4	d 2
<input type="checkbox"/> Fire to Air	Waste	D -4	d 2
<input type="checkbox"/> Fire to Earth	Desert	D -6	d 4
<input type="checkbox"/> Fire to Metal	Sanctuary	D -6	d 4
<input type="checkbox"/> Fire to Water	City	D -6	d 4
<input type="checkbox"/> Fire to Wood	Hills	D -6	d 4

transmutation zones (cont.)

				RESERVE	BONUS
<input type="checkbox"/> Metal to Air	Lethe	D -8	d 6
<input checked="" type="checkbox"/> Metal to Earth	Plains	D -6	d 4
<input type="checkbox"/> Metal to Fire	Lake	D -8	d 6
<input type="checkbox"/> Metal to Wood	Hills	D -6	d 4
<input type="checkbox"/> Metal to Water	Lethe	D -8	d 6
<input type="checkbox"/> Water to Air	Desert	D -4	d 2
<input type="checkbox"/> Water to Earth	Bridge	D -6	d 4
<input type="checkbox"/> Water to Fire	Mountain	D -8	d 6
<input type="checkbox"/> Water to Metal	Chasm	D -6	d 4
<input type="checkbox"/> Water to Wood	Forest	D -4	d 2
<input type="checkbox"/> Wood to Air	Swamp	D -8	d 6
<input type="checkbox"/> Wood to Earth	Necropolis	D -4	d 2
<input type="checkbox"/> Wood to Fire	Desert	D -6	d 4
<input type="checkbox"/> Wood to Metal	Mountain	D -6	d 4
<input type="checkbox"/> Wood to Water	Sanctuary	D -6	d 4

elemental transparency zones

<input type="checkbox"/> Transparent Earth	Hills	D -4	d 4
<input type="checkbox"/> Transparent Metal	Chasm	D -4	d 4
<input type="checkbox"/> Transparent Wood	City	D -4	d 4

personal zones

<input type="checkbox"/> Buoy	Bridge	D -3	d 3+
<input type="checkbox"/> Hauberk of Oneiros	Lethe	D -8	d 7+	(ritual)
<input type="checkbox"/> Mantle	Sanctuary	D -3	d 1+
<input type="checkbox"/> Radiance	Waste	D -3	d 2+

chromatic invulnerabilities

<input type="checkbox"/> Red Invulnerability	Hills	D -6	d 2
<input type="checkbox"/> Orange Invulnerability	Desert	D -7	d 3
<input type="checkbox"/> Yellow Invulnerability	Mountain	D -8	d 4
<input type="checkbox"/> Green Invulnerability	Chasm	D -10	d 5
<input type="checkbox"/> Blue Invulnerability	Lake	D -12	d 6
<input type="checkbox"/> Violet Invulnerability	Swamp	D -14	d 8

conjunction rituals

<input type="checkbox"/> Counterspell	Variable	var.	var.	(ritual)
<input type="checkbox"/> Counterspell Self	Variable	D -4	d 2	(ritual)
<input type="checkbox"/> Enlarge Zone	Variable	D -4	d 4	(ritual)
<input type="checkbox"/> Permanent Zone*	Variable	D -13	d 13	(ritual)

perception rituals

<input checked="" type="checkbox"/> Detect Aura	Sanctuary	D -3	d 1	(ritual)
<input checked="" type="checkbox"/> Read Aura	Sanctuary	D -3	d 3	(ritual)



hypnos

suggestion illusions

				RESERVE	BONUS
<input type="checkbox"/> Amnesia	Lethe	D -8	d 6+	_____	_____
<input checked="" type="checkbox"/> Confusion	Waste	D -4	d 4	_____	_____
<input type="checkbox"/> Dreamlessness	Waste	D -7	d 4+	_____	_____
<input type="checkbox"/> Fatigue	Necropolis	D -7	d 5	_____	_____
<input type="checkbox"/> Fear	Necropolis	D -5	d 5	_____	_____
<input type="checkbox"/> Lash	Chasm	D -6	d 1+	_____	_____
<input type="checkbox"/> Nonaggression	Sanctuary	D -4	d 3	_____	_____
<input type="checkbox"/> Respite	City	D -3	d 2+	_____	_____
<input type="checkbox"/> Serenity	Hills	D -3	d 3+	_____	_____
<input type="checkbox"/> Sleep	Swamp	D -9	d 1+	_____	_____
<input type="checkbox"/> Sleep of Hypnos	Swamp	D -11	d 8	_____	_____
<input type="checkbox"/> Stumble	Plains	D -6	d 5	_____	_____
<input type="checkbox"/> Suggestion	Desert	D -9	d 3+	_____	_____

