

LA
COMEDIA
DI DANTE
ALIGHIERI

Col Contento del M. R. P. Pompeo Venturi
della Compagnia di Gesù.

DIVISA IN TRE TOMI.



200 INFERNNO

L'Ordo & lo per quel canno affe
Entrammo a ritornar nel chiaro mondo
E fenza cur i haver d'altra riposa
S'alzammo fu el primo, e to levando
Tanto: d'io and de lex e bebe
Che porta l'ciel per un pertugio tondo
E quindi infermo a riveder le stelle.

IL FINE DEL
CANTO XXXIII.

ALLEGORIA.

PER LA VARIA GIACITIV

Inferno

“Abandon hope, all ye who enter here”

Luminaries and philosophers all agree that it is better to reign in Hell than to serve in Heaven. Proud Mages, if you entertain this belief, then prepare to fight for the Crown on the ultimate battlefield: Inferno.

The immense power of the Black Rose and the bloody destruction of decennial clashes has forever caught the attention of the great traitor: Lucifero, the fallen angel.

In their enduring quest for greater powers, the Masters of the School of Destruction tried their luck against an adversary that far exceeded their meager abilities, allowing Lucifero the opportunity to penetrate our mortal plane.

Humiliated by the Being he once called Father and forced to live in an eternal prison of ice, Lucifero was looking for a new power with which to free himself and exact revenge for the shame he suffered. He has now found this power, discovered in the forgotten magic guarded by the Black Rose.

Crossing through passages opened by the foolish and destructive Mages, dark forces at the service of Lucifero have infiltrated the Lodge. The rooms once adorned with tapestries and precious wood furnishings are now transformed into dark wet caves, icy grottos full of sharp stalactites, or desolate forests of grotesquely contorted trees.

The screams of tortured souls gushing from the infernal passages tear through the air, deafening the Mages and muffling their words before they can be spoken. The winding maze of Lodge rooms swarm with ferocious otherworldly beasts, hideous winged demons

hungry to feed on mortal souls. The labyrinth itself seems a sentient and malicious creature, roused to fulfill the will of its dark lord.

Despite its power, the Black Rose is trapped in a giant chrysalis of ice rising from the 9th circle of the Underworld, awaiting help from the Mages of the Lodge. Unfortunately, those few courageous Mages who haven't yet escaped are under the penetrating watch of evil incarnate himself, Lucifero - an androgynous and beautiful figure beyond all mortal conception. Half-hidden by powerful wings, magnificent and terrible Lucifero came to the mortal world burning with the uncontrollable desire to possess the power of the Black Rose; a power so immense that it would allow him - finally - to reign over the place that rightfully belongs to him: Heaven.

The powerful Mages of the Lodge seem nothing but mere pawns in the great trickster's plan; but perhaps there's hope: to unite the Mages for the first time in a millennium, working together to save the Lodge and the knowledge it guards from this invincible enemy. Will the weak souls of the Mages be able to resist the temptation of the great traitor?

Will they be able to set aside their lust for power and domination, or will they betray their peers in the midst of the battle?

Will the Mages succeed in saving the Black Rose, or will its power open the doors to a new dark age?

Attention! This expansion requires the Black Rose Wars core box in order to be played.

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The terrifying Barbariccia

Game Components

Rooms and Activation Tokens (19)

Each room in this expansion is linked to the bolgia (trenches) and circles of Dante's Inferno. These 19 rooms will completely replace the rooms from the core game.

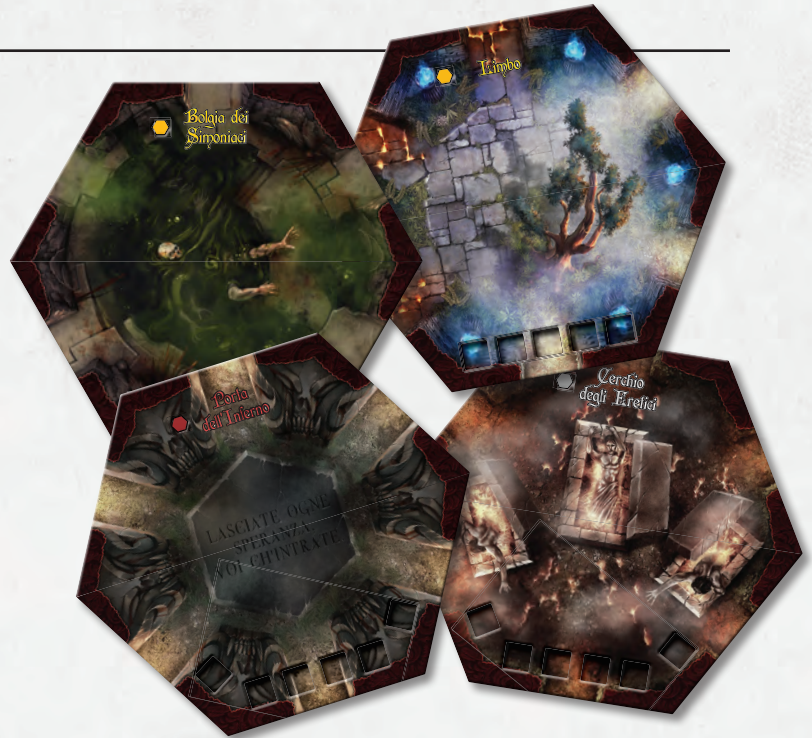
Just like the Black Rose Wars core game, there are three rooms for each color, except for the black room, the Tartaro. Each room has its own activation token, featuring new powers that can be used with the same mechanics as the core game.

