



Rulebook

Black Rose wars



Game's Objective

In Black Rose Wars, each player embodies one of the powerful Mages of the Black Rose Order, seeking to becoming the New Grand Master by acquiring the power of the Black Rose Artifact. When the game begins, the mages are in their meditation rooms (cells) within the Black Rose Lodge. They must use their powers to battle their way through the Lodge and appease the sentient Black Rose Artifact itself to gain mastery over it. Each Mage has a Grimoire of Spell Cards from six different schools of magic. They will need to add spells to their collection if they have any hopes of crushing their opponents.

At the end of the battle, the Mage that has accumulated the most power will be crowned by the Black Rose as a worthy successor and Grand Master of the Black Rose Order.

Credits

Project manager: Andrea Colletti

Production, Advertising and Fulfillment: Vincenzo Piscitelli

Game design: Marco Montanaro

Development: Ludus Magnus Studio

Graphic Design: Paolo Scippo

Art director: Andrea Colletti

Concept artist: Giovanni Pirrotta

Illustrations: Giovanni Pirrotta, Henning Ludvigsen

Lead 3D sculptor: Fernando Armentano

Additional 3D sculptor: Tommaso Incecchi

Editor: Louis Angelli

Customer Care and Social Media: Roberto Piscitelli

Web editors: Marco Presentino, Luca Bernardini, Roberto Piscitelli

Kickstarter manager: Andrea Colletti

Translations: Flavia Frauzel, Silvia Franci, Luisa Marzullo

Playtesters: Ilaria Pisani, Antonio Gentile, Enrico Savioli, Demetrio D'Alessandro, Mauro Baranello, Giuseppe Verrengia, Fabio Capelli, Andrea Compiani, Francesco Montanaro, Andrea Pomelli

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Components overview

Power Board

This board tracks several key pieces of information including:

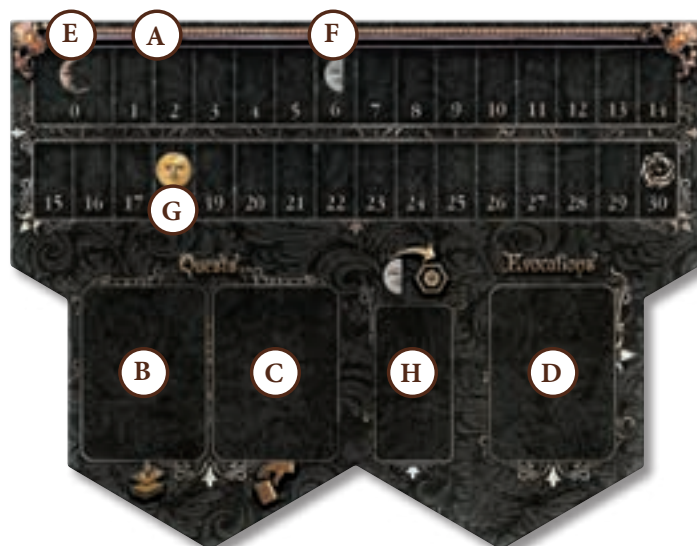
- (A) The current level of **Power Points**. Each Mage and the Black Rose itself will have a token on this track. Any time they gain any Power Points move the appropriate **token** up on this track.
- (B) **Quest Card Deck**
- (C) **Quest Card Discard Pile**
- (D) **Evocation Cards**

The advancement of the Power Points throughout the game will determine the **Moon Phase**:

First Moon (E), Second Moon (F), or Third Moon (G).

The Black Rose Room Token (H) will be placed into the lodge when the Second Moon (F) is reached.

The end of the game is triggered as soon as a Power token reaches the Black Rose symbol placed on 30 points. (see Page 34).



Event Board

The Event Board is composed of:

- (A) a spot to place the Event Deck of the current Moon Phase.
- (B) 3 spots to place the Events currently in play that will affect the match.
- (C) a spot to place the Events discard pile
- (D) the resource area to keep Black Rose's Instability/Damage Tokens.
- (E) Trophies and Destroyed rooms area to keep rewards acquired by the Black Rose during the Game.



Crown Token

This token indicates the current First Player.



Optional Rule: For the Crown!



This optional rule will increase unpredictability in the game. With the rule, "For the Crown!", everytime the Crown switches to another player, its effect applies immediately. The Crown bearer will be the first player starting from the next game phase, instead of the next game turn as usual.

