

HOXIR



BONE WAND STARTING TILE

Timing: Hero-Attack Roll



The Flying Skull's Health is increased by 1.



ACCURATE CONTROL ABILITY

Timing: Permanent effect for the active Flying Skull



BONE SHIELD STARTING TILE

Timing: After Monster-Attack Roll



Add 2 to each Flying Skull's roll.



EXILE RING RING

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



Reduce the Injuries inflicted on you by 1. Also, subtract 2 from the Hero's Combat Value during the next Hero Attack of this Combat.



CORRUPTED SEAL ADDITIONAL STARTING TILE

Timing: Hero-Attack Roll



EXILE GAUNTLETS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



Additionally, according to the Hero's Final Combat Value, subtract 3 from the Monster's Combat Value during the next Monster Attack of this Combat.

Note: Exile Gauntlets are part of the Exile Armor Set.



TOME OF THE DEAD ADDITIONAL STARTING TILE

Timing: Outside of Combat



SPIRIT SEEKER

Timing: Outside of Combat



Draw 1 Silver card.

Solo Game / Cooperative Game note: Do not add a Silver card to the Silver cache.



EXILE GREAVES ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



EXILE BOOTS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



Note: Exile Greaves are part of the Exile Armor Set.

Note: Exile Boots are part of the Exile Armor Set.



FRACTURE

Timing: Before Hero-Attack Roll



GHOST WAND

Timing: Hero-Attack Roll



If the Hero's Final Combat Value is between 3 and 10, subtract 3 from the Monster's Combat Value during the next Monster Attack of this Combat.

Additionally, according to the Hero's Final Combat Value, reduce Injuries inflicted on Hoxir by 1 during the next Monster Attack of this Combat.

If the Hero's Final Combat Value is 11 or more, deal 1 additional Damage.



BLOOD LUST

Timing: Before Hero-Attack Roll



EXILE HELMET ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.



According to the Hero's Final Combat Value, heal by the value shown or deal additional Damage as shown.

You may place any Gem except Diamond and Demon Stone on the depicted slot.



VICIOUS CONTROL ABILITY

Timing: Permanent effect for the active Rotting Butcher



Note: Exile Helmet is part of the Exile Armor Set.

After each Rotting Butcher's Hero Attack Roll, deal 1 additional Damage.



TOUGH CONTROL ABILITY

Timing: Permanent effect for the active Flying Skull



★ EXILE CUIRASS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

You may place any Gem except Diamond and Demon Stone on the depicted slot.

Note: Exile Cuirass is part of the Exile Armor Set.



★ MASSIVE CONTROL ABILITY

Timing: Permanent effect for the active Rotting Butcher

The Rotting Butcher's Health is increased by 1.



★ HEXED EXILE HELMET ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

You may place any Gem except Diamond and Demon Stone on the depicted slot.

Note: Hexed Exile Helmet is part of the Exile Armor Set.



★ RAISE THE DEAD

Timing: Anytime during Combat

Summon Hoxir Minion(s) with a total Necromancy requirement up to 5. You must pay the appropriate amount of Gold as normal. You must still fulfill the continuous Necromancy requirement at all times.



★ HEXED EXILE BOOTS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

Note: Hexed Exile Boots are part of the Exile Armor Set.



★ STAFF OF DEATH

Timing: Hero-Attack Roll

Additionally, according to the Hero's Final Combat Value, reduce Injuries inflicted on Hoxir by 1 during the next Monster Attack of this Combat.



★ HEXED EXILE GREAVES ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

Note: Hexed Exile Greaves are part of the Exile Armor Set.



★ SHARP CONTROL ABILITY

Timing: Permanent effect for the active Flying Skull



After each Flying Skull's First Strike, deal 1 additional Damage.

★ 21 HEXED EXILE GAUNTLETS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

You may place any Gem except Diamond and Demon Stone on the depicted slot.

Note: Hexed Exile Gauntlets are part of the Exile Armor Set.



★ 21 UNUTTERABLE CONTROL ABILITY

Timing: Permanent effect for the active Undead Lord

The Undead Lord's Health is increased by 1.

Also, after each Undead Lord's Hero Attack Roll, deal 1 additional Damage.



★ 25 HEXED EXILE RING RING

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

You may place any Gem except Diamond and Demon Stone on the depicted slot.



★ 25 POTION OF WISDOM POTION

Timing: Outside of Combat

Choose up to two of your Hero tiles that were discarded during Unveiling. Place them beside your Hero board with your other Unveiled Hero tiles. From now on, the Ability/Weapon/Shield/Armor/Jewelry may be Trained/purchased as usual.



★ 30 HEXED EXILE CUIRASS ARMOR

Place the tile on the corresponding slot on your Hero board. Follow the standard rules for using effects on Equipment.

You may place any Gem except Diamond and Demon Stone on the depicted slot.

Note: Hexed Exile Cuirass is part of the Exile Armor Set.



★ 35 DEATHLIKE CONTROL ABILITY

Timing: Permanent effect for the active Undead Lord

After each Undead Lord's Hero Attack Roll, deal 2 additional Damage.



★ 40 SOUL RIPPER

Timing: Hero-Attack Roll