Some of these rooms introduce new mechanics, allowing the Mages to summon Demons or activate them the moment they enter the game.

Optional Rule: Fusion *(for use only with the core game)*

The rooms in this expansion can be mixed with those of the original Black Rose Wars rooms. Doing this allows you to develop your preferred Lodge structure and to provide Lodge variability. Once the Lodge has been created in your preferred layout, create the three Quest Card decks using both the cards in the core game and in this expansion, taking care to insert three rooms per color and using only Quests referring to rooms that will be used during the game.

Exception - the following Infernal Rooms cannot be used in the core game: **Tartaro**, **Selva Oscura**, **Cerchio dei Lussuriosi**, **Cerchio degli Eretici**.



Lucifero Sheet and Tokens

During a game of Inferno, Lucifero is treated as if he is, for all intents and purposes, an additional player controlling a Mage whose model is in the Lodge.

The position of the Lucifero Sheet on the table indicates when he acts during the game turn.

His sheet contains:

- (A) 17 **Health Points**: slots to keep track of any damage dealt to Lucifero.
- (B) **Action Cards**: place the deck of Lucifero Action Cards here.
- (C) **Discard Pile**: place the discarded Lucifero Action Cards here.

The Lucifero Token (D) replaces the Black Rose Token on the Power Board; in this expansion rulebook, references to Lucifero are equivalent to references to the Black Rose in the core game rulebook and vice versa.

- (E) Incapacitated Lucifero Token
- (F) 4 Lucifero Trophy Tokens



Inferno Quests (30)

The Quests in Inferno work exactly the same way as those in the core game but are specific to the rooms or Evocations of this expansion. These Quests completely replace those of the core game during Inferno games.

Exorcism Cards (13)

The Exorcism Cards contain the Quests the Mages will strive to complete in order to conquer the power of the Black Rose. Of course, they can only claim the Black Rose in the unlikely event they are able to chase Lucifero out of the Lodge! These cards are drawn at the start of the game. Each player draws two cards and chooses one to keep (see Game Setup, page 9). The Exorcism Cards add objectives which may change the final outcome of the game. Each card has two specific objectives that, if achieved, grant the player a certain number of Power Points.

Note by the Game Designer

The objectives of the Exorcism Cards are difficult to accomplish and have been designed to insert a potential twist at the end of the game. Those unable to satisfy the Quests are in no way penalized, so don't worry if some of these seem impossible the first few times you play Inferno.

Lucifero Action Cards (30)

Lucifero has a deck of 10 Action Cards for each Moon Phase. These cards are used to describe the actions Lucifero performs when he is activated.

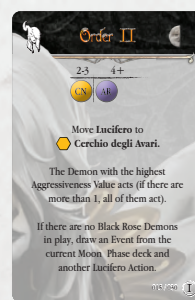
Each time Lucifero's Action Phase begins, the player with the Crown of Minos draws a card from the current Moon Phase deck and applies the effects in the listed order.

A Lucifero Action Card contains:

(A) The Awakening icon indicates his reactivation if he has been Incapacitated (see page 11).

(B) The number and type of Evocations immediately summoned by Lucifero, based on the number of players. If this condition cannot be completely satisfied, the special "Fallen Angel" power will be activated for each missing Evocation (see page 11). The colored circle with two initials identifies which demonic Evocation Lucifero will summon. (see page 6).

(C) Lucifero's main action.



Inferno Events (18)

Similar to the cards in the core game, these cards will be used by Lucifero to trigger Inferno Events. During a game of Inferno, these Events will completely replace the Event deck from the core game. Inferno Events are subdivided into three decks, with 6 events for each Moon Phase. If the events finish during one Moon Phase, shuffle the pile of discarded events to create a new deck for the corresponding Moon Phase.



Inferno Evocation Cards (48)

These double-sided cards contain the characteristics of the Inferno Evocations. One side has the standard version, the other side the Infernal version of the Evocation. When a Mage summons a Demon, they use the standard side of the card. These characteristics are similar to those of the Evocations in the Black Rose Wars core game (figure 1). When Lucifero summons a Demon, he uses the side with the Infernal version of the Evocation (figure 2). The Infernal versions of the Evocations contain additional information needed to guide their activation:

(A) Aggressiveness: When it's time to activate the Lucifero Evocations, each one will only be activated if there is at least one Mage with a Threat Value equal to or higher than its Aggressiveness (see page 10).

