S A T O R
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T E N E T
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R O T A S

Sator Box

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New and Modified Rules

Modified Setup

This rule replaces points 8, 9 and 11 of the Game Setup indicated in the Rulebook of the basic game of Black Rose Wars (page 16).

8. Starting with the First Player (proceeding clockwise from there) choose a **Mage**, take the matching miniature, the **Mage Card** and the **Custom spells** of the chosen Mage.

Choose a **color** among those Mage Cell colors chosen in step 4: ⬛🟥 🟩 🟦 🟨; ⬜ 🟪 if you own the Hidden Thorns expansion. Take all **Damage/Instability Tokens**, **Action Tokens**, **Rose Pins** of the chosen color from the core game box. Take the **Protection** and **Trap Tokens**, the **Trophy Tokens**, the **Mage Sheet** and the **Power Point Token** of the chosen color from this box.

9. Starting with the First Player, each Mage chooses their starting **Magic School** from those available; the six in the core game, the eleven in the Sator Box, and the Myth school in the Crono expansion if available (a School already chosen by another Mage may not be selected). Each chosen school becomes one of the six schools of the **Library** for the rest of the game (see 11). Then they choose their own **Starting Grimoire**. This choice is made between the two available on the back of the **Reference Cards** of the chosen School; select these spells from the Magic School according to the Starting Grimoire they chose. Everyone adds 1 of their **Custom Spells** to the chosen Grimoire. The remaining 2 Custom Spells are kept aside by the owner. When a change of Moon occurs, this player can add one of these cards to their Hand.

11. Place the decks of the **Magic Schools** selected by the players near the board, reachable by all players. Put the **Reference Cards** under the decks to indicate the Magic schools (see below). In games with less than six players, take a card from each school left out of the game; create a deck with them and shuffle it, then draw a number of cards from this deck equal to 6 minus the players participating in the game. The schools of origin of the extracted Spell Cards will be part of the **Library** of the game. The deck of Forgotten Spells should be set nearby - it will be needed when the game enters the Second Moon Phase. These seven decks make up the **Library**.

Becoming an Evocation

This rule replaces the rules of the reverse effect of Disfiguring Mutation in the Codex Arcana of the basic game of Black Rose Wars on page 14.

Some effects of the game allow Mages to become an Evocation; specifically, a Mage can become an Abomination, a Mutated Pigman, or the Necrodragon. When this happens, replace its model with that of the Evocation. For the duration of the effect, the Mage uses the 🏃 and 💥 characteristics indicated on the Evocation card instead of theirs; the Mage continues to use its normal Wound value. In the Action Phase, the Mage acts normally, in addition they can also act as an Evocation in the Evocation Phase following the instructions on the Evocation Card. A Mage in this state is considered to be both a Mage and an Evocation, and is influenced by Spells that can target either. Spells that remove the

transformed Evocation status of a Mage, will return the Mage to their standard form.

A Mage who is defeated while in the form of an Evocation returns to their Cell as usual; do not remove the Evocation form. If a Mage in an Evocation form is again transformed into an Evocation, replace the current Evocation with the new one (e.g., if a Mage has become a Mutated Pigman, and the effect of a spell makes it become a Necrodragon, the Mutated Pigman Evocation is removed and replaced by the Necrodragon). A transformed Mage returns to their Mage form using the rules indicated on the card for that Evocation.

🌀 Fading Evocations

This rule also affects the Abomination provided with the Black Rose Wars core game box; replace the Abomination Evocation Cards supplied with the core box with those in this box.

Some Evocations have one or more 🌀 icons. When one of these Evocations is summoned, place a Black Rose Damage/Instability Token on each of these icons. During each Clean-up Phase, one of these tokens is removed; when the last token is removed, that Evocation leaves the game. Some Evocations, such as Necrodragon, indicate alternative ways to remove tokens from their cards that replace the removal during the Clean-up Phase.

Auto Immunity

This rule replaces the lower box in the Rulebook of the core game of Black Rose Wars on page 26.

A Mage and the Mage's Evocations are immune to any effect produced by that Mage, their Spells or Evocations. As a result, a Mage cannot voluntarily inflict damage to them self or their Evocations. An Evocation cannot damage the Mage who summoned it or another Evocation under its control unless it acts under the control of an opposing Mage (in which case it will place Damage Tokens of the Mage who controls it for that action).

Effects of any kind never affect the Mage who generate them unless they are Trap or Defense effects, or the text of the spell explicitly states it. The only exceptions to this rule are effects that allow you to remove or convert damage to your Mage or Summons, or activate your Evocations.

New Magic Schools and Mechanics

🧙 Trickery

"Happiness, light-heartedness, and wonder are powerful feelings. Silly the Mage who underestimates them."

The Mage of the Trickery school mocks opponents, moves them, steals their Power Points, and hits them hard. Many of the strategies of this school aim at eliminating their opponents and positioning Instability. The Trickery Mage steals Power Points in chaotic and unmanageable ways. The trademark of these Mages are the peculiar evocations called Room Infestations. These immortal Evocations infest the Rooms, and it is almost impossible to get rid of them. Pink Elephants who trample the Mages in their crazy dance; animated objects that defend their room; floods and other oddities will invade the Lodge because of these crazy Spells.

Key elements of the spells: Opponent movement, Stealing Points, Instability positioning, focused damage, Room Infestations, Evocations, disturbing opponents.
Affinity with other schools: None... or maybe all!
Difficulty: Medium/High

Room Infestations Evocation Cards (green scroll)

Room Infestation cards are a new type of Evocation that allow Mages to add dangers to the Lodge Rooms.

These Evocations have no Health Points (♥), and do not take damage. However, they are considered as Models, and they can be targeted and eliminated only through Spells that remove them from the game. During the Summoning Phase, they act using only the effect indicated on their card and attack if they have the ✹ characteristic.

📘 Omnia

"True power is knowing everything."

The Mages of the Omnia school are practical and versatile. Direct pupils of the last Magister (who has now been deposed), these Mages know the secrets of all the six Black Rose primary Schools. Their magic does not focus on a single strategy, but pursues all ways: eliminate opponents, destroy the Lodge, complete Quests, and gain power. Simplicity and effectiveness are the heart of this school that ranges from starting fires to making one's opponents trapped. Nonetheless, Mages who decide to specialize in this school must be very careful about what they learn, mastering all possible strategies, and trying to pursue them at the same time. This school is only for great minds.

Key elements of the spells: Kills, Power Points, Instabilities, Quests, Events.
Affinity with other schools: All
Difficulty: Low

Blood

"Your crimson lifeblood! I don't want anything else from you since nothing can match its power."

Blood school Mages are masters of murder. They prefer the use of spells that poison the opponent and allow them to move like shadows. Their most formidable weapon is **Hashomer**, an Avatar of Death that they unleash against their opponents by taking advantage of the special Evocations (called **Hashomer Actions**). Command of Hashomer through these spells empowers the Mages of the Blood School to unleash his fury against their enemies.

Key elements of the spells: Kill opponents, melee damage, movement, Hashomer actions, Poìson, heavy damage on a single target, combinations with Hashomer presence.

Affinity with other schools: Transmutation, Enchantment, Myth.
Difficulty: Low/Medium

Poison Tokens

Some Blood School spells assign Poison tokens to the enemy Mages. These allow you to gain some perks, in addition to inflicting damage with a delayed effect.

