

EUTHIA

TORMENT OF RESURRECTION

ERRATA FOR 1.0

LAST UPDATED: JULY 2023

COMPONENTS

FURIOUS CHARGE HERO TILE (DRAL)

Add Crossed-out Dragon icon on the tile.



BEHEMOTH ELITE MONSTER CARD

Change the number of Silver cards from 0 to 1.

Change the number of Chaos from 0 to 1.



BACKSTAB HERO TILE (KELEIA)

Change Armor Set icon from Square to Triangle.



SURVIVORS ENCOUNTER CARD

Change the number in the Healing symbol from 5 to 4.



WEAPONSMITH ENCOUNTER MAP TILE

Add Loot of 2 Gold on the right bottom hex.



RULEBOOK

PAGE 5, MAP

Add the following note below step 2 of setting up the stack of Map tiles - Encounter Map tiles.

Note: The Starting Map tile with the Church and the Priest (Chapter I) is not used as a standard Encounter Map tile, i.e. return it to the box if not stated otherwise in the scenario setup.

PAGE 8, OTHER SETUP

Amend the Note below step 9 as follows.

Note: Put the Combat cards back into the box. They are used only in the Solo/Coop Game.

PAGE 10, PLAYER'S TURN

Amend the following paragraph.

- ◆ **Free Actions:** Resolve a Free Action at locations where this is possible. This does not require spending an Action token or using an Ability. You may perform any number of Free Actions during your turn. However, you cannot interrupt an Action with a Free Action.

PAGE 13, PORTALS

Amend the following paragraph.

When you are on a hex with a Portal, you may activate the Portal and Teleport to any other Portal on the Map without spending a Move point.

PAGE 14, MINING ACTION

Amend the following paragraph.

It is possible that a Mining hex has two of your Interaction tokens (from defeating a Monster, see Combat on page 22). In this case, when you perform a Mining Action on that hex, remove one of your Interaction tokens and do not pay Gold to any opponent who has an Interaction token on that hex.

PAGE 17, DETERMINE MONSTER-PLAYER

Amend the following paragraph.

In a 3-4 player game, reveal cards from the Control deck one at a time, until you reveal one that depicts a Hero icon that is different from the current Hero-player. The player whose Hero icon is shown on that card becomes the Monster-player (A), then place that card in the discard pile. If any of the revealed cards match the current Hero-player, one of them is placed in that player's hand (B); but only if that player does not have one of their cards in hand already, i.e. you can always have only one Control card that depicts your Hero icon. Any remaining Control cards (if any) are discarded (C).

PAGE 19, SHIELDS

Add the following note below the paragraph about Injuries.

Note: Even against an Elite Monster with Immunity (see page 31), the Monster still inflicts fewer Injuries according to the value shown (if any).

PAGE 22, DEATH OF THE MONSTER

Amend step 6 as follows.

6. Place one or two of your tokens onto the hex, according to the location where the Combat took place:

PAGE 23, FREE ACTIONS

Add the following paragraph below the first paragraph of this section.

Remember: A Free Action may not interrupt a main Action.

PAGE 30, ESSENCES

Amend the following paragraph.

Essences have a variety of uses. An Essence can be:

- ◆ Sold for 2 Gold (when performing the Trade Action, see page 16).
- ◆ Discarded for its effect (see the Appendix, page 19)
- ◆ Discarded to unlock Hero slots (see page 26)
- ◆ Discarded to fulfill a Quest (see the Appendix, page 21)
- ◆ Used for the effect of some of Taesiri's Abilities (see the Appendix, page 13)

PAGE 30, ELITE MONSTERS

Add the following note below the second paragraph of this section.

Note: Elite Monsters do not replace standard Monsters.

PAGE 31, SPECIAL COMBAT EFFECTS

Amend the yellow box with Immunity rules as follows.

Immunity



The Immunity symbol on an Elite Monster card means that it is immune to any effect from the Hero other than Damage. The exceptions to this are as follows:

- ◆ A Shield's Injury effect, see page 19
- ◆ Magic Barrier and Sacred Armor Abilities, see the Appendix, pages 3 and 4
- ◆ Crippling Blow Ability, see the Appendix, page 9

It also means it is unaffected by Air and Earth Elemental Powers (but they apply to Heroes as normal) and the Effect of an Air Essence.

Effects that do not affect the Monster are not prevented.

PAGE 32, SILVER AND GOLD CARDS

Include the following note to the second bullet of this section.

Note: Do not add a Gold card to the Gold cache when discarding 4 Silver cards to gain 1 Gold card.