(B) Identification Code: Each Demon summonable by Lucifero has an identification code formed by a colored icon containing two letters of the Demon's name and a progressive number. When Lucifero summons a certain type of Demon (see Lucifero Action Cards, page 5), he summons the type of Demon specified, with the lowest progressive number among those still available. When the model of the summoned Demon is placed on the game board, the Lucifero Evocation Token with the corresponding code and progressive number must be inserted in its base (see page 7). This will allow for the Demon to be easily identified on the game board, linking the model to the corresponding Evocation Card.

(C) Power Points: Each time a Lucifero Demon is removed from play by a Mage or one of its Evocations, each Mage gains this number of Power Points.

Lucifero Evocations Deck:

Lucifero has a limited number of Evocations available to him during a single game. At the start of a game of Inferno, a deck is formed with all the Evocations included in this expansion; the deck follows these rules:

- Each time Lucifero summons a Demon, he takes the relative card with the lowest progressive number from among those available.
- When a Lucifero Demon is defeated, the Mage that dealt the final blow takes the relative card and keeps it until the end of



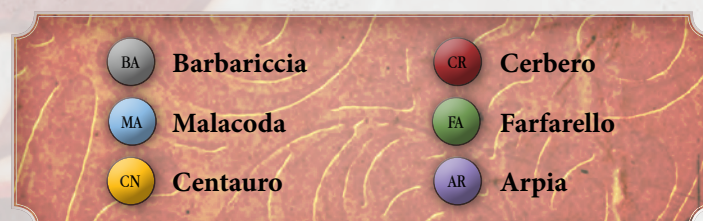
the game; these cards will be useful in deciding which Exorcism Card objectives the Mage was able to satisfy (see page 11).

- When a Mage summons one of the Demons in this expansion, they must take the relative card from the Lucifero Evocations Deck; if none of the summoned Demons' cards are available in the deck, the Evocation fails without producing any results.
- When a Demon summoned by a Mage is removed or defeated, the Evocation Card must be returned to the Lucifero Evocations Deck.

Lucifero Evocation Tokens (48)



These numbered tokens are used to identify Lucifero's Evocations. Each time Lucifero summons a Demon, the token with the matching progressive number and color indicated on the Demon's card must be inserted into the base of the Demon's model.



Evocation Models (18)

These models are used by both Lucifero and Mages as Evocations; they can be used in both Inferno games and Black Rose Wars core games.

When summoned by Mages, these Evocations are marked with Rose Pins as usual. In a game of Inferno, when summoned by Lucifero, the Lucifero Evocation Tokens are used to mark the model.



Evocations (18)



5 Farfarello



3 Centauro



Lucifero

Barbariccia



8 Arpia

Perilium (6)



The Perilium is a numbered disc that can be set with a value ranging from -5 to +5. At the start of the game, the Mage will take the Perilium and set it to 0. During the game, various elements may increase or decrease the value of the Perilium.

Any effects that bring the Perilium beyond +5 or below -5 must be ignored.

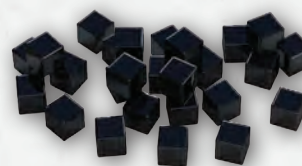
Reference Card (6)

Contains an explanation of the various effects of the 19 Inferno rooms.



Damage/Instability Tokens (10)

Lucifero is a very powerful enemy to take on. Through the use of his Evocations, he is capable of inflicting more Damage and Instability than even the Black Rose. For this reason, when you play Inferno, you'll need to add the 10 damage/instability cubes supplied with this expansion to your stack.



Infernal Activation Tokens (11)

Infernal Activation Tokens are provided in Inferno which are used specifically to play the "Summoner Wars" expansion included in Inferno (see page 18). They can also optionally replace any normal Activation Tokens of the core game to create different configurations of the Lodge, producing unexpected combinations of effects.



Forgotten Spell Cards (2)

These cards can be added to the Forgotten Spells in a normal Black Rose Wars core game to summon Lucifero and Barbariccia. They cannot be used in a game of Inferno.



Game Setup

Follow the normal game setup as described in the **Black Rose Wars** core game rulebook except for the following:

Point 1. Instead of the Black Rose room, take the Tartaro room (with the color Black) and position it at the center of the table. Instead of the Throne Room, take the **Bolgia dei Ladri** and position it next to any side of the Tartaro room.

Points 2 and 3. Instead of using the rooms and Activation Tokens supplied with the core game, use those supplied with this expansion.

Points 4 and 5. As described in the core game rulebook.

Point 6. Use the equivalent materials from this expansion instead of those from the core game. Keep the core game Evocations Deck close to the Power Board (excluding Malacoda and Cerbero); do not mix it with the Evocations Deck supplied with this box.

Point 7. Use the equivalent materials from this expansion instead of those from the core game. The player that most recently committed one of the seven deadly sins in real life takes the Crown of Minos token for the first turn. If no one has, or no one is willing to admit to it, choose the one who most recently wanted to commit one of the seven deadly sins.

Points 8, 9, 10 and 11. As described in the core game rulebook.

Then follow these additional game setup steps:

12. Place the Lucifero board between the cells of the last and first player, then place the Lucifero Actions Deck corresponding to the first Moon Phase on this board.