sensory illusions

<input type="checkbox"/> Drum of Hypnos	Hills	D -5	d 4	(ritual)	_____
<input type="checkbox"/> Invisibility	Lethe	D -10	d 8	(ritual)	_____
<input type="checkbox"/> Metamorphosis	Chasm	D -8	d 6	(ritual)	_____
<input type="checkbox"/> Nose of Hypnos	Plains	D -4	d 3	(ritual)	_____
<input type="checkbox"/> Tongue of Hypnos	City	D -3	d 2	(ritual)	_____
<input type="checkbox"/> Transfiguration	Mountain	D -6	d 4	(ritual)	_____

communication rituals

<input type="checkbox"/> Black Ink of Hypnos	Lethe	D -11	d 2+	(ritual)	_____
<input type="checkbox"/> Harp of Hypnos	Mountain	D -4	d 1+	(ritual)	_____

NARCOS

enchantment rituals

				BONUS
<input type="checkbox"/> Alliance	Bridge	D -4	d 4	_____
<input type="checkbox"/> Autonomy**	Lake	D -10	d 10	_____
<input checked="" type="checkbox"/> Enchantment	City	D -4	d 1+	_____
<input type="checkbox"/> Individuality	Desert	D -4	d 4	_____
<input type="checkbox"/> Mastery	Lethe	D -7	d 7	_____
<input type="checkbox"/> Permanence*	Sanctuary	D -5	d 5	_____
<input type="checkbox"/> Purification	Necropolis	D -4	d 4	_____
<input type="checkbox"/> Restoration*	City	D -6	d 1+	_____
<input type="checkbox"/> Scale of Activity*	Waste	D -9	d 7	_____
<input type="checkbox"/> Scale of Efficiency*	Mountain	D -8	d 7	_____

scales of protection

<input type="checkbox"/> From Blades*	Lake	D -10	d 8	_____
<input type="checkbox"/> From Claw & Fang*	Swamp	D -10	d 8	_____
<input type="checkbox"/> From Disease*	City	D -6	d 4	_____

communication rituals (cont.)

<input type="checkbox"/> Incense of Hypnos	Necropolis	D -6	d 6	_____
<input type="checkbox"/> Invoke Image	Sanctuary	D -6	d 1+	_____
<input type="checkbox"/> Invoke Presence	Necropolis	D -9	d 1+	_____
<input type="checkbox"/> Invoke Voice	City	D -6	d 1+	_____
<input type="checkbox"/> Mirror of Hypnos	Necropolis	D -5	d 1+	_____
<input type="checkbox"/> Voice of Hypnos	Desert	D -4	d 4	_____

invocation rituals

<input type="checkbox"/> Courser Herd	H4	D -8	d 7	_____
<input type="checkbox"/> Gremlin	E1	D -5	d 4	_____
<input type="checkbox"/> Noneshallpass	M1	D -8	d 7	_____
<input type="checkbox"/> Sord Warrior	D13	D -8	d 7	_____
<input type="checkbox"/> Turmid Warrior	C8	D -8	d 7	_____
<input type="checkbox"/> Wary Murder	B2	D -8	d 7	_____

conjuraction rituals

<input type="checkbox"/> Counterspell	Variable	var.	var.	_____
<input type="checkbox"/> Counter Own Illusions	Variable	D -4	d 2	_____
<input type="checkbox"/> Conjure Lethe	Lake	D -4	d 4	_____

perception rituals

<input type="checkbox"/> Detect Aura	Sanctuary	D -3	d 1	_____
<input type="checkbox"/> Read Aura	Sanctuary	D -3	d 3	_____

scales of protection (cont.)

				BONUS
<input type="checkbox"/> From Fire*	Desert	D -6	d 4	_____
<input type="checkbox"/> From Magic*	Sanctuary	D -8	d 6	_____
<input type="checkbox"/> From Poison*	Forest	D -6	d 4	_____
<input type="checkbox"/> From Projectiles*	Chasm	D -8	d 6	_____

grand scales of narcos

<input type="checkbox"/> Melimnod's Kettle*	E5	D -9	d 9	_____
<input type="checkbox"/> Well of Dreams*	Lake	D -8	d 8	_____

conjuraction rituals

<input type="checkbox"/> Counterspell	Variable	variable	_____
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perception rituals

<input type="checkbox"/> Detect Aura	Sanctuary	D -3	d 1	_____
<input type="checkbox"/> Read Aura	Sanctuary	D -3	d 3	_____