

# NECROMANCER™

## DIG UP A FEW FRIENDS!

### HANDBOOK OF SUPREME NECROMANCY

You are a sorcerer commanding dark legions. Fools try to thwart you at every turn! Those do-gooders, rivals, and busybodies interfere with your wicked plans, but someday they'll see, oh yes . . .

*Necromancer* is a card game of raising legions of undead and minions to storm the Well of Eternal Life and, well, live forever. Three to six players battle for supremacy in an unlife-or-death game of winner take all! *All in good fun, that is.*

In *Necromancer*, there are two ways to claim victory.

The Well of Eternal Life contains secrets and dark magic. By sacrificing your minions there, you claim that power for yourself and live eternally. **When you sacrifice your fifth Minion at the Well, you win!**

Necromancers are show-offs, and size matters to them. To intimidate your rivals, you must raise—or *make*—an army. **At the end of your turn, if you have 15 Villainy Points (VP) in your Legion, you win!**

### WHAT IS A NECROMANCER?

Necromancers wield powerful magic to bring the dead back to life usefulness. As a necromancer, you must gather a legion of Minions and Undead to reign supreme or sacrifice Minions at the Well of Eternal Life.



# COMPONENTS



6 Character Cards



6 Sacrifice Tokens



6 Player Aid Cards



150 Cards



6 1 VP Skeleton Cards



1 Well of Eternal Life

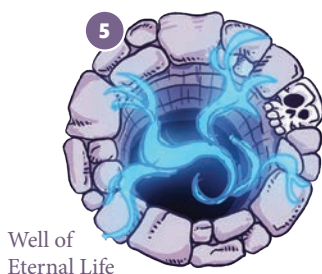
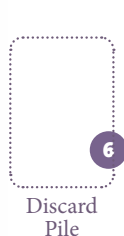
## SETUP

1. Set aside the 1 VP Skeleton cards and sacrifice tokens for now. You'll use them later in the game.
2. Each player chooses a character card and places it in front of them to start a **Legion**. Put the rest back in the box.
3. Shuffle all the cards and deal 5 to each player to form their starting hands. Then place the deck facedown where everyone can reach it. This is the **Tomb**.
4. Draw 4 cards from the Tomb and place them faceup next to the Tomb to form the **Crypts**.
5. Place the **Well of Eternal Life** in the center of the table.
6. Leave room for a shared **Discard Pile**.
7. Look at the number of Bones on your character card. Take that many cards from the Tomb and tuck them

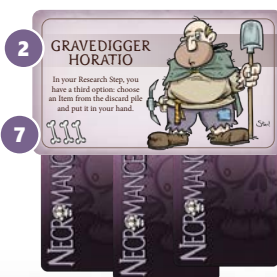
facedown under your character card. These are **Bones** in your **Boneyard**. When one of your Minions or Undead is defeated in a raid or by a card effect, put it facedown in your Boneyard. When an effect tells you to pay a Bone, that means take a card from your Boneyard and discard it.

8. Each player places 1 Undead card from their hand into their Legion. Ignore any text on the card for now, just put it out there.
9. If you don't have an Undead card in your hand, what kind of a necromancer are you? Do you even lift, bro? Discard your whole hand, draw 5 new cards from the Tomb, and try again.

**The player who most recently watched a zombie movie or TV show goes first and is the active player.**



Legion Play Area



Crypt

## CARD TYPES

This game has several different types of cards. You can't just go necromancing without knowing card types, so read up on the cards. Cards have wildly varying effects in their text boxes, so before you play a card, make sure you read the whole card and follow all instructions.

### CHARACTER CARDS

Character cards are bigger than regular cards. Each player gets a character card during setup.

Each character has a unique ability to use throughout the game, and a Bones value that tells you how many cards you start with in your Boneyard. Each character has access to their own Boneyard, where their departed Minions and Undead serve as resources. Read more about these haunting figures at your own peril.