Through the effects of the Blood School spells, it is possible to assign Poison Tokens to opposing Mages. A Mage cannot have more than 3 Poison Tokens assigned to it. The excess ones are discarded. It is not possible to assign more than the 12 Poison Tokens in the game.
A defeated Mage must still keep all Poison Tokens.

Whenever a Poison Token is assigned to an opposing mage, place a Damage cube directly on the token, using the color of the Mage who inflicted that status. Any effect that heals a Mage can be used to remove a Poison Token (along with the temporary Damage cube on it) Instead of removing a Damage cube from that Mage's sheet. All Poison Tokens will only cause Damage if they remain on the Mage into the following Clean-up Phase.

In the Clean-up Phase, all Poison Tokens assigned to a Mage are discarded, and the Damage cubes that were on the Poison Tokens are moved to the victim's sheet (even if the Mage is in their Cell). The affected Mage then discards cards from their hand based on the damage suffered: 1 to 2 damage - discard 1 card; 3 damage - discard 2 cards.

Hashomer Model

If, in the Setup phase, you add Blood School to the game, the Hashomer model must be placed in the Black Rose Room. Hashomer's model is immune to any effect from the game, does not activate Traps, and does not take damage. It can only be targeted by effects that would affect Hashomer Actions (see below).

Hashomer Actions (red scroll)

The Cards: Just like normal Evocations, they occupy one of the three dedicated spaces on the Mage Sheet. Each Hashomer Action Card shows the name of the action on the front and the game Effect.

In the Lodge: Summoned Hashomer Actions do not use a token or miniature for identification; they can be affected by targeting Hashomer's model and count as if they were Evocations in the room containing Hashomer. When Hashomer attacks via a Hashomer Action, it counts as if it were an Evocation attack. Hashomer Actions can be affected by effects that remove Evocations. To target them with one of these effects, you must target the Hashomer model and choose one of the Hashomer Actions in play.

Activate Hashomer Actions: Hashomer Actions can be activated in the Evocation Phase as normal Evocations or through the effects of spells from the Blood School during the Action Phase. Each Hashomer Action, when activated, describes a series of actions performed by the Hashomer model.

Elementalism

"Impure adulterers, rapists of our land; we are your punishment, finally arrived!"

Elementalist Mages favor the annihilation of their opponents through the wise use of the **Elements**, through combat magic and Evocations. By merging spells of fire, earth, water, and air, these Mages can invoke Lava Rains, Powerful Geysers, and summon powerful Elementals.

This school's spells can contain **Synergies** between Elements that, working together, can create more powerful effects than usual. Synergies are always between fire and earth, or between air and water. When a spell is played, if it contains Synergy with an Element present in one of the spells already revealed (Traps and Protections still covered do not count), the spell obtains the additional effect of the Synergy.

Key elements of the spells: Killing opponents, area damage, Instability, Evocations, Synergy between Elements.
Affinity with other schools: Destruction, Necromancy.
Difficulty: Medium

Bardic

"Music is the key to the soul, the song of a veil of eternity. Challenge us and you will be like a sailor among the sirens: lost."

Any feeling - joy, fear, pain, anger - can be used as a blade sharpened by these Mages, capable of channeling magic into their music and songs.
Mages specialized in this particular type of magic exploit the versatility of music to create effects that can confuse opponents.

This devious magic benefits their opponents, allowing them to solve Quests, draw cards, heal friends and enemies, and obtain shared Power Points.
All these possibilities, if exploited properly, can benefit the Bard and influence the actions of their opponents with promises of help and power.

You should never take the temptations of a Bard lightly!

Key elements of the spells: Manipulate opponents, gain Power Points, solve Quests, disturb opponents, benefit opponents, heal.
Affinity with other schools: Conspiracy, Illusion, Destruction, Divination, Mind.
Difficulty: High

Cartomancy

"Cards are not mere tools of clairvoyance. Tarot cards manipulate fate and can influence it for better or for worse."

Mages who rely on Cartomancy gain complete control of their Grimoire and Library, as well as being able to influence their opponents' Grimoire.

The spells of this school are represented by **Arcane Tarot cards**, each of which can change fate in mysterious ways. A Cartomancer needs to manage their hand of cards in the best possible way, and these spells help by allowing this mage to draw more cards than usual from your Grimoire and Library, and, above all, to discard unwanted cards for some benefit.

Key elements of the spells: Kill opponents, draw cards, discard cards, Power Points, Spell Quests, Evocations.
Affinity with other schools: Divination, Necromancy, Mind, Elemental.
Difficulty: Medium/High

Tarot Cards Quest

Some spells of the Cartomancy School allow you to solve Quests contained in them, keeping them covered until you can satisfy their requests.

Some of these school's spells contain **Quests** (quite similar to the core game Quests) instead of one of the two effects.
As for Trap and Protection spells, when you activate one of these cards using the Quest effect, the card remains covered, and a **Quest Token** is placed on it. At any time during the current turn in which the Quest objective can be completed, this can be revealed and resolved (like a standard Quest). The card is discarded and will not count in the final ranking to determine who solved the most Quests.

Mind

"The only real control worthy of being exercised is that of the mind. Mind shapes reality, and I shape minds."

Mind Mages exercise complete control over the wishes of their opponents, manipulating them like puppets. The Mind magic allows you to move your opponents, steal their power, control their Evocations, or even transform them into filthy Pigs that are subject to the will of those who dominate them!

Key elements of the spells: Control opponents, Traps on rooms, subtract Power Points, inflict wounds, transform opponents into Mutated Pigmen, control Beasts.
Affinity with other schools: Illusion, Cronomancy, Conspiracy, Blood.
Difficulty: Medium

Mutated Pigmen

Mind School allows you to transform your opponents into Pigmen submissive to your will.

Some effects present in this school's spells allow you to transform target Mages into a **Mutated Pigman**. When they do, summon a Pigman as you would any other Evocation, and change the target Mage model with a Mutated Pigman model. The Mage will use this model until the Spell effect wears off.

The turn of the transformed Mage is not affected, but the following rules apply:
- The Mage is considered both Mage and Evocation (**Beast** archetype).
- As indicated on the Evocation card, the rooms where it is located cannot be activated by anyone, including the transformed Mage.
- During the Evocation Phase, it is treated as an Evocation under the control of the Mage who transformed it; the controlling Mage can only use it to move and attack.
- If the transformed Mage is defeated, do not remove the Mutated Pigman transformation.
- At the end of the Clean-up Phase, the effect wears off.

Any effect that removes or kills an Evocation does not kill the Mage but only removes the Mutated Pigman model (which returns to the form of the original Mage) and the relevant Evocation Card.

Enchantment

"The Gods have given me these powers; now they too tremble before me!"

This school's Mages are warriors and strategists who summon powerful artifacts forged in the lava of Vulcano to annihilate their enemies.
Among these artifacts are the Axe of Aetna (to tear apart the most resistant armor), the Blade of Aithérios (imbued with vibrating magic which pierces enemies), and the Tartarus' Hammer (forged with the wrath of the Titan Perse to make the earth tremble with his heavy blows). These and other artifacts of unspeakable power accompany the Enchanting Mage.

Key elements of the spells: Kill opponents, Area damage, enhance Physical Attacks, solve Quests, Power Points, activate rooms, synergies between Equipment.
Affinity with other schools: Transmutation, Myth, Blood, Divination.
Difficulty: Low/Medium

Equipment Evocation Cards

Equipment Cards are a type of Evocation that empower the Mages that summon them.

