



Kade to Black



When a mage is defeated: you and that mage can 1 from your own grimoires. You gain .

Choose one:



Summon a **Landsknecht** OR
up to 2 **Landsknecht** in any room
can act immediately under your
control.




Kade to Black



Going Backwards



Choose one of the resolved I moon  of the target mage; you and that mage gain the  as if resolving it again.



Choose one of your resolved I moon .

Gain the  as if resolving it again then discard the .











Going Backwards



Galvanize



After a mage inflicts :
increase his/her  by  then
 on that mage's target.
Gain .



The target mage  and  under
your control, he/she inflicts an
additional .





Galvanize



Omen



All the mages in the target room may
remove a card in play
to do  1 and .

Gain  1 for each mage hit
(Max  3).



Inflicts  2 to the target mage
(only if he/she cannot be defeated).
Until the end of the turn, this mage
cannot suffer additional  from
any source.



Omen

Firestarter



All mages in the target room
(including yourself) heal **2**.
You gain **1**.

Next **♥** you suffer is reduced by **2**.



Heal **2** on your attacker. Gain **1**
for each **♥** of your color healed on
the attacker.





Firestarter

Right Here Right Now



All mages in the target room and any adjacent rooms are immediately shifted into the **Black Rose Room**.
Heal  2 on them. You gain .



Inflicts  1 to all mages in play. All hit mages gain .






Right Here Right Now



Panderator



For the rest of the turn, any mage that was in the targetted room will suffer  each time he/she plays a spell.

Upon taking any , inflict the same (max ) to any model in play, except your attacker.



Panderator

Enjoy the Silence



A mage plays a ⚡ spell: cancel that spell and return it to their hand.

You gain 1.





The target evocation immediately acts under your control, if it attacks its owner, that mage must 2 from hand.





Enjoy the Silence

Banana Brain



All mages in target room can  1 to gain . You gain  for each mage that discarded a card (Max ).

All mages in target room choose:  1 or suffer .



Banana Brain

The Riddle



All mages in target room cast one spell of your choice, except the quick spell (in order of play).

Gain .

Look at the target mage's unresolved standard spells (not the quick spell); you may swap one of these cards with one from your hand.




The Riddle


Porcelain



All the mages in the target room must
choose:

lose a **Physical Action** or you steal
 from them.

When a mage completes a **Physical
Action**:

he/she cannot take any additional
actions until they suffer  or until
all other mages have completed their
actions/spells.



Porcelain

Slam



Inflict 3 to all the models in the target room.

Any mages must now cast their next spell (in order of play).

Inflict 4 to the target mage, he/she must play a spell from their hand if possible.