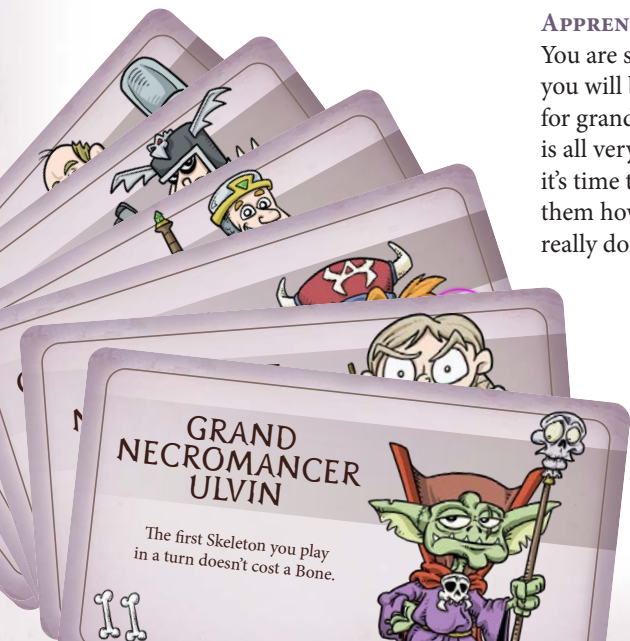
### GRAND NECROMANCER ULVIN

You are a goblin, raised from the dead by your teacher, who was also Grand Necromancer Ulvin. At some point, you got tired of being his reincarnation experiment and hit him over the head. His spells don't seem that complex—you've been on the receiving end often enough.



### APPRENTICE NECROMANCER MALINDA

You are small, you are angry, and soon you will be supremely powerful. Working for grand necromancers is all very nice, but it's time to show them how it's really done.





### CULTIST IGGY REDPANTS

You are the gnome who wears too much eyeliner and dyes his beard black. Most of your friends think you smell bad. They're right, but it's because you have secretly acquired a copy of *The Necronomicon in 7 Easy Steps* and are working your way to supreme power.



### HUBERT THE PALADIN

You started out chasing and smiting skeletons and zombies. You want to keep smiting skeletons and zombies. But everyone at the temple is telling you to “climb up the value chain” and smite the people who create the skeletons and zombies. Seems worth a try!



### THE BLACK KNIGHT

You have been to one or more hells, chasing demons. Your soul is in tatters, and you just want people to do what you tell them to do. So logically, you kill them and re-animate them to improve an orderly home life. This seems to bother pretty much everyone except you.

### GRAVEDIGGER HORATIO

You keep digging graves and then bodies climb out of them, which is annoying and tiresome. So you are animating the dead to do all that digging for you. Saves a step. Eventually, you hope to call yourself the “Baron of the Boneyard,” but best not tip your hand too soon.



## UNDEAD CARDS

Undead are the most common cards. These creatures come in a variety of forms, from abomination to zombie.

You play Undead cards from your hand, and you must discard a Bone from your Boneyard as payment when you play one. (This is also called “paying” a Bone.) When you play an Undead, it joins your Legion.

Undead can attack or defend in raids. This can cause them to be defeated.

When one of your Undead is defeated, put the card facedown under your character card. It becomes a Bone in your Boneyard.

A special kind of Undead card is the **1 VP Skeleton** card. A few effects might bring one of these into play. When one is called for, grab it from wherever you set it aside and put it in your Legion. It acts like a normal Undead Skeleton card, except that if it's ever discarded, set it aside again, don't put it in the Discard Pile.

Most Undead have Villainy Points (VP). If you have 15 or more VP in your Legion at the end of your turn, you win the game.



## MINION CARDS

Minions represent those living souls who do your dirty work, such as holding Items and casting Spells. You can also sacrifice them at the Well to win.

You play Minion cards from your hand. When you play a Minion, it joins your Legion.