The Cards: Just like normal evocations, they occupy one of the three dedicated spaces on the Mage Sheet.
Each equipment card shows the name of the object on the front, its Health Points and the game effect.

Spell Cards: If the Equipment icon is present on a Spell card of the Enchantment School, the linked text effect can be activated.

In the Lodge: Equipment items do not use a token or miniature for identification; they are considered equipped by the Mage and are identified by their card alone.

Damage and Health Points: Equipment can be targeted as if it is an Evocation in the equipped Mage's room.
Nevertheless, they do not suffer room effect damage like other models if the ⊘ icon is present on their card.
When an Equipment item is struck by an enemy effect, the attacker assigns damage of their color, just like a normal evocation.
When the damage tokens on an Equipment card reaches the number of Health Points, the Equipment breaks and its Mage removes the corresponding card from their sheet.

Demonology

"Under the mask, my thousand faces are hidden. Through them, I have deceived, corrupted, and subdued the demons that infest the lands of my ancestors...now you will get to know them."

The Demonological Princes, as the Mages of this school call themselves, have sacrificed a part of their soul to have the power to open gashes in the fabric of reality, from which they draw demonic hosts under their control.

In addition to dominating powerful malevolent energies to influence vast areas with destruction and death, a Demonologist Mage can count on the strength of the demons of the eastern lands, such as the Kappa, Tengu, Oni and the terrifying Kyuubi no Kitsune.

Key elements of the spells: Kill opponents, area damage, Evocations, Demon Control, Traps.
Affinity with other schools: Destruction, Elemental, Void.
Difficulty: Low/Medium

Void

"The Void looks at you. The Void awaits you. It is essential, terrifying, inevitable; abandon yourself to it and forget even death."

Mages who approach the powers of Void are ready for anything, even to lose their very essence, to acquire incredible power. The spells of the Void cancel reality and are particularly useful in generating Instability, through which the Void Mages disrupt the world as they pass. Mastering space distortion, Void Mages may move from one place to another in the blink of an eye.

The most daring connoisseurs of the Void manage to manipulate it by giving shape to nightmarish creatures such as the terrifying **Dagon**.

Key elements of the spells: Instability, Moving Instability, Immunity Effects, Room Destruction, Summoning Demons.
Affinity with other schools: Transmutation, Demonology, Myth.
Difficulty: Medium

Chronomancy

"Time is the second largest tyrant in any universe. I am the first... "

Chronomancers are the masters of time. They manipulate time at their pleasure, being able to travel into the future (returning to the present strengthened by that knowledge) or by moving to the past to set traps for current versions of their enemies.

With their powers, the Mages of this school slow down magic and distort the timeline, thus turning it against those who trigger it.

Key elements of the spells: Stealing Power Points, Traps, Protections, Killing opponents, Interrupt Effect, spells played from the hand.
Affinity with other schools: Conspiracy, Destruction Divination, Illusion.
Difficulty: High

Interruptions

Interruptions from the Chronomancy School can be played from the hand to hinder opponents.

Some of the Chronomancy School spells have an **Interrupt effect** (✋), both of their effects are shown in the same way but have different colors.

To play the standard effect, follow the normal rules. To activate the Stop effect, the card must be played directly from your Hand during an opponent's turn.

Each of these effects can only be played in the specific situations indicated. For the same specific situation, it is possible to play all the Interruption cards you want, resolving them one at a time, and then discarding them in your Memories.

Components

Important: All the "Solo Play" components are identified by the symbol ⚜.

Activation Tokens (8)

In the "Solo Play" mode, some Activation tokens in the core game rooms are replaced with those provided in this expansion . Activation tokens and their effects are explained below.

Black Rose Room 🗝3=3📖 1️⃣ ⟨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. Once played, the Forgotten Spells card must be removed from play during the Clean-up Phase.

Crypt Black Rose Evocation 🚶 ⟨3⟩

Room effect
Choose a Black Rose Evocation that has an Aggressiveness value equal to or less than your Perilium, and move it to reach this room.

Bibliotheca ⚜📖1 ⟨2⟩

Room effect
During the next Clean-up Phase, choose a Spell on your Mage Sheet and return it to your hand; you cannot return Forgotten Magic to your hand.

Throne Room Perilium -1 ⟨5⟩

Room effect
Reduce your Perilium's value by 1 until the end of the Game Turn.

Pleasures Room ← ⬟ → ⟨3⟩

Room effect
Move one of the Events on the Event Board one space (forward or backward). Space reached must not currently be occupied by another Event Card.

Mirrors Room ⬡ 🚫 ⟨3⟩

Room effect
Copy the effect of an already activated room. Beware: this effect does not resolve the Quests of the copied effect. The activated room is always the Mirrors Room. You cannot copy the effect of the Black Rose Room.

the Abyss ~~Black Rose Evocation~~ ⟨3⟩

Room effect
Choose a Black Rose Evocation in this room or an adjacent one that has an Aggressiveness value equal to or less than your Perilium. Remove that Evocation.

Arena Black Rose Evocation 🚶 🗡 ⟨3⟩

Room effect
Choose a Black Rose Evocation; shift it into this room. Play a spell from your hand. If the moved Evocation is still alive, it attacks you.

Solo Play Quests (15)

In the "Solo Play" mode, only the 15 Quests supplied with this expansion are used. Otherwise, the Quests for the "Solo Play" mode work exactly like those of the core game.

Solo Play Events (15)

These cards replace the core game Event Cards for "Solo Play" games. Solo Play Event Cards contain the following information:

(**A**) The number and the type of Evocations summoned by the Black Rose, this effect is performed only once, when the card is revealed.

(**B**) The main action of the Black Rose.

(**C**) The position where the Event comes into play and the Power Points earned by the Black Rose (as for the core game).

(**D**) Objective: a task to be solved to earn the indicated Power Points and immediately remove the Event from the Event Board.

Evocation Tokens (30)

These numbered tokens are used to identify the Black Rose Evocations.

Whenever the Black Rose gets an Evocation, the marker that shows the increasing number and the color indicated on the Evocation card must be placed in the base of the model, in the slots for the Pins of the Rose.

Perilium (1)

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 the value of the Perilium must always be set indicating a value equal to the difference in PP between the player and the Black Rose. Some elements of the game will increase or decrease the value of the Perilium.
Any effects that bring the Perilium beyond +5 or below -5 must be ignored.

Black Rose Evocations (31)

These cards contain the stats to use when the **Black Rose** controls any Evocations and are for use only during a game in the "Solo Play" mode. Any time **the player** controls any Evocations (even during solo play), they use the Evocation cards provided in the core game. These new Evocation cards present additional information necessary to manage their activations for the Black Rose:

(**A**) **Aggressiveness:** When it is time to activate the Black Rose Evocations, each Evocation will act only if the Mage has a Perilium Value equal to or higher than its Aggressiveness (see the box "**Activating the Black Rose**" on page 12).

(**B**) **Identification Code:** Each Black Rose Evocation has an Identification Code consisting of a colored icon, which indicates two letters of the model name and an increasing number. When the Black Rose summons an Evocation of a specific type (see Event Cards of the Black Rose), it summons that type with the lowest progressive number. When the Evocation's model is placed on the game board, the Black Rose Evocation token with the corresponding code and increasing number must be placed on its base. In this way, you can always identify the Evocation on the game board, to see which model corresponds to each Evocation card.