13. Place Lucifero in the Tartaro room at the center of the play area.

The holder of the Crown deals each player a randomly selected Lucifero Evocation card. In turn order, each player will place the Evocation corresponding to the card they received in one of the rooms adjacent to Tartaro, selecting a room that is not already occupied by other Evocations. These Evocations belong to Lucifero.

14. Deal 2 Exorcism cards to each player. Each player chooses one and places the other back in the box without revealing either card.

15. Each player takes a Perilium and sets it to 0.

The Crown of Minos



The rule of the Crown of Minos replaces that of the Crown when playing Inferno and not only grants the first turn, but also the possibility to decide what happens if a decision needs to be made that isn't covered by the rulebook (in the case of ambiguity between all Inferno cases and the various schools of magic).

Playing Inferno

A game of Inferno follows the same rules as a normal game of Black Rose Wars. Lucifero acts exactly like an additional player and will control his Mage following the normal game turn.

To play a game of Inferno, most of the materials supplied with this expansion will be used to replace those of the core box (see Game Setup); specifically, the core game elements that will be replaced are: Rooms, Activation Tokens, Quests, and Events.

The rest of the materials in this expansion, except for the Forgotten Spell Cards, are added to the remaining elements from the core game.

The game phases work as they would in a core game of Black Rose Wars, with the following exceptions:

Black Rose Phase:

Use the standard core game rules. Replace the standard Event cards with the expansion Event cards.

Study Phase:

The core game rules are followed.

Preparation Phase:

Use the standard core game rules.

Action Phase:

The core game rules are followed, except when managing Lucifero's activation (see page 10).

Evocation Phase:

The core game rules are followed, except when managing Lucifero's Evocations (see page 10).

Clean-up Phase:

The core game rules are followed.



Anlinferno

Lucifero

*All your pomp has been brought down to the grave,
along with the noise of your harps;
maggots are spread out beneath you, and worms cover you.
How have you fallen from heaven, morning star, son of the dawn!
You have been cast down to the earth, you who once laid low the nations!
You said in your heart:
"I will ascend to the heavens, I will raise my throne above the stars of God;
I will sit enthroned on the mount of assembly, on the utmost heights of Mount Zaphon.
I will ascend above the tops of the clouds; I will make myself like the Most High."
But you are brought down to the realm of the dead, to the depths of the pit.
"Isaiah"*

Using Lucifero:

Lucifero is treated like a player, his board is placed between the first and last player of the first game turn. Once this position is set it is never moved once the game begins, regardless of changing the first player. His model, placed in the Tartaro Room, is treated as if it were his Mage model.

Once the player on the right of Lucifero's board has acted, Lucifero must play his turn. The player holding the Crown draws and applies the effects of one of the Lucifero Action Cards. They will play out the effects to the best of their abilities; not all the effects of the card will necessarily be applicable (for example, Evocations might be missing).

After having resolved the effects of the Lucifero Action Card, the latter will be added to the pile of discarded Lucifero Actions on his board. If there are no Lucifero Action Cards to draw, the discard pile is mixed to form a new deck from which to draw. If there is a conflict of choice for Lucifero's action, the player with the Crown decides what happens.


Lucifero Model:

The Lucifero model and the room it occupies follows these rules:

- The room occupied by the Lucifero model cannot contain any other models apart from the Lucifero one.
- When the Lucifero model enters a room occupied by other models, they must be moved out: starting from Lucifero, the Mages will move the models under their control (Mage and Evocations) into an adjacent room of their choice. The movements of Evocations under Lucifero's control will be decided by the holder of the Crown, following a simple guideline: the Evocations must be moved with the aim of occupying as many rooms as possible.
- The room occupied by the Lucifero model cannot be activated in any way, not even through spells or room powers.
- No Instability Tokens can be placed in the room occupied by the Lucifero Model unless by Lucifero himself.
- The Lucifero model can be attacked with physical attacks by Mages in adjacent rooms to the Lucifero model. These attacks are considered range 0.

Example: Calculation of Threat Value

Nero's Perilium is set to a value of 2. He has a total of 18 PP, while Lucifero has a total of 15. Nero has 3 PP more than Lucifero; by adding this to his Perilium of 2 we have Nero's Threat Value, that is, 5.

- The Lucifero model blocks Mages' line of sight.
- The Lucifero model is considered a Mage, therefore it can be targeted by spells with target , which indicate a "Target mage" in the description. Damage, damage conversion and instability conversion work as normal against Lucifero, but nevertheless, the Lucifero model cannot be moved in any way by other Mages' spells or by other game effects; therefore, ignore any effect that would move it from its current position.
- The Lucifero model is considered the owning Mage of all his Evocations.

Evocation Phase:

When it is Lucifero's turn to activate his Evocations, proceed according to the following points:

- Calculate the **Threat Value** of each Mage: this value can be positive or negative and is equivalent to the number of Power Points of the Mage Token on the Power Board in comparison to Lucifero's Power Point Token value. To this value, add or subtract the value currently indicated on the Mage's Perilium (see page 8, and the example, above). If the Mage Token is behind Lucifero's Token on the Power Board, its Threat Value (before including the Perilium value) will be a negative number (-1, -2, -3...); if on the other hand the Mage Token is in front of the Lucifero one, its Threat Value (before including the Perilium value) will be positive (+1, +2, +3...).
- Check which of the Lucifero Evocations are activated based on the **Demonic AI** rule. This check must be carried out in the following order based on the Lucifero Evocations in play: Barbariccia; Malacoda from 1 to 3; Centauro from 1 to 3; Cerbero from 1 to 3; Farfarello from 1 to 5; Arpia from 1 to 8.