Minions can attack or defend in raids. When you raid at the Well, you can leave surviving Minions there. They can also be defeated in a raid.

When one of your Minions is defeated, put the card facedown under your character card. It becomes a Bone in your Boneyard.

Minions are also capable of casting powerful Spells from your hand.

Most Minions have Villainy Points (VP). If you have 15 or more VP in your Legion at the end of your turn, you win the game. You can also sacrifice Minions you leave at the Well of Eternal Life. You win if you sacrifice 5 Minions there.



VILLAINY POINTS (VP)

1 VP  
SKELETON  
CARD



## SPELL CARDS

Spells are powerful magic that necromancers use to gain the upper hand. These cards perform different one-time effects.



You play Spell cards from your hand. When you play a Spell card, you must assign it to either your character or a Minion in your Legion. A character or Minion can cast only 1 Spell per turn.

When you play a Spell, resolve its effect immediately, then put that Spell on top of the card (character or Minion) that cast it to show that they can't cast another Spell this turn. At the end of your turn, collect all Spells you cast this turn and put them in the Discard Pile.

No Spells have VP.

## ITEM CARDS

Items are mystic artifacts excavated from archives, ruins, or libraries.



You play Item cards from your hand. When you play an Item, you must attach it to a Minion in your Legion. A Minion can have any number of Items attached.

When a Minion with an Item would be defeated, you can discard one attached Item instead of allowing defeat. When a Minion with attached Items is defeated or discarded, discard all attached Items.

Some Items have VP, but they're also useful as protection for a Minion you want to sacrifice at the Well.

## ONGOING EFFECT

This isn't a card type, but it's an important icon, so we put it here. When you see this icon on a card, it has effects that occur in special circumstances or on opponents' turns, or just some time when you might forget about it. So don't forget!



## DEFEAT VS. DISCARD

Both words start with D, and if you're reading fast, you might get them mixed up. Don't be "that necromancer"!

### Defeated cards go to the Boneyard.

Whoever controlled the card when it was defeated puts it in their own Boneyard.

### Discarded cards go to the Discard Pile.

There's only one Discard Pile. Everyone shares it. Begrudgingly.

## HOW TO PLAY

Players take turns in clockwise order being the **active player**. The active player follows each step in order and then the next player clockwise becomes the active player. You can skip any steps you want to.

### STEP 1. SACRIFICE

If you have one or more Minions at the Well, you can sacrifice them. To sacrifice Minions, remove them from the Well and stack them facedown in your Legion with a **sacrifice token** on top of the stack. When you sacrifice your fifth Minion, you win!



SACRIFICE  
TOKEN

### LOCATION, LOCATION, LOCATION

Once a game is in full swing, cards will be played at various locations.

**Boneyard:** This is your personal area, under your character card, where you keep your defeated Undead and Minions facedown to turn into future Undead.

**Discard:** This is a shared area where cards go when they're out of play.

**Hand:** This is your hidden cards you keep ready to play in the Scheme step of your turn.

**Legion:** This is your personal area in front of you where you keep cards in play.

### STEP 2. RAID

You can choose to attack an opponent in a raid. When you do, announce who you're attacking and the location, either their Legion or their cards at the Well. Then, assign any number of Minions or Undead in your Legion to attack.

For each attacking card, the defender must assign a Minion or Undead card to defend against it. All attacking Minions and Undead that face a defending card are defeated. All defending Minions and Undead are defeated. However, a Minion with an attached Item can discard 1 Item instead of being defeated.

An attacking card that faces no defender returns to its Legion and is not defeated.

You can't raid yourself, no matter how much you want to.



**Tomb and Crypts:** This is a shared area where you draw cards from.

**Well:** This area in the center of the table is where you sacrifice Minions. Only one player can have cards at the Well.



## ATTACKING AT THE WELL

Raiding at the Well is similar to raiding a Legion, except that cards that attack here and face no defenders stay at the Well. (The first player to attack at the Well has it easy.) Raiding at the Well is a one-way trip.