Solo Play Setup

Run the standard game setup as indicated in the Black Rose Wars core box rulebook with the exceptions shown below:

Steps 1 and 2. *As indicated in the core game Rulebook.*
Step 3. Replace the Activation Tokens indicated in the game components of the "Solo Play" mode (*see page 10*), and use the remaining Activation Tokens provided in the core box.
Step 4. Place a single Mage cell face up as you wish on the game board.
Step 5. *As indicated in the core game Rulebook.*
Steps 6 and 7. Use this expansion material. Keep the Evocation Deck from the base game close to the Power Board, but do not mix it with the Evocation Deck of the Black Rose that comes with this box.
Step 8. *As indicated in the core game Rulebook.*
Steps 9, 10 and 11. Ignore these steps.

Then perform these additional steps:

12. Place your Mage token and Black Rose token on the Power Point track.

13. Take the Perilium and set its value to 0.

14. Choose and compose one of the preconstructed Decks as indicated on the following page, and add Personal Spells to it.

15. Choose the game difficulty between Easy, Medium, or Hard. Shuffle the Black Rose Evocation Deck and draw 4 cards if you chose Easy, 6 if you chose Medium, and 8 if you chose Hard. Place the model of the first Solo Evocation card drawn directly into the Black Rose Room. Place the model of the second drawn Solo Evocation card into the Throne Room. Then, continue to place models of Solo Evocation cards in the order they are drawn into rooms adjacent to the Black Rose Room starting clockwise after the Throne Room until all Black Rose Evocations are placed.
NOTE: when playing at the Hard difficulty level, you must place 8 Black Rose Evocations; in this case, place the final drawn Evocation model into the Black Rose Room with the first. If the Infamy of Crete is present among the cards drawn, replace it with another card, and reshuffle its card in the deck.

Activating the Black Rose

When it is the turn of the Black Rose, the player activates the Black Rose Evocations by following these points:

The Mage compares the value of his Perilium with the Aggressiveness value of each Black Rose Evocation present in the Lodge. All Evocations with Aggressiveness equal to or less than the player's Perilium will activate. The activation order, based on the Evocations present, is always the following:

- Mutant Altar from 1 to 5.
- Andromeda from 1 to 3.
- Landsknecht from 1 to 8.
- Divine Altar from 1 to 5.
- Cerbero from 1 to 3.
- Bone Knight from 1 to 3.
- Malacoda from 1 to 3.
- Infamy of Crete.

Once an Evocation is activated, perform the first of the following actions (starting from the top). The action must be able to be performed entirely; otherwise move on to the next.
- The Evocation moves towards the Mage and attacks them.
- The Evocation moves to reach the Evocation controlled by the Mage and attacks it.
- The Evocation moves as close to the Mage as possible, always choosing to stay in the rooms with the least Black Rose Evocations.

During the Evocation Phase, in the Black Rose's turn, all its Evocations in the Lodge will activate, regardless of the value indicated on the Mage's Perilium.

Playing in solo

A game in the "Solo Play" mode follows the same structure as a regular Black Rose Wars game. Any choice to be made during the game that is not covered by the rules shown in the game material is made by the player. The phases of the game work as in a standard game, with the following exceptions:

Black Rose Phase
Follow the core game rules, but use only Solo Events. The effects of the Event cards must be resolved in order, first effect A, then effect B (see the previous page). These Events will typically summon enemies under the control of the Black Rose.

Study Phase
In this mode, the Library is not present; the Mage will only draw cards from his or her Grimoire (each game effect that indicates to draw from the Library will point to the Grimoire). In this phase, the Mage draws 4 cards and puts them in their hand, together with any cards held in the previous rounds.

Preparation Phase
Follow the core game rules.

Action Phase
The player takes the Mage's turn (up to 2 actions as in the base game). Each Spell that targets another Mage can target Black Rose Evocations in this mode, producing their effects if possible. PPs stolen from Mages are taken from the Black Rose.

Once the Player's turn is over, it is the Black Rose's turn, and the Player will control the activation of the Evocations by following the rules indicated in the "Black Rose Activations" box.

The Mage's turn and the Black Rose's turn will continue to alternate until the Mage runs out of the last available action (using all his Physical Actions and revealing all the Spells on his card); at this point the Action Phase ends.

Evocation Phase
In this phase, the Black Rose acts as if it were a player.
Follow the core game rules for the Mage. Once the player's turn is over, they will check the activation of the Black Rose's Evocations by following the rules indicated in the "Black Rose Activations" box above, with the difference that all those present will be activated, regardless of the current value of the Mage's Perilium.

Clean-up Phase:
Follow the core game rules.

Power Points and End Game

Earning Power Points (PP)

During a game in the "Solo Play" mode, the score is calculated differently than in the base game. To track the Power Points earned by the player on the Power Board, use the following rules:

- **Solo Play Quest:** These Quests confer the amount of PP indicated if resolved. Once resolved, they must be discarded. In this mode, the number of quests resolved does not give an additional score at the end of the game.
- **Solo Play Event:** These Events contain a goal. If the Mage manages to satisfy the requests contained therein, the player immediately gains the indicated PP and removes the Solo Play Event from the Event Board, discarding it.
- **Trophy:** Only the Black Rose can earn Trophies in this mode. Each Trophy in possession of the Black Rose at the end of the game will award it with 3PP.
- **Destroyed Room:** When a room is destroyed, whoever has the most Instability tokens on it immediately gains the amount of PP indicated on the Activation tokens. The Activation token is then discarded. In the case of a tie between the Mage and the Black Rose, the PP of the destroyed rooms are assigned to the Black Rose.
- **Crown:** The Crown is not used in this mode.

End Game and Final Score

The game ends when the Mage or the Black Rose reaches 30 PP on the Power Board.

At this point, add the PP obtained from the Trophies to the score of the Black Rose.

Once you have obtained the final score of the Black Rose, decide the winner of the game!

Preconstructed Decks

Use one of the following preconstructed decks as your Grimoire to face the Solo Play mode.

ANNIHILATOR

CONSPIRACY
- Magic Door

DESTRUCTION
- Obscure Armor
- Maelstrom
- Maelstrom
- Fireball
- Fireball
- Meteor Swarm
- Meteor Swarm

DIVINATION
- Forget the Grief

ILLUSION
- Shadow Step
- Shadow Step

NECROMANCY
- Ice Grip
- Bone Armor
- Sick Withering
- Sick Withering

TRANSMUTATION
- Stone Claws
- Stone Claws
- Unstable Flames
- Unstable Flames

DOMINATOR

DESTRUCTION
- Demon's Howl
- Demon's Howl

DIVINATION
- Arcane Vision
- Arcane Vision
- Read the Past and Future
- Read the Past and Future

ILLUSION
- Suggestion
- Suggestion

NECROMANCY
- Summon Obscurity
- Summon Obscurity
- Invoke Obscurity
- Invoke Obscurity
- Vampire's Bite
- Vampire's Bite
- Obscurity's Grasp
- Obscurity's Grasp

TRANSMUTATION
- Disfiguring Mutation
- Disfiguring Mutation

GATHERER

CONSPIRACY
- Whispering Wind
- Whispering Wind
- Magic Door
- Magic Door
- Obscure Intuition

DESTRUCTION
- Obscure Explosion

DIVINATION
- Arcane Vision
- Arcane Vision
- Forget Grief
- Summer Rite
- Autumn Rite
- Spring Rite

NECROMANCY
- Bone Armor
- Bone Armor

TRANSMUTATION
- Magic Eruption
- Unstable Bind
- Rite of Change
- Rite of Change
- Rite of Control
- Rite of Control

New Rooms

The new rooms presented in this expansion, identified by their golden title, can be freely used to replace those of the core game:

- During setup, you may add one of these new rooms to your game, but you must remove a core game room of the same color (players may mutually decide which room(s) to replace, or the First Player decides, if necessary). You must always end up with the same number of colored rooms.
- These new rooms do not have dedicated quests. When a player draws a Quest that requires a room in the base game that has been replaced, discard this Quest and draw a new one.

