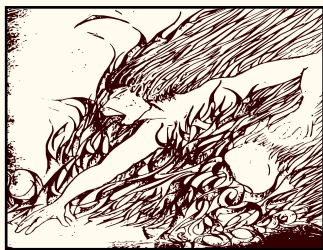


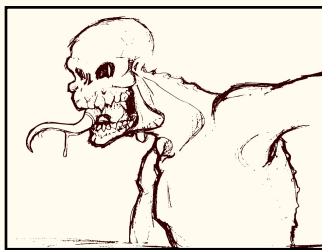


Marsh Gas



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

Cause Panic



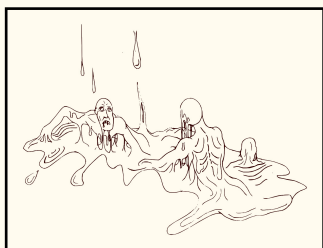
When this spell is cast against a Hero, he must roll a red die. If he rolls anything besides a 5 or a 6, he instantly becomes afraid of the Fimir. The fear lasts until the Fimir is killed.

Quagmire



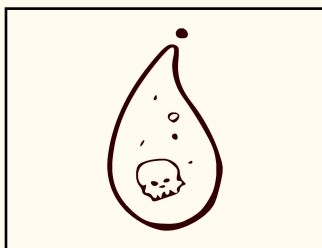
When cast on a Hero, the ground beneath his feet becomes wet and boggy, and he begins to sink. He must immediately roll two attack dice. If he rolls a white shield, he jumps away and avoids the spell. Otherwise he sinks in over his head and loses two Body Points before he can dig his way out.

Slime



A sticky slime engulfs the Hero's feet, 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



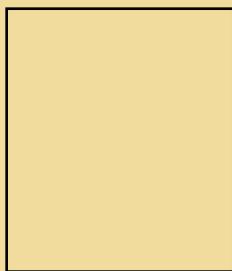
A corrosive black rain forms around the Fimir. Any Hero in the in the same room or corridor must roll a red die. If anything besides a 5 or a 6 is rolled, one of the Hero's non-magical (not an artifact) weapons or armor (Zargon's choice) is destroyed by the acid.

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. There can be no missile fire or any long-range spell casting in the area – attacks are limited to adjacent squares. The spell is permanent for that area, and lasts even after the Fimir is killed.

Fianna Fimm Fimir



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3/1	3	3	3

Notes: Can attack twice. Once with its axe and once with its club-like tail.

Fimir Noble



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3/1	3	4	3

Notes: Can attack twice. Once with its axe and once with its club-like tail.

Slithering Doom



Writhing, twisting snakes of pure energy burst from the ground to attack the Fimir's enemies. Zargon rolls 1 red die. This many snakes are created, and each may attack any Hero that Zargon 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. Before the Heroes can make a counter attack against the snakes, they dissipate into the air.