PAGE 33, THE COOPERATIVE GAME

Add the following bullet before the first bullet in the right column in this section.

- ◆ Use the number of Encounters equal to the number of players +2, i.e. the same way as in the standard competitive game.

Note: If you reveal the Witch Encounter, use the Solo cards (indicated with the One-player icon).

CLARIFICATION: USING WITCH ENCOUNTER CARDS IN THE COOPERATIVE GAME

In addition to the cards with the One-player icon, use the following cards from the standard (multiplayer) game:

- ◆ Goblin Archer, Assassin, Troll
- ◆ Lizard Warrior, Cyclops, Kobold Shaman

Take 3 Gold instead of the Witch Reward tile as a part of the Reward when fulfilling one of these Quests.



PAGE 34, DWURT DIE

Amend the following paragraph.

At the end of your turn, resolve the effect of the Dwurt die or discard one Dwurt to avoid it. In either case, reset the Dwurt die to zero.

Add the following paragraph below the last paragraph of this section.

If you are killed in Combat or die outside of it, reset the Dwurt die to zero without resolving its effect.

APPENDIX

PAGE 3, MAGIC BARRIER (ÁEL)

Add the following note at the end of this section.

Note: Even against an Elite Monster with Immunity (see **Rulebook, page 31**), the Monster still inflicts fewer Injuries according to the value shown.

PAGE 4, SACRED ARMOR (ÁEL)

Add the following note at the end of this section.

Note: Even against an Elite Monster with Immunity (see **Rulebook, page 31**), the Monster still inflicts fewer Injuries according to the value shown.

PAGE 5, FURIOUS CHARGE (DRAL)

Amend the following paragraph.

Move to a hex with an undefeated Monster or to the Lair of an Elite Monster, up to 3 hexes away and in a straight line. Elemental Powers apply as normal. As usual, you must have an available Combat Action, and immediately use it to fight the Monster (after entering such a hex).

PAGE 7, PICKPOCKET (KELEIA)

Amend step 1 as follows.

1. Choose an Item (with a purchase price of 3 Gold or less) from the Offer of the Place of Trade you are at.

PAGE 7, THIEF (KELEIA)

Amend step 1 as follows.

1. Choose an Item (with a purchase price of 6 Gold or less) from the Offer of the Place of Trade you are at.

PAGE 8, BACKSTAB (KELEIA)

Amend the following sentence.

Condition: Armor Set of 3 or more parts

PAGE 8, MASTER THIEF (KELEIA)

Amend step 1 as follows.

1. Choose an Item (with a purchase price of 13 Gold or less) from the Offer of the Place of Trade you are at.

PAGE 9, CRIPPLING BLOW (KELEIA)

Add the following note at the end of this section.

Note: Even against an Elite Monster with Immunity (see **Rulebook, page 31**), the Monster still inflicts fewer Injuries according to the value shown.

PAGE 13, DARK BOND (TAESIRI)

Add the following note at the end of this section.

Note: The effect of the first range applies even if the Monster's Final Combat Value is negative.

PAGE 14, GEM MASTERY (TAESIRI)

Amend the following paragraph.

Place any type of Gem you have in your possession on any Gem slot on your Equipment. **For example:** You may place a Ruby Gem on a Sapphire Gem slot.

PAGE 14, DARK GRASP (TAESIRI)

Add the following note before the note that is already there.

Notes:

The effect of the first range applies even if the Monster's Final Combat Value is negative.

PAGE 15, DARK OFFERING (TAESIRI)

Add the following note after the notes that are already there.

The effect of the first range applies even if the Monster's Final Combat Value is negative.

PAGE 19, ESSENCES

Add the following sentence at the beginning of this section.

Remember: You must discard an Essence token to use its effect.

PAGE 19, AIR POWER

Add the following sentence at the end of the first paragraph.

This applies only to the initial roll, not to any re-rolls.

PAGE 21, SOUL CONTROL

Amend the following paragraph.

Ongoing Effect – Solo/Coop Game: Add 2 to the Monster's Combat Value for the remainder of Combat. Playing additional Soul Control cards in a Solo/Coop Game does not change this Ongoing Effect; the Monster's Combat Value is only increased by 2 each roll regardless of how many Soul Control cards are played.



PAGE 22, PRIEST

Amend the notes as follows.

Notes:

When the Quest is fulfilled, for each face-up Supplies tile in your Sack, you may either return it back to the supply now, or keep it for a possible future Priest Quest.

When the Quest is fulfilled, return each face-down Supplies tile in your Sack back to the supply.

