



### ***Marsh Lights***



Twinkling lights dance around the heads of the Heroes who are 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.

### ***Slime***



A sticky slime engulfs a Hero's feet (which Hero is Zargon'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.