

## *Marsh Lights*

Twinkling lights dance around the heads of the Heroes who are in the same room or corridor as the Fimir. Each must roll a red die. If a Hero rolls anything besides a 5 or a 6, he is confused by the lights and misses his next turn.



## *Cause Panic*

When this spell is cast against a Hero, he must roll a red die. If he rolls anything besides a 5 or 6, he instantly becomes afraid of the Fimir. The Fear lasts until that Fimir is killed.

The Hero must move as far as possible from the Fimir who cast the spell, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend.

The Hero must make a fear roll every turn he is in the same room as the Fimir of which he is afraid. If a Hero enters a room containing that Fimir, he must make a Fear roll immediately.



Cut out each pair of card faces keeping the front (text) and back (full color) attached. It is better to cut slightly outside the lines. Fold on the central border between the faces, making sure the card's other edges will align well. Apply a thin layer of glue to inner surfaces, then fold closed. Once glue has dried completely, trim edges of card if needed.

## *Slime*

A sticky slime engulfs a Hero's feet (which Hero is Zargon's/Morcar's choice), causing him to remain in place until he rolls a 6 on a red die. While stuck he may not move, but may attack and defend.



## *Black Mist*

A dark, fog-like mist spews from the Fimir's outstretched hand, filling the room or corridor and reducing visibility for every non-Fimir creature in it. No creature besides Fimir can fire missiles or cast any long-range spells — attacks are limited to adjacent squares. The spell is permanent for that area, and lasts even after the Fimir is killed.