Cursed Temple — 2 Landsknecht

Room effect
Lose 1 PP and take 1 damage from the Black Rose, then Summon 2 Landsknecht in a room within Range 1.

Alehouse

Room effect
Move the target Mage into this room, then change the direction of one of their unresolved spells (other than the Quick Spell) so that when the spell is activated, the Mage must play the alternative effect to the original one programmed. If the card has two effects facing the same direction, the target Mage ignores this effect.

Eerie Machinery — , 3

Room effect
Discard 1 Quest, then Draw 3 Quests from the current Moon and keep one. Put the rest on the top of the Quest deck, in the order you prefer.

Cyclop's Forge

Room effect
Flip one of your already used Physical Actions. If you decide to lose 1 PP, you may repeat this effect.

Assassin's Brotherhood — Ezio

Room effect
Lose 1 PP, then summon Ezio to this room. See Ezio's Evocation Card for additional rules.

Garden of Ice and Fire

Room effect
Deal 2 damage to a single target within Range 1, or place 1 Instability in a room within Range 1.

Cyclop's Room — Equipment

Room effect
Draw two Artifact cards from the Artifacts deck, keep one and discard the other (see complete Artifacts rules on page 21).

Card's Room

Room effect
Discard 1 card from your hand into the Library: then gain 1 PP, or draw up to 2 cards from the Library.

Pigmen's Room — Pigmen

Room effect
Target Mage within 1 becomes a Mutated Pigman (see page 7 for complete rules).

Horologium

Room effect
You lose 1 PP to resolve the second effect of a Contingency or Combat type spell you revealed (the effect you see upside down).

Theater

Room effect
Return one of your ready and/or revealed spells to your hand and play a ready Trap Spell from your hand.

Clinging Swamp

Room effect
Place 1 instability in this room and 1 Instability in a room at Range 1.

Tana dei Troll

Room effect
Deal 1 damage to target Mage; then choose another Mage who deals 1 damage to the same target Mage (use only in games with 3+ players).

New Mage Sheets and Mage Cards

This expansion provides six new Mage Sheets that replace those of the base game and allow you to use the new 24 Mage Cards. Each player chooses a Mage Sheet during the game setup, and its color will determine the color of the Power Point Tokens, Trap / Protection Tokens, Action Tokens, and Trophy Tokens that they will use. The base game Power Point Tokens and Trophy Tokens must be replaced with those provided in this expansion. By inserting your Mage card in space **(A)** of the Mage Sheet, the maximum Health Points of the Mage **(B)** will also be indicated. When the damage counters on the Mage Sheet reach the white marker on the Mage Card, the Mage is defeated.

Mage Sheets

Mage Cards

Power Point/ Trophy Tokens

The Black Rose War - Campaign Mode

"The war began, and it would not be fought only in the Loggia di Torino. All over the world, the Magisters of the magic schools have coveted the place of the High Magister… this could lead to only one thing: Total War."

The War of the Black Rose is a Campaign in which players will control their Mage one game after another, following the specific rules of the different countries that will host them.

The War of the Black Rose takes place in a series of 7 Legendary Scenarios. After each game, the players will score on the Campaign Sheet (page 23). Legendary Scenarios grant Honorable Mentions to wizards who meet certain requirements. These particular prizes may be the key to the final victory.

During the Black Rose War, Mages will have the opportunity to keep some of the Spells obtained during previous games, which will replace those of the chosen base deck; in this way, advancing through the campaign, each Mage will be able to build a completely personalized deck.

Campaign Sheet (A)
At the beginning of the Campaign, write the names of the Mage and the Player (B) in the Campaign Sheet, presented to be photocopied on page 23.

End Game and Victory Points

The Campaign score is calculated differently from a standard game. At the end of each game calculate the score, in Victory Points (abbreviated vp), following the instructions below and reporting the values in the Campaign Sheet. After playing all 7 Legendary Scenarios the winner will be established.

(C) **Ranking Position** of the game just ended. The ranking **must not** include the Power Points given by: Trophies, number of Completed Quests, value of the Destroyed Rooms and that provided by the Crown

1°	7vp	4°	2vp
2°	5vp	5°	1vp
3°	3vp	6°	0vp

owner. So before counting the Points on page 35 of the core rulebook, Victory Points are assigned following vps shown in the boxes on the right.

Asymmetrical Mages
If you play the campaign with Asymmetrical Mages, consider their bonuses for the end-of-game PP for calculating the Ranking Position.

(D) **Activation Tokens:** Victory Points are awarded based on the total value in Power Points of the Rooms destroyed by each Mage, following the box on the right.

1°	6vp	4°	1vp
2°	4vp	5°	0vp
3°	2vp	6°	0vp

(E) **Completed Quests:** Victory Points are awarded based on the number of Quests completed during the game following the box on the right.

1°	5vp	4°	0vp
2°	3vp	5°	0vp
3°	1vp	6°	0vp

(F) **Trophies:** Victory Points are awarded based on the number of enemy Trophies gained, following the box on the right.

1°	3vp	4°	0vp
2°	2vp	5°	0vp
3°	1vp	6°	0vp

(G) **Crown:** in the space of the Crown, mark 1 Victory Point if you are the owner of the Crown at the end of the game.

(H) **Honorable Mentions (HM),** each scenario has its own Honorable Mentions that can assign different Victory Points to those who perform them. Each HM can be obtained only once per game.

Grimoire

At the end of each game, a player can replace **one** of his 6 starting Grimoire cards by marking them in the space provided (I). Forgotten Spells cannot be chosen for this purpose. If the player is able to choose a seventh spell, he will have to replace one of those previously chosen. This system guarantees a high level of personalization of your Mage.

End of Campaign

After playing all 7 Legendary Scenarios, add up all the partial Victory Points (L) and you will get the **winner of the Black Rose War!**

Custom Rules

Schools of Magic
In the Setup section of the Legendary Scenarios there is always a "Schools" section. Here, you will find the rules for selecting different schools that can give a small advantage to the player who obtained the worst result in the last game played. This part of the setup can be skipped in order to use the favorite schools of the game group; in this case, use the Setup rules on page 3 of this Sator rule book.

Legendary Scenarios
Although the Legendary Scenarios presented here are used to play a 7-game Campaign, they can also be used freely to play a single game, or they can be taken as inspiration to create your own Legendary Scenarios.

Alternative Rooms
During Legendary Scenarios, Base game Rooms are often replaced by Sator expansion Rooms. These new Rooms do not have dedicated Quests. Any Quests drawn that take place in a Room that has been replaced must be ignored (discarded), and a new Quest is drawn.

Honorable Mentions
If you play a Legendary Scenario as a single game, outside of a campaign, each HM earned during the Game End gives its vp value in PP instead.

Turin, Italy - The First Lodge

"In the magical city lies the first and oldest of the Lodges. Here the original Black Rose, the most powerful of the guardians of the forgotten spells, awaits the arrival of a Mage powerful enough to dominate its power!"

