HOXIR



BONE WAND STARTING TILE

Timing: Hero-Attack Roll



BONE SHIELD STARTING TILE

Timing: After Monster-Attack Roll

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

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.



TOME OF THE DEAD **ADDITIONAL STARTING TILE**

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.



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



FRACTURE

Timing: Before 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.

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



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: Exile Helmet is part of the Exile Armor Set.



CONTROL ABILITY

Timing: Permanent effect for the active Flying Skull



The Flying Skull's Health is increased by 1.



CONTROL ABILITY

Timing: Permanent effect for the active Flying Skull



Add 2 to each Flying Skull's roll.



EXILE RING

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



EXILE GAUNTLETS

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



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



SPIRIT SEEKER

Timing: Outside of Combat

Teleport to a hex with a defeated Monster, i.e. a hex liberated by any Hero in the game.





EXILE BOOTS

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



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



GHOST WAND

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.



BLOOD LUST

Timing: Before Hero-Attack Roll

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





VICIOUS CONTROL ABILITY

Timing: Permanent effect for the active Rotting Butcher



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





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

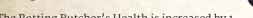


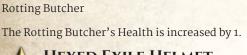
You may place any Gem except Diamond and Demon Stone on the depicted slot.

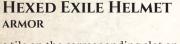
Note: Exile Cuirass is part of the Exile Armor Set.



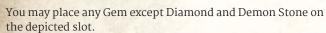
Timing: Permanent effect for the active **Rotting Butcher**







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



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

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.



HEXED EXILE GAUNTLETS

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.



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.



HEXED EXILE 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.



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.



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.



DEATHLIKE **CONTROL ABILITY**

Timing: Permanent effect for the active Undead Lord

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



SOUL RIPPER

Timing: Hero-Attack Roll