These are the only two times you may return Supplies tiles back to the supply.

PAGE 22, SURVIVORS

Amend the following paragraph.

To fulfill: Use any number of healing effects (Items and/or Abilities) that would combine together for a total heal by 4 (or more). Your Hero does not heal any Injuries from these effects.

PAGE 24, MERCENARIES

Amend the following paragraphs.

To fulfill: Discard any number of Leather Armor tiles which have a combined total purchase price of 6 or more Gold.

To fulfill: Discard any number and any type of Armor tiles which have a combined total purchase price of 7/9 or more Gold.

SCENARIO BOOK

PAGE 3, FINAL BATTLE SETUP (IMMINENT THREAT)

Add the following sentence to step 5.

To the respective caches, add any Silver and Gold cards depicted on the Monster and Elite Monster cards in the line of Enemies.

PAGE 8, SPECIAL RULES (WALKING DESTRUCTION)

Amend the following paragraph.

The Golem's movement direction is determined by the numbered hexes on the Rampage card. The Golem moves (in a straight line) in the numbered direction that it can move the farthest according to its available movement (as described below). In case of a tie, choose the direction with the lower number. The value shown in the Move symbol defines the maximum number of hexes the Golem moves in the preferred direction.

Add the following note below the second paragraph in the right column.

Note: To visit the Church, or to leave it after resurrection without using a Teleport effect, you must defeat one of the Elite Monsters.

Replace the third paragraph in the right column with the following.

If the standard Monster shown on a hex surrounding the Dragonslayer Towers is defeated, place the Trade token of the Hero who liberated the hex in the center of the Special tile (even if an Elite Monster is still on one of the remaining hexes surrounding the Dragonslayer Towers).

If the standard Monster shown on a hex surrounding the Dragonslayer Towers is destroyed by the Golem, i.e. a Destruction token is placed on that hex, place the Trade token of a Hero not used in this game in the center of the Special tile.

You may enter the Dragonslayer Towers as normal, i.e. not if any of the 3 surrounding hexes on the tile have yet to be liberated from a standard or Elite Monster.

Replace step 4 with the following.

4. Play then continues as normal.

PAGE 8, FIGHT THE ELITE MONSTERS (WALKING DESTRUCTION)

Amend step 1 as follows.

1. Find the appropriate Bounty card, take the Reward depicted on it, then return the card to the appropriate deck.

Add the following note at the end of this section.

Note: Unlike the standard game, if an Elite Monster deck runs out, shuffle the corresponding discard pile to form a new deck.

PAGE 9, DISSOLVING FAER (WALKING DESTRUCTION)

Amend the following note.

Note: In the Solo and Cooperative game, you may only move your **Golem token** by defeating Elite Monsters. However, the **Faer Power token** is moved even for Silver and Gold cards used during Combat by the Monster, i.e. for every 4 Silver cards or 1 Gold card used, move the Faer Power token 1 space back.

PAGE 12, FINAL BLOW (DEFENDING THE SETTLEMENTS)

Amend the following bullet.

- ◆ Do not receive Reputation or suffer any Injuries from the Farruga Attack card.

Amend the following note.

Note: You will not gain 2 Reputation for the Final Blow in the Solo Game.

PAGE 13, THE THREAT OF MIRREZIL

Amend the following paragraph.

Place the Defense Magic tokens next to the Event deck.

PAGE 14, INVOKING DEFENSE MAGIC (THE THREAT OF MIRREZIL)

Add the following note before the note that is already there.

Notes:

The original location is destroyed after invoking the Defense Magic on the hex.

PAGE 14, MIRREZIL ATTACK ROUND (THE THREAT OF MIRREZIL)

Add the following bullet before the first bullet.

- ◆ Return the third Event card to the box.

PAGE 14, FINAL BLOW (THE THREAT OF MIRREZIL)

Amend the following note.

Note: You will not gain 2 Reputation for the Final Blow in the Solo Game.



ELEMENTAL SCENARIOS

PAGE 2, COMPONENT LIST

Correct number of specific Elemental standees as follows.

(6 for Earth and Water; 7 for Air and Fire; with plastic stands)

PAGE 5, SPECIAL RULES (ELEMENTAL REVOCATION I)

Add the following sentence at the end of the third paragraph in this section.

You can deal more Damage than shown on the card to revoke the Elemental.

Amend the following example.

For example: To revoke an Earth Elemental, discard one Amethyst, one Gaar, and deal 3 Damage or more.