Additional Components:
None.

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- **Schools:** Before point 9 of the game setup (*see page 3*), include Cartomancy School in the Library, so that in a 6 player game at least one player will have to choose it.

Special Rules:
None.

Honorable Mentions:
- **4vp - Invincible:** At the end of the game, no opposing Mage has one of your Trophies.
- **2vp - Forbidden knowledge:** You used a Forgotten Spell during the game.

Plymouth, England - The Shattered Rose

"Once rich, the Plymouth Lodge fell out of favor when a dark cult devoted to blasphemous gods hiding behind the night stars and in the depths of the oceans took root in the city, supplanting the old religion. Magisters devoted to worship have corrupted the Black Rose by dividing it into shards of incredible power. It's time for the shards to come back together!"

Additional Components:
- 13 Black Rose Power Cards.
- 2 Rooms: Clinging Swamp and Cursed Temple.

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- Swap the Garden room with the Clinging Swamp room.
- Swap the Crypt with the Cursed Temple room.
- First player: the player ranked last in the previous game.
- **Schools:** Before point 9 of the game setup, the player ranked last in the previous game chooses three magic schools to be used during the game other than Void, Demonology, and Mind. Add to them the Void, Demonology, and Mind schools. These will be the only schools available for this scenario.
- **Draft the Black Rose Power Cards:** Each player draws 2 Power Cards from the deck and chooses one and passes the other to the player on his left. Before starting the game each player must reveal a Power Card. The second Power Card will be revealed once you reach the second Moon.

Special Rules:
- **Black Rose Power Cards:** Each player can use the revealed Power Cards in their possession following the rules shown on them.
- **Second Moon:** Each player reveals their second Power Card.

Honorable Mentions:
- **1vp - Master of the Rose:** At the end of the game, your Mage is in the Black Rose Room.

Black Rose Power Cards

The Black Rose Power Cards give unique skills to Mages. Skills take effect whenever indicated by the specific Power Card (for example, the Apocalypse power causes 1 Instability to be placed each time a spell is played).
There is no way to remove or lose Powers.
The other game conditions are unchanged.

Versailles, France - The Rebel Lodge

"The Versailles Lodge... known as the rebel Mages lodge... Heretics of this lodge are convinced that they can dominate the forces of Forgotten Magic with their blasphemous rituals. Destroyed by their experiments, the lodge is now permeated by the wild power of an unstable Black Rose. The Lodge is on the verge of collapse, but its power will infuse the Mages who compete in this place with enormous powers... "

Additional Components:
- Black Rose Room "Solo Play" Activation Token

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- First player: the player ranked last in the previous game.
- **Schools:** Before Step 9 of the game setup, the player ranked last in the previous game chooses three schools of magic to be used during the game other than Cartomancy, Trickery, and Necromancy. Add the Cartomancy, Trickery, and Necromancy schools to them. These will be the only schools available for this scenario.
- Each Mage draws 2 Forgotten Spells, chooses one, and mixes it with their starting deck.
- Shuffle all remaining and unchosen Forgotten Spells, draw a number equal to the number of players +1, and form the deck of Forgotten Spells with these cards; put the others in the box.

Special Rules:
- **First Moon:** Replace the Black Rose Room Activation token with that of the Black Rose Wars Solo Play (see image). Place the Activation token in the Black Rose Room from the start of the game (not from the Second Moon as usual).
- **Third Moon:** Activating the Black Rose Room does not flip its Activation token; the room is always able to be Activated.
- **Immortal Rose:** During the game, never place Instability tokens in the Black Rose Room. When there are no more cards in the Forgotten Spells deck, destroy the Black Rose Room and discard its activation token. No one gains PP for this destruction.
- **Wild Power:** Forgotten Spells are not eliminated from the game once used, but must be placed in the Memories of the Mage who used them.
- **The Void:** The game ends **only** at the end of a turn started with no cards available in the Forgotten Spells deck.

Honorable Mentions:
- **2vp - Forbidden Mastery:** At the end of the game, you are the Mage (or one of the Mages) who has the most Forgotten Spells.

Sevilla, Spain - Conqueror King

"In the richest city in Spain, the Lodge of conquering Magisters is hidden. Traditionally explorers and merchants, they traveled to distant and unknown lands and returned with incredible riches. The Lodge holds these treasures in splendid gold and silver rooms; Mages who challenge each other in this place must fight to conquer them by taking possession of the Black Rose and driving away their opponents!"

Additional Components:
- 3 rooms: Alehouse, Eerie Machinery, and Horologium.

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- First player: the player ranked last in the previous game.
- **Schools:** Before Step 9 of the game setup, the player ranked last in the previous game chooses three Magic Schools to be used during the game other than Bardic, Omnia, and Transmutation. Add to them the Bardic, Omnia, and Transmutation schools. These will be the only schools available for this scenario.

Most Black Rose Tokens:
- (8) 1st place
- (4) 2nd place
- (2) 3nd place
- (1) Participation
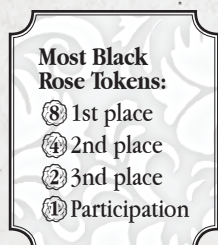
- Replace the Sanctuary, Observatory and Abyss rooms with the Alehouse, Eerie Machinery, and Horologium rooms; place these rooms adjacent to the Black Rose Room.
- Don't place any Mage Cells; starting from the first player, each player places their Mage in an external room (indicated in blue in the Lodge map) currently not occupied by other Mages.

Special Rules:
- **Death Chain:** A defeated Mage restarts from an external room (indicated in blue in the Lodge map) of the defeated Mage's choice, currently not occupied by other Mages. The Mage can be immediately targeted with other spells and effects.
- **Clean up Phase:** Each Mage in the Black Rose Room takes 1 Black Rose Damage/Instability token and sets it aside; if there is only one Mage in the room, that Mage takes 2.
- **Fallen King:** If a Mage dies in the Black Rose Room, whoever takes their Trophy also takes 1 Black Rose Damage/Instability token and keeps it aside.
- **Second Moon, Study Phase:** If there is only one Mage in the Black Rose Room, that Mage draws a Forgotten Spell.
- **Third Moon, Study Phase:** Each Mage draws a Forgotten Spell.
- **End Game:** When calculating the end game points, draw up a ranking of the Mages who have more Damage / Instability tokens of the Black Rose (black cubes taken thanks to the Fallen King rules), Mages will gain additional PP based on their placement as indicated in the box to the left.

Honorable Mentions:
- **1vp - Master of the Rose:** At the end of the game, your Mage is in the Black Rose Room.

Buda, Hungary - the Lodge of the Keepers

"In the underground of Buda lies the loggia where the Assassins, the Keepers of the Magisters, are trained. Dangerous, bloodthirsty living blades protect the Black Rose here. Mages who challenge each other in this place can evoke the spirit of one of the leaders of the Assassin Order, the fearsome Ezio Auditore, an avatar of death in constant search for the blood of the powerful!"

Additional Components:
- 3 Blade Barrier tokens.
- 2 rooms: Assassin's Brotherhood and Theater.

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- First player: the player ranked last in the previous game.
- **Schools:** Before Step 9 of the game setup, the player ranked last in the previous game chooses three schools of magic to be used during the game other than Blood, Illusion, and Conspiracy. Add to them the Blood, Illusion, and Conspiracy schools. These will be the only schools available for this scenario.
- Replace the Alchemy Laboratory room with the Assassin's Brotherhood room; place this room adjacent to the Black Rose Room, but not adjacent to the Throne Room or Theater.
- Replace the Oracle Room with the Theater room; place this room adjacent to the Black Rose Room, but not adjacent to the Throne Room or Assassin's Brotherhood.
- Place the Barrier of Blades tokens as indicated (A).