Only one player can have cards at the Well at a time. If you're that player, put them on the Well and slide it a little closer to you to remind everyone who's in charge.



## STEP 3. SCHEME

You can play cards from your hand in this step. When you play a card, follow the instructions on it before you play another card. If you can't do all of it, do as much as you can before you move on.

You can play as many or as few cards from your hand as you want. You don't have to play any cards.

- Play Undead cards to your Legion by discarding a Bone from your Boneyard for each one. You can't play Undead if you don't have Bones in your Boneyard.
- Play Minion cards at no cost. They join your Legion.

- Play Spell cards and assign each one to your character or a Minion in your Legion. Place the Spell on top of its assigned card, only 1 Spell per character or Minion.
- Play Item cards and attach them to a Minion in your Legion. A Minion can have as many Items as you like.

## STEP 4. RESEARCH

During this step, you draw cards. You can draw mysteriously from the top of the Tomb or take cards you can see from the Crypts. Choose one option:

1. Draw the top 2 cards from the Tomb and put them in your hand. Then put any card from your hand in your Boneyard.

OR

2. Take a faceup card from the Crypts and put it in your hand. Then put the top card of the Tomb faceup in the empty spot in the Crypts.

If you must draw a card and the Tomb is empty, shuffle the discard pile to make a new Tomb in all its glory. Then, each player immediately performs one of the following effects in turn order, beginning with the active player:

- Draw a card from the Tomb.
- Place a card from your hand into your Boneyard.
- Sacrifice 1 Minion if you have one at the Well.

## STEP 5. REST

Discard all Spells on your character or Minions. A few cards have effects that occur during the Rest Step. If multiple cards with effects happen during this time, you decide what order they happen in.

Then, check to see if you have a total of 15 or more VP among cards in your Legion. If you do, you have attained ultimate power. The mewling simpletons around you have no choice but to fall before your Absolute and Complete Darkness! Revel in your triumph!

Otherwise, play passes to the next player clockwise, who becomes the new active player.

## END OF GAME

The game ends when one player has 15 VP in their Legion at the end of their turn OR when one player sacrifices their fifth Minion at the Well. The first player to do one of those things wins!

## GLOBAL RULES

If a card contradicts the rules, the card overrides the rule.

If you can't do something, don't do it.

If you can do part of an effect but not all of it, do as much as you can.

Do all of a card that you can do before moving on to another card.

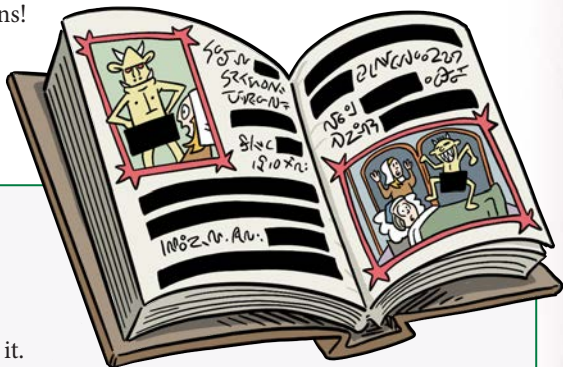
## GLOSSARY

**ATTACH:** An Item (and occasionally some other type of card) attaches to a Minion. This means to tuck the attached card under the Minion card in such a way that you can tell they're together.

You must attach Items that you play to one of your Minions. A Minion with an attached card who is defeated in a raid can discard an attached card instead of going to your Boneyard.

**IGNORE:** When a card tells you to ignore an effect, treat it like it doesn't exist. If the card that tells you to ignore another effect goes to the Boneyard or the Discard Pile, ignored effects resume immediately.

**REVEAL:** To reveal a card, turn it faceup and show it to everyone. If the rules don't tell you what to do with it afterward, discard it.



If there's a question about the order of effects happening, the active player decides.



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