



EUTHIA

TORMENT OF RESURRECTION

NECROMANCER HERO

NEW HERO: HOXIR

Hoxir works in the same way as other Heroes, but with the following additional rules.

If you own the Fierce Powers & Crawling Shadows expansion, you may choose to play with the additional Hero tiles marked with  (Starting tiles) and  (other Hero tiles) by following the rules in the Fierce Powers & Crawling Shadows Rulebook, page 13.

If you choose a Weapon from the new Starting tiles, place one of your Weapons on the appropriate Hero slot of your Hero board and the other in one of your Sacks. You may sell it at a Place of Trade or use it for fulfilling the Quest as usual.

If you do not own the Fierce Powers & Crawling Shadows expansion, you may use the additional Hero tiles only in the Solo Game, see Rulebook, page 31.

SETUP

In addition to the standard setup of your Hero board, place the Hoxir Minion components as follows:

- All 3 Hoxir Minion cards next to your Hero board, rotated 90 degrees clockwise.
- The Necromancy card next to the Hoxir Minion cards, "0-14" side up.



HOXIR'S HERO TILES

In addition to the Weapons, Shield, and Abilities, there are Armor, Rings, and a Potion among Hoxir's Hero tiles. These tiles follow the same rules as other Items in the game, following the standard rules for using effects on Equipment and Potions.

EXILE ARMOR SET

All Armor Hero tiles are part of the special Exile Armor Set that follows the same rules as other Armor sets in the game. The Ring Hero tiles are not part of this Set.

The parts of the Exile Armor Set that are Unveiled on the higher levels of Reputation are called "Hexed", e.g. Hexed Exile Helmet, Hexed Exile Boots, etc.



Exile Armor parts



Hexed Exile Armor parts

HOXIR'S MINIONS

Hoxir has 3 Minions – the Flying Skull, the Rotting Butcher, and the Undead Lord – each represented by a Hoxir Minion card. Each Minion has 2 different forms, one on each side of the card. The Hoxir Minion card shows the



Hoxir Minion cards

Health of the Minion and its Attack Ability, see Using Hoxir Minion's Attack Abilities, page 3.

Attack Ability

Note: If a Quest requires a certain amount of Health (Lord, Personal Quests, etc.), only Hoxir's Health counts. Do **not** add the Health of any of the Hoxir's Minions to it.

An Hoxir Minion card that is rotated 90 degrees clockwise represents an inactive Minion. An inactive Minion may not be used. To make a Minion active you must Summon it.



NECROMANCY

Necromancy is used to Summon your Minions. To calculate your total Necromancy, add together the values that do not show a + or - before them in the Necromancy symbols on your Trained and/or Equipped Hero tiles.

Example of the Necromancy on a Hero tile



For example: With the Exile Gauntlets (1) and Ghost Wand (2) equipped and Fracture (1) Trained on your Hero board, you have 4 Necromancy.



SUMMONING MINIONS

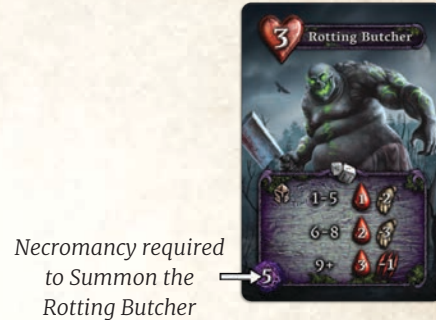
You may Summon Minions anytime outside of Combat if you have enough Necromancy and you pay the appropriate amount of Gold. When you Summon a Minion you may use either side of its Hoxir Minion card. To Summon one or more Minions:

1. Decide which Minions you want to Summon. You must have the required Necromancy for those Minions.
2. Pay the appropriate amount of Gold depending on how much Necromancy the Minions you want to Summon require.

3. Rotate the corresponding Hoxir Minion cards from their inactive (rotated 90 degrees clockwise) to their active (upright) position.

The Necromancy required for a particular Minion is the value shown in the Necromancy symbol on its Hoxir Minion card modified by any modifier value (a + or - and a number) in the Necromancy symbol on any of your Trained and/or equipped Hero tiles on your Hero board that depict that Minion.