Special Rules:
- **Blade Barriers:** These Evocations use the Room Infestations rules (see page 4), but are not targeted and cannot be removed from the game in any way.
- **Blades Damage:** Blade Barriers are considered to be under the control of the Black Rose, so the damage they deal is from it. If a Mage moves any model (Mage or Evocation) not under their control into a room containing a Barrier of Blades, that model suffers 2 damage from the Mage who moved it.
- **Blade Barriers Movement:** Barrier of Blades tokens move in a clockwise direction, always remaining inside the rooms adjacent to the Black Rose Room. The Crown owner moves all the tokens clockwise one room each time a player uses a Physical Action token.

Honorable Mentions:
- **1vp - Lethal Pushes:** You have dealt damage to an opposing Mage using the Blade Barriers, or you eliminated an Evocation under an opponent's control using the Blade Barriers.
- **1vp - Master of the Assassins:** You summoned Ezio and killed a Mage with him.

Ezio Auditore and Ottoman Crest Logo used under License from Ubisoft. Assassin's Creed TM & © Ubisoft Entertainment. All Rights Reserved.

Amsterdam, Holland - The Portals Lodge

"In the Dutch Lodge, imaginative Mages constantly study ways to apply magic in new and creative ways, trying to blend their arcane skills with science and technology. Even though most of their experiments end up creating unexpected quirks, the portals created by these Mages could represent a revolution for the future of humanity."

Additional Components:
- 3 Portal tokens.
- 2 Rooms: Tana dei Troll and the Garden of Ice and Fire.

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- Place the Portal Tokens as indicated.
- Replace the Treasure Room with the Tana dei Troll Room.
- Replace the Alchemic Laboratory room with the Garden of Ice and Fire Room.
- First player: the player ranked last in the previous game.
- **Schools:** Before Step 9 of the game setup, the player ranked last in the previous game chooses three schools of magic to use during the game other than Divination, Chronomancy, and Destruction. Add to them the Divination, Chronomancy, and Destruction schools. These will be the only schools available for this scenario.

Special Rules:
- **Portals:** Portal tokens have two faces, one blue and one orange, and occupy a passageway that connects two rooms. When a Mage crosses the passage occupied by a Portal, entering the blue face, the Mage's model must be moved to a room in which the blue face of a different Portal faces. The same applies to the orange face.
- **Targets and Spell Range through the Portals:** The rooms on the blue side of the portals are considered adjacent (therefore at a distance of 1); when determining whether a target is visible and reachable by a spell; the straight line that must be drawn to reach it can pass through the blue side of a Portal to exit the blue side of another Portal. This also applies to orange sides.
- **Second Moon:** Turn all Portals by 180°.
- **Third Moon:** Turn all Portals by 180°.

Using Portals

1. Howard (H) wants to hit Skultor (S) with a Fireball spell (red arrow), which hits from a distance ①. The rooms with both of them are considered adjacent because a blue side of a portal (A and B) overlooks both. Howard can then target Skultor through portal A because he is actually in the range ① for him, and he is considered to see the room where the portal B faces.
2. Vivian (V) wants to get to the Assassin's Brotherhood room but he needs 2 steps (black arrow). Instead, he decides to cross the orange side of portal B (blue arrow), so that he can reach the room with a single step, leaving the orange side of portal A.

Honorable Mentions:
- **3vp - Magic Carambola:** Kill a Mage by inflicting the coup de grace with a spell that has passed through a Portal.
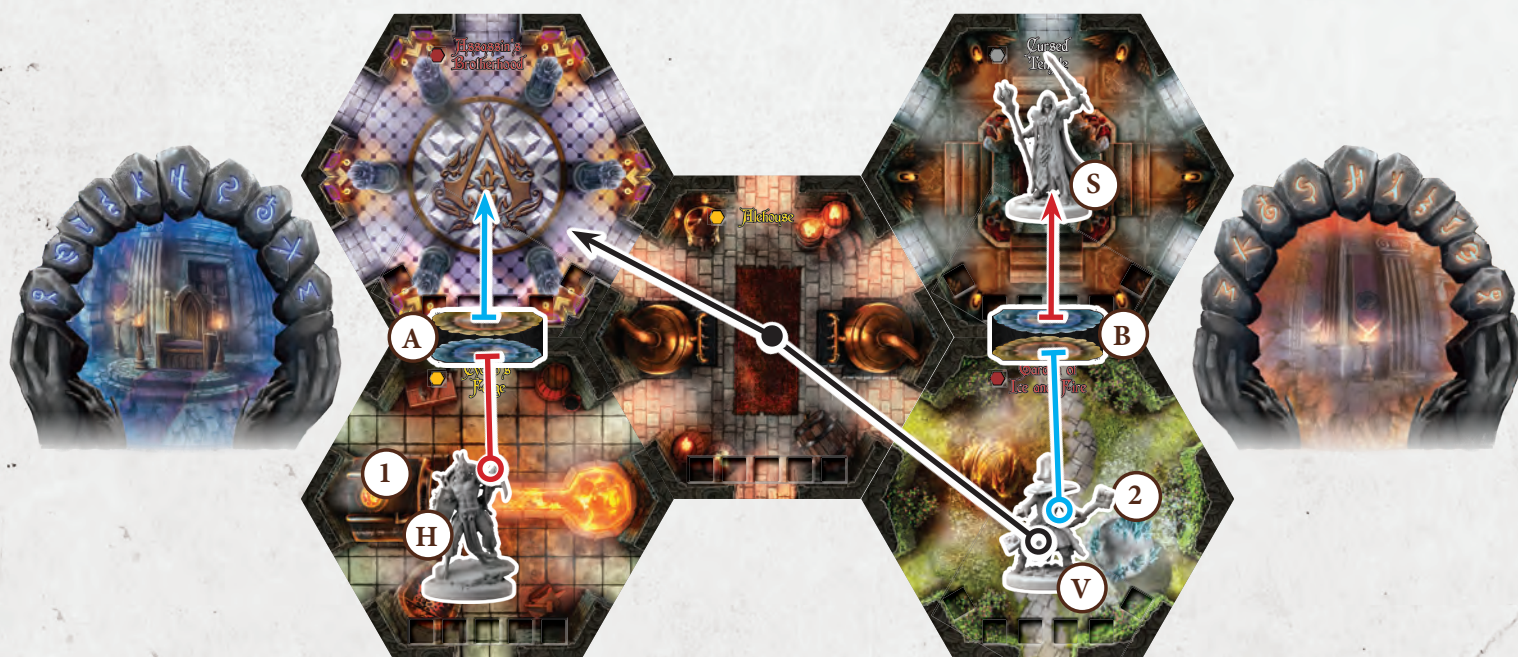
Bronte, Kingdom of Sicily - The Artifacts

"The Bronte's Lodge houses the Forging Mages, among which the giant cyclops of the southern lands stand out. Specialized in the creation of powerful magical artifacts, the keepers of this place claim that magic is not enough to prove they are worthy of the title of Magister. Mages will have to conquer the artifacts - long hidden from the view of the mortal world - if they hope to conquer their opponents!"

