




Arcane Memory



Look at your memories and 2.



Look at your memories and 1 then
gain .



Arcane Memory



Viking Threat



If the target is defeated within the end of this turn, you gain ②.


If the target is defeated within the end of this turn, you gain one of their Trophies.




Viking Threat

The Hermit



Lose ① to play one  spell from your hand.

 3 to earn ②.



The Hermit

Scilla's Blessing



Summon **Rosario of Scilla** in the target room; it can act immediately.



The target evocation acts immediately under your control.

Instead of ☼ the evocation heals as many ♥ as the ☼ value of that evocation to a model ♀0.



Scilla's Blessing

Etna's Anvil



Summon an **Equipment Evocation** of your choice/under your control from any school in play.



Remove target **Equipment**.
Summon that **Equipment** under your control.



Etna's Anvil

Mind of a Beast



Target mage becomes a **Mutated Pigman** until the end of the turn; he/she also loses ①.

Target **Beast** act immediately under your control.

If it ☀ a mage, the Beast suffers ②.





Mind of a Beast


Poly-Explosion



Move the target  1, inflict  2 to him/her, and  1 to all models .

Inflict  1 to the target Mage.

Move the target up to  2.

Every time he/she enters a Room with another mage, inflict  1 to both of them.



Poly-Explosion

Submerged Theatre



When a mage enters the room, he/she needs to choose:



suffer 1 and you play his/her last spell in play



suffer 4


Submerged Theatre





When a Mage enters the room: you may immediately 1 and cast your next spell.

Allegro



Move up to  2. The evocations in the room you start in or in the rooms you enter can be moved with your mage.

Heal yourself  2.
Earn .



Allegro

Massacre



You may 1 and .

If the attacked target is in a room with another model, that model can under your control.

You may 1 and .



Inflict an additional 2 with this , then suffer 1 from the Black Rose after.




Massacre

Nightmare



Target mage cannot target you with any spell with target . Gain .






Summon a copy of one of your Demons in the target room. The Demon can .





Nightmare

From Past to Void



Look at the first 4  of the previous Moon. Exchange one of this  with the one of yours. Reshuffle the others back into the same deck. Gain .



Place  in the target room.
 target room.






From Past to Void

Power of the Black Skull



The target **Undead** acts under your control.

You may  the room where the target **Undead** finishes its action

Pay  to play a  spell from your hand.



Power of the Black Skull

Horologium



Copy the effect of any one of your ⚡ spells already played (the element and target remain the same). You cannot copy a Forgotten Spell.

Copy the effect of any one of your ♁ spells already played (the element and target remain the same). You cannot copy a Forgotten Spell. Spell.





Horologium

Quetzalcoatl Curse





Look at the first 4 cards of a magic school; from those cards, you may

⚔2 with element  and/or .

Re-shuffle the others.

Look at the first 4 cards of a magic school; from those cards, you may

⚔2 with element  and/or .

Re-shuffle the others.



Quetzalcoatl Curse

Enchain



Infect to the target model.

You may shift one of your evocation
into the target's room;

This evocation can immediately

Infect to the target model.

Until the end of the turn, every time
the target you may do a 1.





Enchain





Kiraga




Inflict  2 to all models in the target room.

All mages affected can only move a max  1 every time they move until the end of the turn.



Inflict  3 to all models in the target room.

Inflict  2 to all models in an adjacent room.



Kiraga