Demonic AI

Once the Demon that must act has been selected, check whether there is at least one Mage within the value of the Evocation's Movement with a Threat Value equal to or higher than its Aggressiveness as shown on its Inferno Evocations Card (see page 6). If so, the Evocation is **activated**, otherwise its activation is skipped.

Activation: the Evocation moves and attacks the Mage with the highest Threat Value among those within its own movement. In the case of equal values, the Evocation attacks the closest Mage. If the situation is still equal, the holder of the Crown of Minos will decide which target is attacked.

Fallen Angel

As his Demon ranks are slowly worn down, Lucifero will use his special power, Fallen Angel, to annihilate his enemies.

After resolving a Lucifero Action Card, if it was not possible to summon at least one of the indicated Demons (B), this power will be activated. When this happens, Lucifero inflicts one wound for each non-summoned Demon to each adversary model in the rooms adjacent to his own.

Incapacitating Lucifero:

Lucifero cannot be defeated, however he can be temporarily Incapacitated following these rules: Lucifero has 17 Health Points as indicated on his sheet.

When the Damage Tokens on Lucifero's life bar reach the maximum number of Lucifero's Health Points (17), he is considered **Incapacitated**.

As with a normal Mage, when Lucifero is Incapacitated, the Mages that participated in his defeat gain PP according to the logic below:

Power Points for Damage:

- ⑥: 1st place (most damage dealt)
- ④: 2nd place
- ②: Participation (any others that dealt any damage)

If one Mage dealt all of the damage to Lucifero, they alone gain 10 Power Points.

The Mage who dealt the final blow takes a **Trophy Token** from Lucifero.

After calculating the score, remove all the Damage Tokens from the Lucifero board and place the **Incapacitated Token** on the Lucifero model.

Incapacitated Lucifero:

As long as the Incapacitated Token is placed on the Lucifero model, he is considered Incapacitated and the following rules apply:

- The Lucifero model remains in place and continues to follow its normal rules.
- Lucifero cannot be dealt any new Damage.
- When it is Lucifero's turn in the Action Phase, the player with the Crown of Minos draws a Lucifero Action Card. If the Awakening icon (A) is present on the card, remove the Incapacitated Token from his model and apply the effects of the drawn card; otherwise Lucifero skips the Action Phase.
- At the start of the next Black Rose Phase, remove the Incapacitated Token from Lucifero.

Note that even if Lucifero is Incapacitated, his Evocations will act normally during the Evocation Phase.

Example: Incapacitated Lucifero

Tessa inflicts the last 3 wounds on Lucifero, which brings him to a total of 17 wounds, thus defeating him. Tessa has inflicted a total of 7 wounds on Lucifero and ends up in first place

Tessa 7 wounds: 1st place 6 points

Nero 6 wounds: 2nd place 4 points

Telmia 4 wounds: Participant 2 points

Moreover, Tessa receives Lucifero's Trophy Token.

Tessa declares to have completed her turn.

It is now Lucifero's turn, a player near his board flips the first Lucifero Action Card to determine whether or not he can act. The flipped card reveals the Bearer of Souls, which doesn't contain the Awakening icon; the Lord of Hell, therefore cannot act until the next round.

In the next round, the player flips another Lucifero Action Card, Humiliate, which this time does contain the Awakening icon, so the player reads the effects and immediately applies them. From this moment on, Lucifero is once more in play until he is dealt 17 Damage again.

"I'm sorry Mages, but this is Hell!"

Endgame



The endgame follows the same rules as those in the Black Rose Wars rulebook (page 35) until point 4.

Replace point 4 with the following:



4. **Holder of the Crown:** the holder of the Crown loses 1 Power Point.



5. **Exorcisms:** Each Mage reveals their Exorcism Card and gains the points indicated for each successfully completed assignment on the card.

Demons

Demons summoned by Lucifero

The Demons are spawned by following the effects of the Lucifero Action Cards.

Once summoned, the Demons are considered for all intents and purposes normal Evocations and Lucifero is considered their Owner.

When a Lucifero Evocation is generated, it must be spawned in a room adjacent to the one with Lucifero. Except for the initial Evocations, it is always the player with the Crown who chooses

in which room to spawn the Lucifero Evocation. If 2 or more Evocations are generated at the same time, they must be spawned in different rooms for as long as possible.

When a Demon is eliminated by a Mage, all Mages immediately gain a number of PP equal to the number indicated on the Evocation Card.

The Mage that inflicts the last wound on the Demon receives its card as a Trophy (see Exorcism Cards, page 5).

Barbariccia



Barbariccia is immune to any damage caused by the effects of Spell Cards but can be wounded by the Physical Attacks of Mages and any other Evocations.