For example: You wish to Summon this Rotting Butcher which would normally require 5 Necromancy.



However, you have the Massive Hero tile Trained on your Hero board. As it depicts the Rotting Butcher Minion and it shows a -1 in its Necromancy symbol, you require 1 fewer Necromancy. You therefore require 4 Necromancy to Summon this Rotting Butcher.



Necromancy reduced by 1

If you wish to Summon multiple Minions at the same time, add their Necromancy requirements together to obtain the total Necromancy required.

The Gold you must pay to Summon Minions is shown on the Necromancy card and depends on the total amount of Necromancy required to Summon the Minions. Locate the lowest Necromancy value on the card that is equal to or greater than the total Necromancy requirement. That row of the card shows the Gold you must pay.

For example: If the Minions being Summoned require a total Necromancy value of between 5 and 7, you must pay 2 Gold.



You may Summon Minions multiple times during your turn as long as you have enough Necromancy and Gold each time.

NECROMANCY CARD

When you reach 15 Reputation, flip your Necromancy card to its opposite side. The Gold cost of your Necromancy is now lowered. The card will remain in this position until the end of the game, even if your Reputation drops below 15.



ACTIVE HOXIR MINIONS

You may have one or more active Hoxir Minions as long as the sum of values in all Necromancy symbols on your Trained and/or equipped Hero tiles is equal to or higher than the sum of the Necromancy requirement (including any modifier values) of your active Hoxir Minion cards.

If at any time the total value of your Necromancy is below the required total for your active Minions, you must immediately make one or more of your Minions inactive until this is no longer the case.

For example: You have just summoned a Rotting Butcher with a Necromancy requirement of 4 (5 due to its Hoxir Minion card and then modified by -1 due to the Massive Hero tile Trained on your Hero board). You already have an active Flying Skull Minion with a Necromancy requirement of 1. As you only have 4 total Necromancy, you must immediately make one or more of your Minions inactive. You decide to make the Flying Skull Minion inactive and rotate its Hoxir Minion card 90 degrees clockwise.



You **may not** flip an active Hoxir Minion card to its opposite side. You must first inactivate that Minion and then Summon the one on the other side of the card to activate it.

You may use one or more of an active Hoxir Minion's Attack Abilities during Combat.

MAKING A HOXIR MINION INACTIVE

At any time during your turn you may decide to inactivate an active Hoxir Minion by rotating its Hoxir Minion card to its inactive position. When an active Hoxir Minion becomes inactive, remove all Injury tokens from the card (see page 2).

ELEMENTAL POWERS

Hoxir's Minions are not affected by Water or Fire Elemental Powers, i.e. they do not Heal or suffer Injuries if Hoxir enters a hex influenced by the Power.

HEALING EFFECTS

Whenever Hoxir or one of his Minions generates a Healing effect (from the Hero tiles, Items, Elemental Confrontation, etc.), you may choose to Heal the Injuries of either Hoxir or one of his active Minions, or freely divide the value of the Healing effect between them.

USING HOXIR MINION'S ATTACK ABILITIES

To use a Hoxir Minion's Attack Ability in Combat, that Minion must be active.

The Flying Skull may perform a **First Strike**, while the Rotting Butcher and Undead Lord may perform a **Hero Attack Roll**. Whenever you choose to use one of your Hoxir Minion's Attack Abilities, it is used **instead** of your Hero's Attack, i.e. you may not use First Strike/Hero Attack Roll effects for both the Minion and your Hero in the same Combat Round. Similarly, you **may not** use both the Rotting Butcher's and Undead Lord's Attack Ability in the same Combat Round. However, a Hoxir Minion's Attack Ability **may** be modified by your Hero's Abilities or Items as normal.

You may use a Hoxir Minion's Attack Ability as long as that Minion is active, i.e. you do not have to Summon the Minion each time you want to use its Attack Ability.

