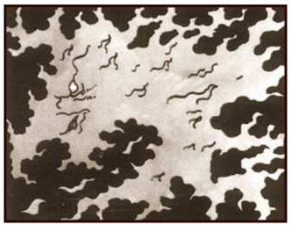
Blazing Mists



A cloud of foul white fog appears around the caster. On his next turn, the fog explodes into a ball of fire (do not tell the Heroes yet). Every non-Fimir in the same room automatically loses two Body Points. The caster may not move or attack during that turn. Discard after use.

Fen Fire



Flashing lights dance around the heads of every Hero in the same room as the caster. Each affected Hero must roll one combat die. Any Hero who fails to roll a white shield, is so confused, he must skip his next turn. Discard after use.

Panic



This spell triggers a powerful surge of panic in any one Hero. The Hero may not attack during his next turn. He may not move towards the caster until the spell is broken or the caster is killed. At the start of each of his turns, the victim may roll one combat die. If a white shield is rolled, the spell is broken. Discard after use.

Acid Rain



The caster calls forth a shower of black acid upon all Heroes in the room. Each affected Hero must roll one combat die. If a Hero fails to roll a white shield, the acid renders one piece of equipment useless. The caster may choose which piece is destroyed. Does not affect artifacts. Discard after use.

Spectral Serpents



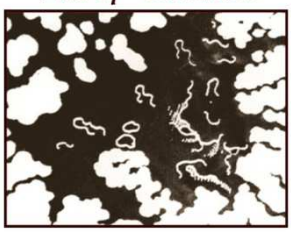
Roll 1 red die. A number of Spectral Serpents equal to the result appear out of thin air, and may each attack a Hero within the caster's line of sight with 2 combat dice. The target may defend as usual. Afterwards, the snakes dissolve back into the aether. Discard after use.

Slime



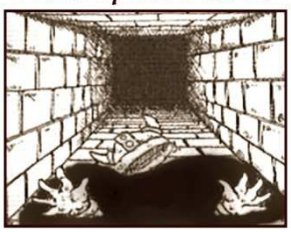
Foul, sticky slime envelopes a Hero's feet. This Hero may no longer move, but may attack (if possible) and defend as usual. The spell is broken if the caster is killed, or if the affected Hero rolls a black shield on one combat die at the end of his turn. Discard after use.

Pall of Darkness



A dark haze fills the room or corridor the caster is in. All non-fimir in the affected area can no longer see, and ranged attacks or spellcasting are made impossible. The effect lasts even after the caster is killed. Use a token to indicate the affected area. Discard after use.

Maw of the Marsh



The floor under a targeted Hero turns into a dark, fetid bog, pulling him down into the earth. If the Hero rolls a black shield with two combat dice, he escapes without harm. If not, he is pulled under, and suffers two Body Points of damage before dragging himself out.

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