

FAQ for Rise of the Necromancers

Spells

- Will the Weaken spell always power down the opponent attack with highest power? Yes
- Can a spell only be used once pr. turn, even if you have 2, 3 or 4 of same card? Yes, the advantage of having more of the same spell card is the level up effect and the count towards Academy Headmaster. More than three spells will have no additional spell effect, but will still count towards the number of cards in play for the purpose of becoming headmaster.

Items

- If I wear several items of the same “type”, like crowns or weapons, will I get the bonus from them all? Yes
- Will an item that gives me a bonus to power, power up all my Necromancer’s attacks? Yes
- Can my Apprentice and minions use items? No, only your Necromancer can use items.

Combat

- Do benefits that are gained in a combat apply if the Necromancer dies? No, except for bonuses triggered by dying, like “Mummified” and “Slow Assistant”. This is also true when an Apprentice dies, so for instance, you do not get to collect a lesser corpse if “Undertaker” dies even if you win the combat.
- Are wounds inflicted always allocated by the wounded player? Yes, except that you can only allocate a wound to your necromancer when you have no other option.
- Can you make an attack more than once pr. turn? No each attack is only rolled once, and a turn with combat can end without either side winning.
- When a Necromancer fails to conquer a city it is moved back where it came from, but what space is the Necromancer moved back to, if it has moved more than one space that turn? The Necromancer is moved back to the last space it was one before moving into the city.
- Is it correct that a Player may never let his Necromancer die if there are other options for allocating wounds. Eg. he would always sacrifice his Apprentice(s), Golem or Minions before himself. Yes that is correct.

- When you hit with a Ghost strike attack, does the opponent always lose an attack? Yes, the opponent always loses one attack for each Ghost strike attack that has hit. This is also the case if you hit a city but fail to conquer it.
- Does an opponent in a Dungeon, a Necromancer or Apprentice with multiple attacks that is hit by a Ghost strike attack lose all their attacks? No, only one attack is lost per her Ghost strike hit, but an opponent can be hit several times and lose more than one attack even though the opponent only has one wound.
- Can a necromancer cast spells or use items like “Bat Familiar” in a combat, that he does not participate in? No, you can never use spells, items or any other special abilities unless you are part of the combat – you have to be on the space, where the combat takes place.
- If I am the Academy Headmaster of Decay, will my zombies have +1 power if they defend a space without my Necromancer? Yes, this bonus applies no matter where the zombies are. Some items and abilities that grant a bonus to your cities, like “Witch Tome” and “Bureaucrat”, also work no matter where your Necromancer is.
- What happens if I am standing on my own city and an opponent attacks me, and both players score enough wounds to kill all minions, city towers and both Necromancers? Both Necromancers die, and they are moved to the Valley of Souls. The player who controlled the city to begin with keeps his dominion counters on the city.
- Will an attack always hit on a roll of 1 if it is reduced to power 0 by for instance “Weaken” or the special ability of “Leper”? No, attacks with power 0 disappear.
- Necromancer (A) attacks a city controlled by Necromancer (B) and the city has 1 tower and 1 zombie guarding it. Necromancer (A) inflicts 1 wound. Can Necromancer (B) choose to allocate the wound to the city (thereby saving his zombie)? Yes, the city takes the wound, the zombie survives and Necromancer (A) is moved back for not conquering the city.

Movement

- Can you move into a city that is not under your control without attacking it? No, you must always attack it (You are a Necromancer).
- Can you move over or onto a city with an opponent’s Dominion counter without attacking it? No, you must always attack it (You are a Necromancer).
- If you can move more than one space in a turn, can you move through an Academy or Dungeon space if an opponent has placed a Dominion counter

on the space? No, you can never move over opponents Dominion counters – you have to stop and challenge their dominance (in case of an Academy, you might end on the space and not be able to become Headmaster and nothing happens).

Dungeons

- Can a player enter a Dungeon with an opponent's dominion counter on it? Yes. If you succeed, the dominion counter already placed there is returned to its owner, if not, it remains.
- Can a Golem belonging to a Necromancer enter Dungeons, same as Apprentices do? Yes.
- Do you stay on the space when you fail to conquer a Dungeon? Yes.
- I have two Apprentices and draw the card "Pit Trap". I roll less than my Necromancer's power. Do I have to sacrifice all my Apprentices or do I get to choose one of them. You choose one of them.

Resources and cards limit

- Can I have any number of cards (in my hand and in play), corpses, resources and minions? Yes, there is no limit. You can stack the tokens on your player board if you like.

Academies

- Let's say I am the Academy Headmaster of Bone and I loose two of my Skeletal Dragons, so I only have 4 Bone cards/minions in play. Can an opponent become the new Academy Headmaster by having 5 Bone cards/minions? No, you need to have at least 6 Bone cards/minions to become the new Headmaster.

Please send your questions to necromancer@sorelosergames.dk and we will answer as quick as possible.