Mage's Cells (4)

This is the special Room assigned to each mage at the beginning of the match based on their chosen color. The cell has several characteristics:

- It is the **starting point** of the Mage of the same color at the beginning of the match.
- It is the **respawn/restart** point after any defeat of the mage of the same color (*see Page 30*).
- It is a **safe place** inside the cell; you cannot be the target of any effect except for the Black Rose's ones.
- It is not possible to stay voluntarily in the cell; a mage is **obliged to exit** using physical actions or sacrificing a spell to move. These are the only allowed actions in the Cell (*see Page 23*).
- It is **not possible to enter** in any cell with regular movement. There are some effects in the game that will specify if a mage is sent back to their cell.



Rooms and Activation Tokens (18)

The set of hexagonal tiles forming the Black Rose Lodge. Each room is identified by:

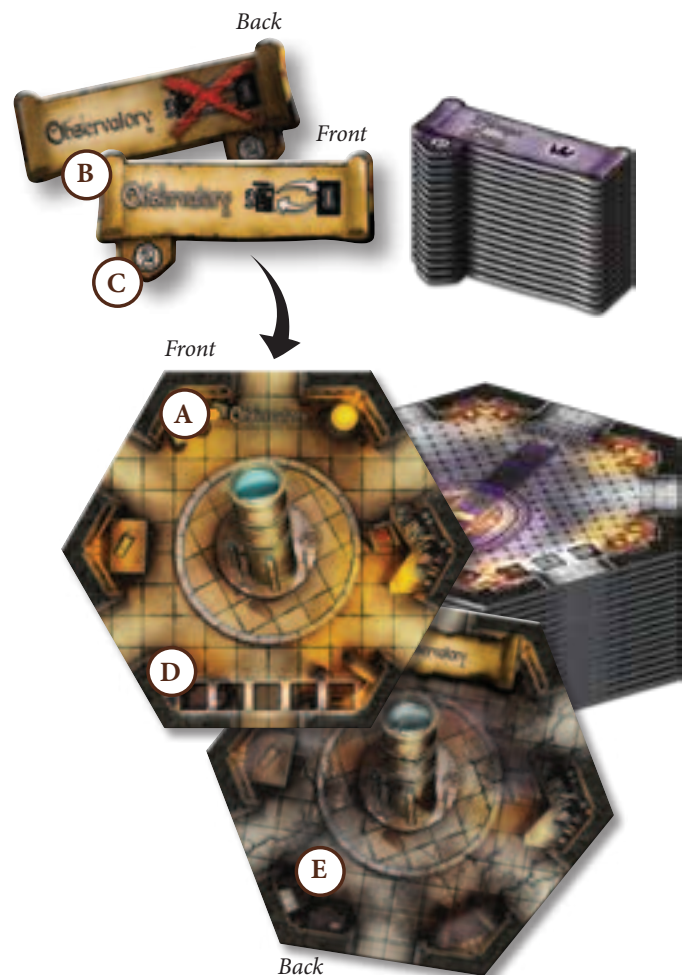
(A) Name of the room and corresponding color (●●●●●●). There are 3 rooms for each color in the game.

(B) Each room has an Activation Token which represents an ability of that specific Room. Once the room is activated, the Activation Tokens must be flipped to their darker side to show that this Room cannot be used until this token is re-activated.

(C) On the corner of the Room's Activation Token there is the number of Power Points that are awarded to the Mage that will destroy the room with Instability.

(D) These slots indicate the Room's resistance to **Instability**. The Room will be destroyed in the Clean-up phase when when these slots are all full (*see Page 32*).

(E) The rooms must be flipped onto this side once destroyed (*see Clean-Up Phase page 34*).



*"No Black Rose, you don't have any role in my performance.
Do not bother me with your stupid tasks."
Davide Schiavon*

Black Rose Room and Activation Token

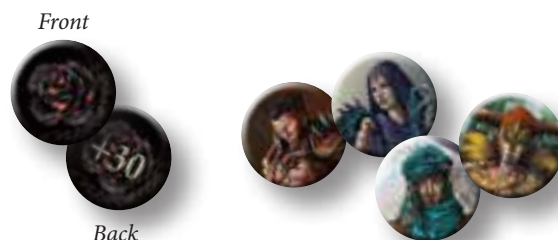
The Black Rose Room is the central room of the Lodge.
The Room's Activation Token will be available starting from the Second Moon, and will grant access to the powerful **Forgotten Spells**.



Power Points Tokens (5)

These tokens are used to track Mage's and Black Rose's progression on the Power Board.

Whenever a Mage or the Black Rose would exceed 30 Power Points, flip the token showing the side with "+30", and place it back to position 0, then continue scoring from there.



