

Marsh Lights

Twinkling lights dance around the heads of the Heroes 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.

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.

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.

Quagmire

When 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.

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.

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.

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.

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.