Each time Barbariccia ends her activation, a Lucifero Activation Card must be drawn and its main action (see "C", page 5) is resolved (the Evocation action - "B" of page 5 - is not resolved in this case).

Malacoda



When Malacoda defeats a Mage, Lucifero obtains 5 Power Points and the Mages that would have gained Power Points from the Mage's defeat do not gain any Power Points, regardless of the Damage Tokens on its board.

Arpia



An Arpia's attack inflicts 2 Damage plus one additional wound for every other Arpia model present in the same room.

Note: Arpia has an Aggressiveness value of -5 (making it much more likely she will activate).

Centauro



The Centauro's attacks strike all adversary models in the room and therefore do not affect the Lucifero model and the Evocation models he controls.

Cerbero



When Cerbero attacks, remove a Damage Token on its card. The Damage Token to be removed is chosen by the holder of the Crown.

Farfarello



When Farfarello attacks a Mage, a Lucifero Instability Token is placed in the Farfarello model's room.

Note: Farfarello has an Aggressiveness value of -3 (making it much more likely he will activate).

Demons summoned by Mages

Demons can be summoned by Mages through the activation of certain rooms, or, in the case of Barbariccia and Lucifero, using the Forgotten Spells contained in this expansion. (Note: the Forgotten Spells provided in this expansion may only be used in the core game.) These Evocations follow the rules presented in the Black Rose Wars core box.

Unlike Demons summoned by Lucifero, the elimination of a Demon summoned by a Mage does not grant any Power Points and does not count toward achieving the objectives of the Exorcism Cards (see page 5).

Optional Rule: Alternative Evocations

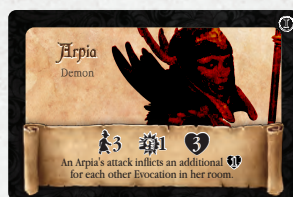
When any game effect allows a Mage to summon Malacoda or Cerbero, the Mage can choose whether to summon the version in the Black Rose Wars core game or the one in this expansion.

Malacoda



When Malacoda is removed from the game in any way, its controller loses 1 Power Point.

Arpia



An Arpia's attack inflicts 1 wound plus one additional wound for every other Evocation present in the same room, regardless of these models' controllers.

Farfarello



When Farfarello attacks, the Mage controlling it places an Instability Token in the same room as the Farfarello model.

Centauro



Attacks by the Centauro strike all adversary models in the room and therefore do not affect the Mage model controlling it and the Evocation models they control.

Cerbero



When Cerbero attacks, its controller can remove a Damage Token from their own sheet or from Cerbero's card.

Barbariccia



Straight Effect: summon Barbariccia in a room of choice, Barbariccia acts immediately. Barbariccia is immune to the effects that remove Evocations and can only be wounded by other Evocations. When using this Spell, you place her on the board and then you may either activate her immediately, or instead of using her model, you may activate any other Evocation in the Lodge as if temporarily under your control (damage and instability placed by that Evocation will become yours).

Reverse Effect: choose up to 3 Evocations in play that are not under your control. They become yours, change the Rose Pin on their bases. If by controlling them you exceed the limit of 3 Evocations, you can decide to remove some (or all) of your current Evocations, or some (or all) of the 3 newly controlled ones.

Lucifero



Straight Effect: summon Lucifero in a room of choice, Lucifero acts immediately. When he appears, all the Models in the same room must move to an adjacent room in turn order. The Lucifero model uses the rules explained in the paragraph "Lucifero Model" (page 10). Lucifero can attack Models found in rooms adjacent to his own and vice versa.

Reverse Effect: summon 3 Demon Evocations from among those available in the Evocations deck of the core game or Inferno. The Evocations must be placed in 3 different rooms and act immediately. Lucifero and Barbariccia cannot be summoned using this effect.

Fading Evocation: The Lucifero Evocation Card contains two icon boxes. When this card comes into play, a Black Rose Damage / Instability Token is placed on each of these icons. During each Clean-up Phase, one of these tokens is removed; when the last counter is removed, Lucifero leaves the game.

Infernal Rooms

Tartaro



Room characteristics

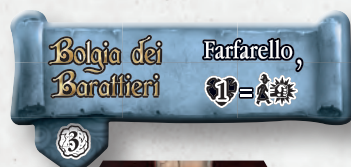
Instabilities ①⑩ Points ⑥

Room effect

You must discard 3 spells from your hand to your memories. Draw the first 3 cards of the Forgotten Spells deck: choose 1 and add it to your hand. Place the others at the bottom of the Forgotten Spells deck in any order you like. Draw a Lucifero Action Card, and resolve its effects.

Once played, the Forgotten Spells card must be removed from play during the Clean-up Phase.

Blue Rooms



Room characteristics

Instabilities ⑥ Points ③

Room effect

Summon 1 Farfarello under your control. You can suffer 1 damage inflicted by Lucifero (the Black Rose) to make the Demon act immediately. Farfarello has the characteristics M:3 A:1 V:3. When Farfarello attacks, moreover, "convert 1 Instability Token on its room."