Mage's Sheets (4)

Every Mage has their own sheet with the following details:

- (A) The maximum number of **Spell Cards** the mage may hold in hand
- (B) The amount of **damage** inflicted when the mage performs a physical attack
- (C) The number of **steps** when the mage moves
- (D) **Health Points**

The following locations are place holders for their respective cards or tokens:

- (E) **Quick Spell** card
- (F) **Spell cards**
- (G) **Physical Action Tokens**
- (H) **Trophy Tokens**
- (I) **Activation Tokens** of rooms you destroy

Additional cards will be placed next to your Mage's Sheet:

- (L) the **Grimoire** (Spell Card draw pile)
- (M) the **Memories** (Spell Card discard pile)
- (N) the **Evocations** (summoned creatures currently in play)
- (O) the Active **Quests** (face down pile)
- (P) the Completed **Quests** (face up pile)

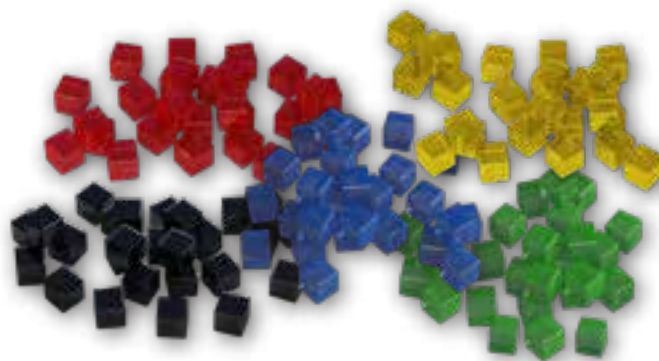


Damage/Instability Tokens (130)

These cubes are used during the match to track Damage or Instability depending on where they are placed.

There is a set for each color chosen by a Mage plus a black one for the Black Rose.

It is not possible to assign more damage or instability if there are no cubes remaining in the Mage's reserve.



Action Tokens (8)

A set of 2 Physical Actions Tokens for each color. These tokens show the effects of the Physical actions and must be flipped to their darker side when used. See Action Phase ([page 23](#)) for more information on how to use them.



Element Tokens (28)

A set of 7 element tokens (4 copies each). These tokens are used by the mages to point out which element is assigned to the Spell with the "Any element" symbol (☼).



Trap / Protection Tokens (24)

A set of 6 double sided tokens for each color. These tokens are used to notify other players when a Trap or a Protection is activated and from now on can be triggered. See Trap and Protection Spells ([page 27](#)).



Trophy Tokens (40)

A set of 10 tokens given to each Mage. These tokens will be given as a trophy to any Mage that inflicts the last wound on another Mage, thus sending them back to their cell.

If a Mage runs out of Trophy Tokens, no further Trophies are awarded for defeating them.



Infamy of Crete Token

This Token is used when the Infamy of Crete is summoned by the corresponding Forgotten spell.



Inhibition Tokens (4)

This token is used by the mages to identify a suffered effect that blocks movement or the ability to activate rooms.

This token is always discarded when the mage enters his/her Cell.



Spell Cards (228)

The 6 sets of 36 cards forming the Library of the Black Rose Lodge. Each set belongs to a specific School of Magic divided in 12 different spells, 3 copies per each spell.

There are also 4 Custom Spells (3 copies each) belonging to the Mages, refer to Setup (see page 14) to see how they interact with the Library.



Spell Card

The spell cards are key components of Black Rose Wars, that are used during the game to resolve the effects that will lead the mage to become the new Master of the Lodge.

A Spell Card includes:

- (A) The title of the Spell (*to be pronounced loudly when you cast it!*)
- (B) An arrow indicating the **straight side** of the card
- (C) Two different **Effects**, straight effect and reverse effect. During the “Preparation Phase” a Mage can choose which effect he/she will use (see Page 21).

Each effect has 3 symbols:

(D) Spell Type

- ⚡ **Combat**: Spells to inflict damage
- 🌀 **Contingency**: Spells to evoke, gain Power Points, quickly shift, draw quests etc...
- 🛡️ **Protection**: Spells that, once activated, can be triggered to help mages when he/she is the target of an effect
- 🕸️ **Traps**: Spells that, once activated, can be triggered when the conditions on the spells are met. For example, when a target enters a room of a specific color, or performs a specific action, to make them suffer an effect.

(E) **Elements**: The element of the spell is used in specific situations during the match, for example to resolve Quests or during some Events.

- | | | | |
|---------|---------|-----------|-----------|
| ✳️ Any | 🌬️ Air | 🌍 Earth | 🔥 Fire |
| 💧 Water | 🔮 Magic | 🕊️ Sacred | 👹 Profane |

The “Any” element must be changed into any of the other elements as soon as the spell is revealed, taking the appropriate Element token.