HOXIR MINION ATTACK ABILITY CLARIFICATIONS

FLYING SKULL

Timing: First Strike

Additionally, according to the Hoxir Minion's Final Combat Value, subtract the corresponding value from the Monster's Combat Value during the **first** Monster Attack of this Combat.



ROTTING BUTCHER

Timing: Hero-Attack Roll

Additionally, according to the Hoxir Minion's Final Combat Value:

- ◆ Subtract the corresponding value from the Monster's Combat Value during the **next** Monster Attack of this Combat.
- ◆ Reduce Injuries inflicted on Hoxir by 1 during the **next** Monster Attack of this Combat.
- ◆ Heal the Hoxir Minion or Hoxir by 1.



UNDEAD LORD

Timing: Hero-Attack Roll

Additionally, according to the Hoxir Minion's Final Combat Value:

- ◆ Subtract 3 from the Monster's Combat Value during the **next** Monster Attack of this Combat.
- ◆ Reduce Injuries inflicted on Hoxir by the corresponding value during the **next** Monster Attack of this Combat.



CONTROL ABILITIES

Some of your Hero tiles are used to improve your Hoxir Minions. These Hero tiles are called Control Abilities. You must Train the Control Ability as usual in order to use its effect.



Example of a Control Ability

The effects of these Control Abilities are permanent and you may have any number of them provided you follow all the standard rules for Training and placing Abilities on your Hero board.

The effects of each Control Ability are explained in Hoxir's Hero sheet.

INJURIES SUFFERED

Depending on the timing, if not specified otherwise (see **Scenario Exceptions** below), the Injuries are inflicted on Hoxir and/or his Minions as follows:

- ◆ **Outside of Combat:** All Injuries are inflicted directly on Hoxir.
- ◆ **During Combat:** Injuries are inflicted on the active Minion and Hoxir in the following order:
 1. Flying Skull
 2. Rotting Butcher
 3. Undead Lord
 4. Hoxir

If the number of inflicted Injuries is greater than it is needed to kill the Minion, any remaining Injuries are inflicted on the next Minion (or Hoxir) in the order shown.

Mark the Injuries inflicted on a Hoxir Minion using the Damage tokens of a Hero not used in this game.

SCENARIO EXCEPTIONS

DEFENDING THE SETTLEMENTS

Whenever you would suffer Injuries from Farruga, the Injuries are inflicted on the active Minion and Hoxir as **during Combat** as described above.

THE THREAT OF MIRREZIL

Whenever you would suffer Injuries from Mirrezil, the Injuries are inflicted on the active Minion and Hoxir as **during Combat** as described above.

RISE OF THE SOUL REAPER

Whenever you would suffer Injuries from Expelling Minions, the Injuries are inflicted on the active Minion and Hoxir as **during Combat** as described above.

Note: After expelling a Minion, you may Summon Hoxir's Minions before attacking the Tower.

HEADHUNTING

Whenever you would suffer Injuries from the Hydra's movement, Area Attack, Counterattack, initial placement, or Acid token, the Injuries are inflicted on the active Minion and Hoxir as **during Combat** as described above.

ARCANE DIMENSION

Whenever you would suffer Injuries from striking the Arcane Barrier, the Injuries are inflicted on the active Minion and Hoxir as **during Combat** as described above.

MEET THE DEVIL

At the end of each round, the Injuries suffered from the Faer Demon are the sum of half of your Maximum Health and the Health of all active Hoxir's Minions (no matter how many Injuries they have already suffered), rounded down. These Injuries are inflicted on the active Minion and Hoxir as **during Combat** as described above.

DEATH OF HOXIR IN COMBAT

When Hoxir dies in Combat, in addition to the standard rules, gain the appropriate amount of Gold shown on the side of the Necromancy card that is currently face up corresponding to the total Necromancy you have on your Trained and/or equipped Hero tiles (those without a + or -). Always gain Gold corresponding to the value that is greater than or equal to the Necromancy on your Hero tiles.

For example: Hoxir was killed in Combat with a Monster. His Reputation is still below 15. He has 8 Necromancy in total on his Trained and/or equipped Hero tiles, therefore, according to the revealed side of the Necromancy card, he gains 3 Gold.