Additional Components:
- 8 Treasure Chest models.
- 1 Mimic model.
- 12 Artifact Cards.
- 3 rooms: Cyclop's Room, Cyclop's Forge, and Garden of Ice and Fire.

Setup:
- Follow the standard Black Rose Wars setup as indicated in the core box manual. Use the indicated map to create the Lodge.
- Replace the Arena Room with the Cyclop's Room.
- Replace the Observatory Room with the Cyclops' Forge Room.
- Replace the Alchemic Laboratory Room with the Garden of Ice and Fire Room.
- First player: the player ranked last in the previous game.
- **Schools:** Before Step 9 of the game setup, the player ranked last in the previous game chooses three schools of magic to be used during the game other than Enchantment, Elementalist, and Destruction. Add the Enchantment, Elementalist, and Destruction schools to them. These will be the only schools available for this scenario.
- Starting from the player ranked last in the previous game, each player places a model of the Treasure Chest in a room adjacent to the Black Rose that does not already contain one.
- Shuffle the Artifact card deck, and keep it within reach of all players.


Special Rules:
- **Treasure Chest:** A Treasure Chest is an indestructible model; it cannot be wounded, moved or removed (except by opening it). A chest remains in the Room in which it is located even if that Room is destroyed.
- **Open a Chest:** a Mage can use one of his Physical Actions which allows him to Activate a Room to open a Chest. Once a Chest is opened, the Mage draws 1 Artifact Card and removes the Chest from the game. The Mage who opened the Chest also takes a cube of the Black Rose and keeps it aside.
- **Artifact Cards:** These cards are obtained by a Mage opening a Chest. An Artifact card can be played by the Mage who owns it at any time during the Actions Phase. A Mage can only have one Artifact card in their hand at a time; if the Mage gets a second one, immediately play or discard one of the two. The "**Equipment**" Artifact cards (**A**) have permanent effects and are managed as an Evocation (they use the same rules as the equipment of the Enchantment school, see page 8). "**Consumable**" Artifact cards (**B**) have instant effects and are played from the hand and discarded after use. Some Artifact cards are Alternative Evocations (**C**), which you can directly summon from your Hand during the Action Phase. All Artifact Cards consumed or destroyed are shuffled back into the available Artifact Cards deck.
- **Second Moon:** If available, first place a Chest in the Black Rose Room. Then each player, starting with the one with the Crown, places a Chest in a room of their choice that does not already contain one.
- **Third Moon:** the player who owns the Crown, places all available Chests (if available) trying to place at least one Chest in each Room adjacent to the Black Rose Room; excess Chests can be placed in any other Room.
- **Game End:** at the end of the game each player will count the cubes of the Black Rose that he has set aside to create a ranking with the other players. Assign the following Power Points according to the positioning of each Mage, managing ties as usual: 5/3/1 PP.

Honorable Mentions:
- **2vp - Mimic Master:** You controlled the Mimic during the game.
- **2vp - Fully Equipped:** You controlled 3 Equipment Evocations simultaneously.

Asymmetrical Mages

The Mage Cards included in this expansion provide two versions of each BRW Mage; a standard one (A - for more balanced games) and an asymmetric one (B - indicated by the ⊕ Symbol near the name of the Mage). The asymmetric side can be used for more atypical and complex games. If it is decided to use the asymmetrical version of the Mages, all players must use this version.

Each Asymmetric Mage has additional Skills, represented by icons on the Mage Card. The effects of these Skills are described in detail below.

The Mage starts the game with two Custom Spells instead of one (*Game Setup, page 16, Step 9*)

This Mage's Evocations have an additional Health point.

This Mage's Beast Archetype Evocations have their attack value increased by 1.

This Mage's Demon Archetype Evocations have their attack value increased by 1.

This Mage's Undead Archetype Evocations have their attack value increased by 1.

This Mage's Elemental Archetype Evocations have their attack value increased by 1.

This Mage's Construct Archetype Evocations have their health value increased by 1.

As an Action, the Mage can discard an unactivated Spell card to perform a 2 Physical Attack against a Model in the same room.

As an Action, the Mage can discard an unactivated Spell card to move 2 steps (instead of one).

Whenever the Mage can make a Physical Attack; instead of the attack, place an Instability Marker in the room.

If this Mage possesses the Crown at the end of the game, score 3 PP instead of 1 (*End of the game, p. 35, point 4*).

This Mage cannot keep the Crown. If the Mage earns it, they must immediately give it to another Mage (unless no Mage can keep it).

This Mage does not take damage from Area spells: (see Core Game Rulebook page 29).

This Mage does not take damage from target spells: Single (see Core Game Rulebook page 29).

End Game: this Mage gets 1 PP for each Trophy Token in the Mage's possession.

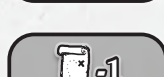End Game: this Mage loses 1 PP for each Trophy Token in the Mage's possession.

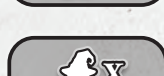End Game: this Mage gets 1 PP for each Activation Token in the Mage's possession.

End Game: this Mage loses 1 PP for each Activation token in the Mage's possession.
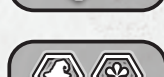
End Game: this Mage gets 1 PP for each Quest Card he completed in the Mage's possession.
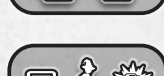
End Game: this Mage loses 1 PP for each Quest Card played in the Mage's possession.
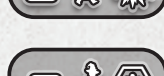
When this Mage is defeated, no one gets the Mage's Trophy.

When defeated, this Mage can place the Mage's model in any Room of the Lodge, including the opponent's Cells.
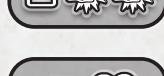
Instead of one of the two standard effects, using an Action token, the Mage can move (up to the Mage's Step value) and attack (with the Mage's attack value) a Model in the same room, or vice-versa.

Instead of one of the two standard effects, using an Action token, the Mage can shift into any Room.

Instead of one of the two standard effects, using an Action token, the Mage can attack a Model twice (with the Mage's attack value) in the same room.

Instead of one of the two standard effects, by using an Action token, the Mage can heal 3 (remove 3 Damage tokens of the Mage's choice from the Mage Sheet).
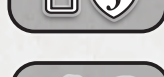
As one of the Mage's two Turn Actions, the Mage can lose one PP to rotate one of the spells not activated on their Mage Sheet (thus changing the Active Side of that Spell).

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Campaign Sheet

	Torino	Plymouth	Versailles	Siviglia	Buda	Amsterdam	Bronte	TOTAL	FINAL SCORE

Player: _____

Mage: _____

Spell 1: _____
Spell 2: _____
Spell 3: _____
Spell 4: _____
Spell 5: _____
Spell 6: _____

Ranking Position
Activation Tokens
Completed Quests
Trophies
Crown
Honorable Mentions

Player: _____

Mage: _____

Spell 1: _____
Spell 2: _____
Spell 3: _____
Spell 4: _____
Spell 5: _____
Spell 6: _____

Ranking Position
Activation Tokens
Completed Quests
Trophies
Crown
Honorable Mentions

Player: _____

Mage: _____

Spell 1: _____
Spell 2: _____
Spell 3: _____
Spell 4: _____
Spell 5: _____
Spell 6: _____

Ranking Position
Activation Tokens
Completed Quests
Trophies
Crown
Honorable Mentions

Player: _____

Mage: _____

Spell 1: _____
Spell 2: _____
Spell 3: _____
Spell 4: _____
Spell 5: _____
Spell 6: _____

Ranking Position
Activation Tokens
Completed Quests
Trophies
Crown
Honorable Mentions

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