

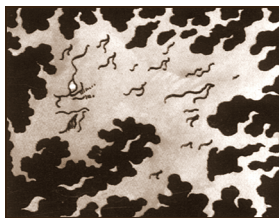
### Panic



This spell triggers a powerful surge of panic in any one figure. The target may not move towards the caster until the caster is killed. In addition, the target may not attack during their next turn. Immediately upon being targeted by this spell and at the end of each of their turns thereafter, the target may try to break the spell by rolling one combat die. A roll of a white shield means that the spell is broken.

The spell is then discarded.

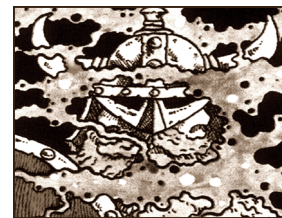
### Fen Fire



Flashing lights dance about the heads of every enemy in the same room as the caster. Each affected figure must roll one combat die. If the result is not a white shield, the figure is so confused they must miss their next turn.

The spell is then discarded.

### Acid Rain



The caster summons a shower of black acid, falling upon all figures present in the same room. Each affected figure must roll one combat die. If the result is not a white shield, the acid renders one piece of equipment useless. The caster may choose this piece of equipment himself. Artifacts, however, are never affected.

The spell is then discarded.

### Spectral Serpents



Slithering snakes of raw energy swirl out of the soil to attack the enemies of the caster. Roll one d6 to determine how many snakes are summoned.

Each snake may attack one figure of the caster's choice with 2 combat dice. The target may defend as usual. Afterwards, the snakes dissolve back into the aether.

The spell is then discarded.

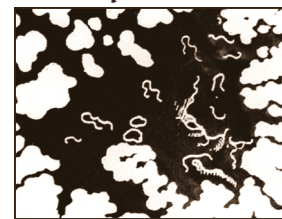
### Slime



The caster summons a ball of sticky, stinking sludge to cocoon any one figure's feet. The target may not move, but is allowed to attack (if possible) and defend himself normally. The target may, at the end of each of their turns, attempt to break the spell by rolling one combat die. A roll of a black shield means the spell is broken.

The spell is then discarded.

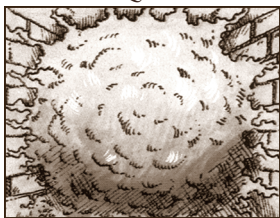
### Pall of Darkness



Dark, misty haze pours from the casters fingertips, filling the entire room or passage they currently stand in. Every non-Fimir's line of sight in that room or passage is reduced so badly that no ranged attack or spellcasting is possible. The haze is permanent, even if the caster is killed.

The spell is then discarded.

### Blazing Mists



A cloud of foul white fog coalesces around the caster. During the following turn, the fog explodes into a ball of fire.

Every non-Fimir figure in the same room automatically loses two Body points. This takes the Wizard's entire turn; they may not move nor attack.

The spell is then discarded.

### Maw of the Marsh



This spell transforms the floor under any one figure into a dark, foetid bog pulling them down into the earth. If the target rolls any black shield with two combat dice, they manage to drag themselves out without harm. If not, they are pulled under ground and lose two Body points through choking before climbing free.

The spell is then discarded.

