

Marsh Gas

A smelly white fog begins to form around the Fimir. On Zargon's/Morcar's next turn, it erupts into flames. Any non-Fimir in the same room suffers 2 Body Points of damage.



Fimir Spell

Quagmire

When this spell is cast on a Hero, the ground beneath his feet becomes wet and boggy, and he begins to sink. He must immediately roll two attack dice. If he rolls a white shield, he jumps away and avoids the spell. Otherwise he sinks in over his head and loses two Body Points before he can dig his way out.



Fimir Spell

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.

Acid Rain

A corrosive black rain forms around the Fimir. Any Hero in the in the same room or corridor must roll a red die. If anything besides a 5 or a 6 is rolled, one of the Hero's weapons or armor (Zargon's/Morcar's choice) is destroyed by the acid. Not effective against Artifacts.



Fimir Spell

Slithering Doom

Writhing, twisting snakes of pure energy burst from the ground to attack the Fimir's enemies. Zargon/Morcar rolls 1 red die. This many snakes are created, and each may attack any Hero that Zargon/Morcar wishes.

Each snake does 2 attack dice of damage. If any Hero loses two Body Points to a single snake's attack, he is envenomed. Once a Hero has been envenomed, he will lose one Body Point per turn from the poison until an antivenom potion is taken.

The snakes dissipate into the air before the Heroes can make a counter-attack against them.



Fimir Spell