Nightmare Spells:

1.Waking Nightmare

Spell Effect:  
Summons special mercenary unit “The Walking Nightmare” for 5 years.  
Whenever province is occupied by the Walking Nightmare, its converted to Nightmare religion, and 25% of its local\_manpower is converted to manpower for the user.

Cost: 4 Mana

2.Unholy Aura

Spell Effect:  
Applies Modifier “Unholy Aura” for 10 years, giving:  
-movement\_speed = 0.2  
-morale\_damage\_received = -0.15

Cost: 3 Mana

3. Summon Forest Horrors

Spell Effect:  
Gives 5 years of manpower

Cost: 2 Mana

4. Rift of the Dark Forest

Spell Effect:  
Applies Modifier “Rift of Nightmare” to a selected area for 10years, giving:  
-fort\_level = 2  
-local\_hostile\_attrition = 4  
-regiment\_recruit\_speed = -0.9  
-local\_regiment\_cost = -0.9  
-supply\_limit\_modifier = 0.5

Cost: 4 Mana