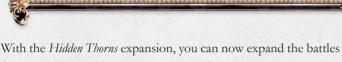
Hidden Thorns

5-6 Players Expansion for Black Rose Wars



With the *Hidden Thorns* expansion, you can now expand the battles fought within the Black Rose Lodge. In fact, this expansion brings the maximum number of participants to 6.

Two new colors, white and magenta, are now available to the players.

Two new mages, Marco and Geneve, broaden the choice of your alter egos. The first, of Molisan origin, is specialized in the School of Illusion. The second, from Paris, masters Spells pertaining to the School of Conspiracy.

This expansion includes all of the materials necessary for the playing of these new Mages.

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Setup

These are the Lodge configurations for 5 and 6 players. Note that in the 5 player configuration, the position of the **Throne Room** is fixed.

5 Players



6 Players







One, No One

The tip of the staff tapped grimly on the ground as Marco began to slowly spin it. Gathered around a clearing along the western bank of the Grand Canal, a crowd of onlookers stared at the scene, eagerly awaiting the next twist. Just when it seemed like nothing else would happen apart from that hypnotic movement, two individuals identical to the artist suddenly appeared behind him, perfectly emulating his every move. The onlookers' sense of amazement heightened when the copies multiplied to become five, before returning back to one. Anticipating yet more applause, Marco spread his cloak as a means of demanding silence before taking a large step forward. His body plunged deep into the shadow before him, leaving the crowd of fifty or so people astonished, staring bewildered at the vacant ground. A few seconds later, from a gondola bertlaed on the pier, emerged the figure of Marco, who loudly exclaimed "And Voilà!", prompting a thundering ovation from the crowd.

"Spectacular... Magnificent... Superb... Divine!!" exclaimed a ruddy nobleman, dressed in flashy, high-end clothing. "You are without a doubt the best artist I have ever seen. I'd like you to perform at the celebrations for my wife's birthday, in exchange for a sizeable fee, of course." Marco fixed his eyes on the jewels adorning the man, who was making his way closer, quite pleased with himself for having found yet another sucker to fleece, before catching the glance of the beautiful woman behind him. "Sir, it would be an honor for me to perform for your enchanting wife," Marco smiled, causing the woman to blush, hiding shyly behind a lavishly embroidered fan. "Excellent!" exclaimed the well-to-do man, filled with excitement, completely unaware of what was going on, "I'll have a servant come and provide you with all the details." Then he turned on his heels and walked away with his wife, who gave one last mischievous glance to Marco before climbing into the carriage.

"I don't believe our master taught us the secrets of magic to enter the homes of noblemen for the sole purpose of stealing their money and their wives' virtue," said a sinister voice behind Marco, who smiled weakly, having recognised his old friend, Davide Schiavon. "What brings you out of your lab, you crazy old alchemist?" he replied, spinning around. The figure he found himself staring at was cloaked from head to toe in a midnight blue cape, his face hidden by a disturbing white mask. "You know how much I adore Carnival, and anyway, I came to give you this," Davide promptly replied, pulling out a roll of parchment with a wax seal depicting a black rose. The image alone was enough for Marco to know what the message contained. "So we'll meet again in Turin," he said, his voice challenging. "There's only one way to find out," replied his friend, with a similar tone, before throwing the parchment to his companion and walking away.

The scroll floated in the air, slowly finding its way into Marco's bag, as he continued to watch the masked figure of Davide meandering through the crowds of people congesting the square. The opportunity to compete for the title of Grand Master of the Black Rose Lodge was certainly tempting, but the opportunity to finally test his worth in a genuinely arcane battle with his eternal rival, even more so.



Favorite School of Magic



Invisibility

Custom Spell

Straight Effect

When you are the Target of a Spell, you may trigger this Protection: Ignore the Effects of the Spell, then gain 1 Power Point.

Reverse Effect

When you are the Target of a Combat Spell, you may trigger this Protection: Ignore the Effects of the Spell, and choose I of the following Effects: Happy: Gain I Power Point.

Sad: Shift to the current Room of the caster of the Spell, and inflict 1 Damage on them.



Illusion





On Trial



"So, milady, how do your respond to the accusations brought against you by Father Jean-Jaques regarding the use of dark magic?" The King of France's authoritarian tone caused a worrying silence to fall upon the entire room. The entire court had been summoned for that hearing, and in all the pompous faces surrounding Geneve, there was only one verdict: guilty. "I wish I could say that evil is not hiding among us in disguise, but alas, I would be lying," responded the woman, somewhat contritely, causing a murmur of disapproval among the bystanders. "And unfortunately, I must point to my own accuser as the Devil's herald, who hides the Devil's symbol on his left arm!" she concluded with great emphasis, taking advantage of the commotion that followed to mutter an incomprehensible arcane word. Father Jean-Jaques was stunned. "You treacherous witch, how dare you make such defamatory accusations toward a priest of the Church?!" he exclaimed furiously, moving toward the center of the room. "Look, your Majesty, all of you, look! My left arm is immaculate, just like my soul..." but his words stuck in his throat, because as the priest lifted his sleeve, he revealed the effigy of a black rose outlined in red, impressed on his

"The profane symbol!" yelled somebody in the crowd, triggering a succession of horrified comments toward the priest, still dumbfounded. "Guards!" bellowed the King, rising from his throne, "Arrest that imposter!" A group of soldiers armed with muskets strode towards him, but Father Jean-Jaques suddenly awoke from his stupor, railing against his assailants. "Stop! You cannot... I am an emissary of God...", but both he and his protests were forcefully dragged away, out of the throne room.

Everyone was shocked, everyone except Geneve, who was quickly confronted by the King. "Forgive me for doubting you, milady. You have demonstrated courage and determination, qualities wasted on a simple lady-in-waiting. For this reason, starting today I would like for you to assist the Queen as her personal advisor." Geneve expressed amazement, "I am honored, your Majesty." She nodded her head as a sign of acceptance and took her leave with slight reverence, holding back a grin of satisfaction.

Once outside the gardens of the royal palace, her personal messenger approached her with a letter bearing a rose symbol impressed on the seal. The contents of the letter were nothing more than a trivial invitation to a party, but as soon as Geneve muttered an incomprehensible phrase, the lines in the letter were slowly rearranged to compose a very different text. As she read those words, the woman couldn't help but smile openly. "Tell my coachman to prepare my carriage and luggage," she commanded her messenger, who had been left waiting, "Tomorrow we must leave for Turin." The Lodge had finally acknowledged the merits of her work, offering her the opportunity to become the Grand Master.

- Favorite School of Magic



Conspiracy

Custom Spell

Danse Macabre

Straight Effect

Shift to the Target Model's current Room, then move both your Mage and the Target Model up to 2 Rooms. Inflict 1 Damage on the Target Model for each Room moved. Any effect that forbids movement also prevents this Spell from moving the Target Model.

Reverse Effect

Shift to the Target Mage's current Room, then move both your Mage and the Target Mage to an adjacent Room (any effect that forbids movement also prevents this Spell from moving the Target Mage). Then, steal 1 Power Point from the Target Mage.



'Mages (2) -

Each of the two Mages has: 1 Model, 1 Mage Sheet, 3 Custom Spell Cards, 1 Power Point Token, and 10 Trophy Tokens.





Mages' Cells (2) -



Trap/Protection Tokens (12)



Action Tokens (4)





Rose Pins (12) _____



Element Tokens (14)



Damage/Instability Tokens (50) —



Inhibition Tokens (2) -