Name translation: Dealers' Bolgia.



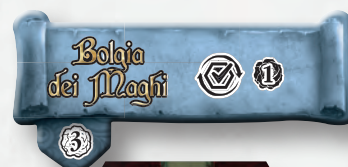
Room characteristics

Instabilities ⑥ Points ③

Room effect

Choose a target Mage within range 1, they lose 1 PP. You gain 1 PP. Suffer 1 damage inflicted by Lucifero (Black Rose).

Name translation: Traitors' Circle.



Room characteristics

Instabilities ⑥ Points ③

Room effect

Copy the effect of another room other than Tartaro. Beware: this effect does not resolve the Quests of the copied effect. The activated room is always the Bolgia dei Maghi. Lucifero (the Black Rose) gains 1PP. If you use this room with the core game rooms, you cannot copy the effect of the Throne Room or Black Rose Room.

Name translation: Mages' Bolgia.

Yellow Rooms



Room characteristics

Instabilities (5) Points (2)

Room effect

Look for any card from a discard pile of the Library and draw it.
Suffer 1 damage inflicted by Lucifero (the Black Rose) to repeat this effect once.

Name translation: Simoniacs' Bolgia.



Room characteristics

Instabilities (5) Points (2)

Room effect

You can heal up to 3 of your own wounds: choose 3 Damage Tokens on your Mage's board and remove them.
Choose a Demon under Lucifero's control that has Damage Tokens and remove 2 of your choice.



Room characteristics

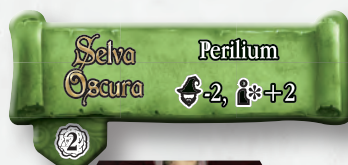
Instabilities (5) Points (2)

Room effect

Draw the first two Quest cards of the current Moon deck: if you have more than 2 Quests, discard one.
Draw and apply the effects of an Event Card.

Name translation: Stingy Ones' Circle.

Green Rooms



Room characteristics

Instabilities (4) Points (2)

Room effect

Lower your Perilium by -2.
Choose an adversary Mage and increase their Perilium by +2.

Name translation: Dark Forest.



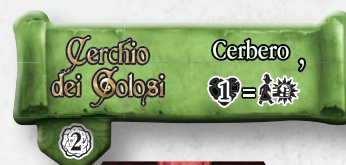
Room characteristics

Instabilities (4) Points (2)

Room effect

Inflict 1 damage on all models, either in this room or a single adjacent room. You and your Evocations do not suffer the wound.

Name translation: Blasphemers' Circle.



Room characteristics

Instabilities (4) Points (2)

Room effect

Summon 1 Cerbero under your control.
You can suffer 1 damage inflicted by Lucifero (the Black Rose) to make the Demon act immediately.
Cerbero has the characteristics
M:2 A:3 V:3
Each time Cerbero attacks, you can remove a Damage Token from your Mage's sheet or from Cerbero.

Name translation: Greedy Ones' Circle.

Red Rooms



Room characteristics

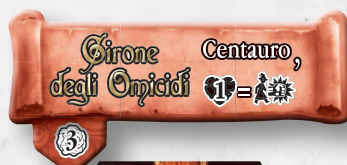
Instabilities ⑥ Points ③

Room effect

Draw 3 Spell Cards from your Grimoire, then discard one of them.

Suffer 1 damage inflicted by Lucifero (the Black Rose).

Name translation: Hell's Door.



Room characteristics

Instabilities ⑥ Points ③

Room effect

Summon 1 Centauro under your control.

You can suffer 1 damage inflicted by Lucifero (the Black Rose) to make the Demon act immediately. Centauro has the characteristics

M:3 A:2 V:3

Attacks by the Centauro are considered the Area type, they strike all adversary models in the same room.

Name translation: Murderers' Circle.



Room characteristics

Instabilities ⑥ Points ③

Room effect

You can move a maximum distance equal to your current Movement value; you must end this movement in a room occupied by an adversary Mage.

Make a Physical Attack against an adversary Mage in the room where you stopped; if the Mage is not defeated, he inflicts 1 damage on you.

Name translation: Wrathful Ones' Circle.

Purple Rooms



Room characteristics

Instabilities ⑥ Points ③

Room effect

Gain 1 PP.

You can heal up to 2 of your own wounds: choose 2 Damage Tokens on your Mage's sheet, and remove them.

The Demon under Lucifero's control with the highest Aggressiveness acts immediately regardless of whether or not there is a Mage with a Threat value to attack.

Name translation: Luxurious Ones' Circle.



Room characteristics

Instabilities ⑥ Points ③

Room effect

Choose 1 Spell on your Mage Sheet (Ready, Activated, or Used), and discard it to your Memories. Then, replace it with 1 Spell of your choice from your hand, and immediately cast it. Then, draw and apply the effects of an Event Card.

Name translation: Ruffians' Bolgia.



Room characteristics

Instabilities ①⑦ Points ⑤

Room effect

Obtain the Crown; if you already had it, suffer 1 damage inflicted by Lucifero (the Black Rose). The player that loses the Crown suffers 1 damage inflicted by Lucifero (the Black Rose).

