

The Fool



⚡1: inflict **♥1** to the target for each card you show from your hand (max **♥4**).



⚡1 in the Library: inflict **♥3** to the target then he/she **⚡1** from the hand



The Fool



The Strength



♣1 from your Grimoire: inflict ♠1 to the target model for each ♣ you show from your hand (max ♣4).



: Inflict ♠5 to the target model.



The Strength



The Hierophant



Next damage you suffer: 1 for each 1 suffered (max 4). You may 1 for each 1 you want to reduce.

Next spell you suffer: you may search and a copy of that spell from the library. Gain 1.




The Hierophant





The Emperor



The target model acts under your control; at the end of the action, the model suffers .

The target evocation acts under your control.

If it  its owner, inflict  more.











The Emperor



The Hanged Man



  or   to   from
the current moon.

:  a room even if it has
already been activated.



The Hanged Man

The Death



When a mage is defeated: you may
🃏1 to remove the last ♥ suffered
by that mage.

Gain ②

When a mage is defeated:
if any of your ♥ are present on the
defeated mage, immediately gain ①
and 🃏1 from your grimoire.





The Death




The Judgment



The mage that enters the room 1:
you may lose 1 to cast that spell
immediately.



The Judgment




Look at the first card from the
Grimoire of the mage that entered
the room: you may lose 1 to cast
that spell immediately.

The World





Look at the first 3  of the current moon. You may 1 and reshuffle the others in the deck.

You and the Black Rose gain 1



Play a  spell and
a  /  spell.

 : 1 from the Library.




The World








The Lovers



You may activate up to 2 of your evocations by  1 for each evocation.

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Cast , a  and a  spell.

 : Resolve a  of the I/II moon or gain  and  1  from current moon.




The Lovers




The Tower



Summon Minotower.

If you summon it in a room with another mage, it can .



Inflict  4 to the same mage during the Action phase.



:Take back this card in your hand.



The Tower



The Justice



All mages in the target room
(including yourself) 1 from their
grimoire.

You gain 1 for each mage affected
(excluding yourself, max 1).



or make a total of 3 spells
during the Action phase.



: 2 from your Grimoire.





The Justice




The Chariot



 3 from your Grimoire.
Gain .



as many spells as you want to
the same amount from your
Grimoire. Gain .



The Chariot