PAGE 8, INTO THE ABYSS

Amend the title description as follows.

| SOLO & COOPERATIVE |

FAQS FOR 1.0

LAST UPDATED: JULY 2023

GENERAL

Is the Map tile with the Church and the Priest used during each game?

No. The Map tile with the Church and the Priest (Chapter I) is not used as a standard Encounter Map tile, i.e. return it to the box if not stated otherwise in the scenario setup.

When does the Air Power apply?

The effect applies only to the initial roll, not to any re-rolls.

HEROES

How many times may I use an Ability?

Abilities that are exhausted to use their effect may be used once during each game round (not Combat round). Abilities with the Permanent Timing Icon on them are an exception to this.

When can I exchange Equipment and Abilities of my Hero?

Equipment may be (un)equipped anytime outside of Combat.

Abilities may be Trained and removed from the Hero board only during a Trade Action. Using effects of some Items may affect this, follow the rules for the specific Items.

Is it possible to combine the effects of the Merchant and Haggle Abilities?

No.

Is it possible to combine the effects of the Intimidate and Extortion Abilities?

No.

Do I place a Hero token on Taesiri's Book of Power Ability after fulfilling the Mercenaries Quest (when liberating a hex as a part of the Reward)?

No. Taesiri does not defeat the Monster on that hex.

May I place a Gem from the common supply on Taesiri's Gem Mastery Ability?

No. You may only place a Gem you have in your possession, i.e. on your Hero board, on the tile.

MINING ACTION

When do I pay 1 Gold to my opponents when performing a Mining Action?

You must pay 1 Gold to each opponent who has one or two Interaction tokens on the Mining hex. The only exception is when you have two of your Interaction tokens on that hex (i.e. you liberated that hex) and perform a Mining Action there. In this case, remove one of your Interaction tokens and do not pay Gold to any opponent who has an Interaction token on that hex.

COMBAT ACTION

Can the Final Combat Value be negative?

Yes. If the range starts with 0 and the Final Combat Value is negative, the effect is not applied if not stated otherwise.

What is the duration of the effect applied to a Monster?

Usually these are one-time effects and apply for one Monster Attack. Always follow the rules of the specific Items and Abilities.

ELITE MONSTERS

Do Elite Monsters replace standard Monsters?

No. Elite Monsters are always used in addition to the standard Monsters as described in specific scenario setup rules.

Is it possible to use an Air Essence against an Elite Monster with Immunity?

No.

Is an Elite Monster healed by its additional Healing Combat effect before or after dealing Damage from the Hero (Damage effects played in the Before Monster-Attack Roll or After Monster-Attack Roll steps of Combat)?

First, the additional Healing Combat effect applies, then the other effects.

SOLO GAME

When don't I need to add a Silver/Gold card to the respective caches?

When discarding 4 Silver cards to gain 1 Gold card, and when using an effect of the Elaegris, Elaemorphosis, or Ritual Dagger Taesiri's Hero tiles.

ENCOUNTERS

Do locations liberated sooner in the game count for the Emissary Quest?

No. Only a location liberated after revealing the Emissary Quest counts.

Does the purchase or selling price count for fulfilling the Mercenaries Quest? Does the value of a Gem placed on an Armor tile count?

Only the purchase price of the Armor tile counts.

When is the Lord Quest fulfilled?

As for all other Quests, you must enter the Lord Encounter hex to fulfill it. In this case, it also requires having a Hero token on the Encounter card placed after interacting with the given Character.

SCENARIOS

IMMINENT THREAT

May I use a Shield multiple times in one Combat Round in the Imminent Threat scenario?

Yes. Consider that the Clover effects add up.

What cards do the Silver and Gold caches include during the Final Battle in the Imminent Threat Scenario?

Form the caches with cards according to Table 2 and the cards depicted on the Monster and Elite Monster cards in the line of Enemies. In the Solo Game, also keep all cards collected during the game; do not add a Silver card to the Silver cache at the beginning of the Final Battle round.

WALKING DESTRUCTION

May a Hero enter a hex with a Golem on it?

No.

What happens if the Elite Monster deck runs out in this scenario?

Unlike the standard game, shuffle the corresponding discard pile to form a new deck.

DEFENDING THE SETTLEMENTS

Do I need to perform a Combat Action to attack Farruga?

No.

THE THREAT OF MIRREZIL

Do I need to perform a Combat Action to attack Mirrezil?

No.

THE BANISHING OF BRASATH

Are effects carried over to the following Combat during the attack on the Enemy Territory (e.g. Clover effect from Dral's Frenzy Ability)?

No.



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