Name translation: Thieves' Bolgia.

Gray Rooms



Room characteristics

Instabilities ⑥ Points ③

Room effect

Look at the first 3 Lucifero Action Cards; place them back on top of the deck in any order you choose.
Suffer 1 damage inflicted by Lucifero (the Black Rose).

Name translation: Heretics' Circle.

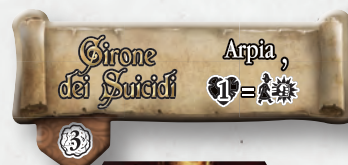


Room characteristics

Instabilities ⑥ Points ③

Room effect

Inflict 2 damage on a model in range 1. You cannot select Mages in their Cells.



Room characteristics

Instabilities ⑥ Points ③

Room effect

Summon 1 Arpia under your control.
You can suffer 1 damage inflicted by Lucifero (the Black Rose) to make the Demon act immediately.
Arpia has the characteristics
M:3 A:1 V:3
Arpia's attacks inflict additional damage equal to the number of Evocation models (under your control or otherwise) in the same room.

Name translation: Suicidal's Circle.



Summoner Wars

Summoner Wars is an alternative way of playing Black Rose Wars using the core box materials and some of the elements provided with this expansion.

In a game of Summoner Wars, the Evocations play a more significant role with respect to the core game; it will be easier to summon them and the Mages will activate them more frequently.



Game Setup

To play a game of “Summoner Wars” the standard game setup explained in the Black Rose Wars rulebook must be followed. Once all the rooms have been positioned, some of the Activation Tokens will be replaced by the Infernal Activation Tokens supplied with this expansion.

The Activation Tokens that need to be replaced are indicated on the following page along with an explanation of their effects.

During a game of Summoner Wars, the Forgotten Spells included in this expansion can be added to the Forgotten Spells deck, thus making it possible to see Barbariccia and Lucifero in action.

The expansion Demon models and their Evocation Cards should be kept close at hand. The rest of the material can be placed back in the box.

Attention!

The “**Return to Rest**” Quest Card included in the core game (Moon 1, card 014) doesn’t work during a game of Summoner Wars; remove the card from the Quest Deck.

Optional Rule: Chaos Rooms

(for use only with the core game)

To create even more chaotic games, this rule can be used to allow players to modify the effects of rooms as the game unfolds.

When the Moon changes, the Mage with the Crown can replace the Activation Tokens of non-destroyed rooms with the Infernal versions included in this expansion, or vice versa. The new Activation Tokens are always placed on the non-activated side, even if the room has already been activated (therefore, it can be activated a second time).

Optional Rule: Prodigious Summoners

This optional rule allows Mages to activate their Evocations during the Action Phase, in addition to the Evocation Phase as normal. This rule can be used during a game of Summoner Wars or a standard game of Black Rose Wars.

Using this rule, a Mage can spend one of their own Action Tokens to activate one of their Evocations instead of carrying out the standard actions it allows.

Infernal Activation Tokens



Room effect

Summon 1 Farfarello under your control. You can lose 1 PP to make the Demon act immediately.

Farfarello has the characteristics

M:3 A:1 V:3

When Farfarello attacks, also convert 1 instability token on its room.



Room effect

Remove 4 Damage Tokens from the Evocations under your control; you can remove them in any combination.



Room effect

Activate a target Evocation as if it were under your control.



Room effect

Summon 1 Centauro under your control.

You can lose 1 PP to make the Demon act immediately.

Centauro has the characteristics

M:3 A:2 V:3

Attacks by the Centauro are considered the Area type, they strike all adversary models in the same room.



Room effect

Place 1 Instability Token in each room where a Demon Evocation or Undead under your control is present.



Room effect

Summon 1 Cerbero under your control.

You can lose 1 PP to make the Demon act immediately.

Cerbero has the characteristics

M:2 A:3 V:3

Each time Cerbero attacks, you can remove a Damage Token from your Mage's sheet or from Cerbero.



Room effect

Choose two Evocation models found in the same room or within range 1 of each other. Each one inflicts Damage equal to the value of its attack on the other.



Room effect

Summon 1 Arpia under your control.

You can lose 1 PP to make the Demon act immediately.

Arpia has the characteristics

M:3 A:1 V:3

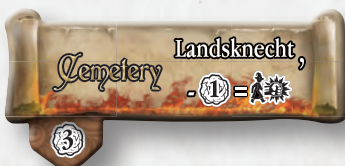
Arpia's attacks inflict additional wounds equal to the number of Evocation models in the same room.



Room effect

Remove one Cerbero or one Centauro under your control from the game, and summon two Farfarello or two Arpia within range 1.

You can lose 2 PP to make the two Demons act immediately.



Room effect

Summon 1 Landsknecht under your control.

You can lose 1 PP to make the undead act immediately.

The Landsknecht has the characteristics

M:2 A:2 V:3.



Room effect

Remove two Demon Evocations under your control from the game, and summon a Malacoda within range 1.

You can lose 2 PP to make the Demon act immediately.



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