

## Sleep



This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.*

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## Water of Healing



This spell may be cast on any one Hero, including yourself. Contact with this revitalizing water will restore up to 4 lost Body Points, but will not give a Hero more than his starting number.

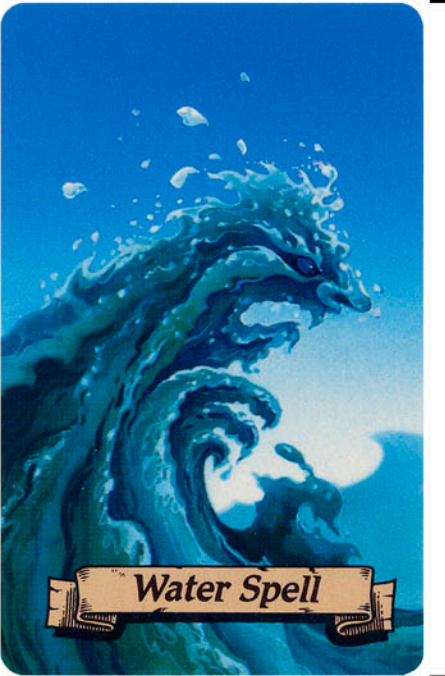
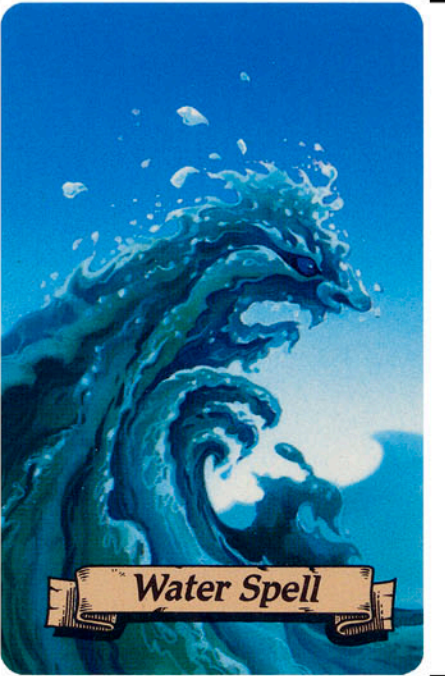
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## Veil of Mist



This spell may be cast on any one Hero, including yourself. On the Hero's next move, he may move unseen through spaces that are occupied by monsters.

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