

Sleep



This spell will put one monster or player to sleep. He may try to defend himself by rolling one die per Mind point. If he rolls a shield he is unaffected. Once asleep he may not defend if attacked. He will awake if he rolls a six at the start of his turn, or if attacked.

Veil of Mist

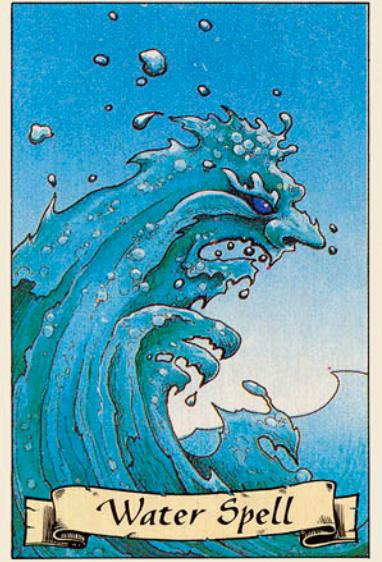
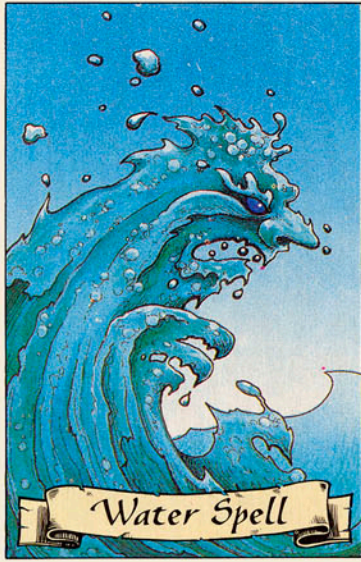


This spell may be cast on any one player. That player may then move unseen through spaces that are occupied by other players or monsters the next time he moves. The spell is then discarded.

Water of Healing



This spell may be cast on any one player. It will restore up to four Body points that have been lost. The spell is then discarded.





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