(F) The **Target** of the spell that must be selected when the spell is cast and the range that the spell can reach (number from 0 to *)

- 👤 **Oneself**: The target of the spell is yourself.
- 👤 **Single**: A single model at the indicated range. It can be either Evocations or Mage depending on the description of the card (cannot be yourself)
- 🏠 **Area**: A single Room at the indicated range. Damage spells often target all models in the designated Room; this is always indicated on the effect.
- ★ **Special**: An element of the game not previously mentioned (E.g. Power Board, Event Board, Library, etc..)

(G) **Instability** 🌀 : if present, it means that the Mage will place one of their instability cubes of their corresponding color in the Room where this spell was cast. (There are some spells that don’t generate Instability, noted by an absence of this symbol).



Reference Cards of the Schools of Magic (7)

A set of 7 Tarot-sized cards, each for every School of Magic and 1 for The Forgotten Magic. On the Reference Card you can find the information of the Elements of the spells belonging to the school and, on its back, the starting Grimoires spell lists.



Forgotten Spell Cards (10)

This set of 10 Cards, in single copy, forms the Forgotten Spells Deck. They are the pure representation of the Black Rose immense power.



Evocation Cards (30)

A set of 30 cards to be used as a reference for the characteristics of Evocations during the match. The front side of the card shows illustration of the chosen Evocation.

The back of the card shows the evocation name, its archetype and their characteristics:

 Movement

 Attack

 Heath points

These cards will be placed in any of the designated available spots on the Mage Sheet when the Evocations are summoned (*see Page 33*).



Quest Cards (60)

This set of 60 unique cards, divided into 3 decks, contains the challenges that the Mages must overcome to gain rewards from the Black Rose.

From the first to the third moon phase, Quests become more and more challenging, but the rewards increase as well.



Quest Card

The Quest Cards are the Black Rose challenges that the Mages need to overcome in order to prove that they are the worthy successors of the Grand Master.

Quests must be kept hidden. It is never possible to have more than 2 active Quests. If at any time a Mage exceed the limit of 2 cards, Quests must be discarded to go again down to 2 cards. Every time a Quest is discarded, the Black Rose earn Power Points equal to the Moon Phase of the discarded Quest:

First Moon = 1 Second Moon = 2 Third Moon = 3

A Quest card consists of:

- (A) Title of the Quest
- (B) Objective to be fulfilled

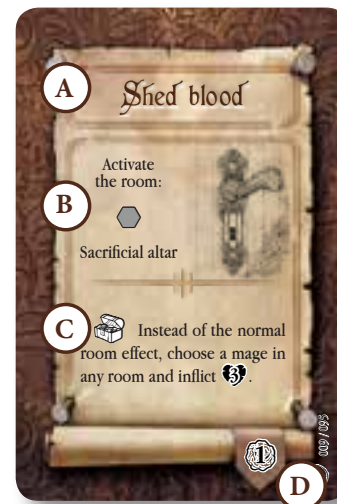
There are 2 types of quests in the game. Quests that requires the activation of a particular room (indicated by the illustration of the door handle) and Quests that requires different types of conditions to be fulfilled (e.g. playing particular spell cards, using spells of specific elements, undergoing some indicated effects, etc).

When a Mage completes a Quest, he/she gets the following reward:

- (C) Reward effect. For instance it can replace or add effects to the Room Activation.
- (D) Reward in Power Points.

Completed Quests must be kept visible and in the designated area of the Mage Sheet. At the end of the game they will be essential to get additional Power Points!

Note: The symbol  in the lower left, if present, shows that the quest can be played only if there are 4, 5 or 6 players. These Quests must be removed from the game when playing a 2 or 3 player match.



The "Shed Blood" quest in the picture provides, as a reward, 1 Power Point and the chance to inflict 3 damage to a Mage anywhere on the game board, instead of the normal effect of activating a room.

Event Cards (60)

These 3 decks contain the Event Cards.

Similar to the Quests, they vary according to the Moon Phases.
You draw one during the **Black Rose Phase** each turn of the game.



Event Card

The Event Cards represent the influence of the Black Rose on the fight between Mages. Events can be both benevolent or malevolent; the desire of the Black Rose is unpredictable! Each time an event enters or leaves the board, the Black Rose gains as many Power Points as indicated by the event.

An Event Card consists of:

- (A) Title of the event, to be read aloud when you draw it.
- (B) Some Event Cards have the symbol of the Crown (First Player Token). The Mage that draws this Event gains this token.
- (C) At the center of the card, you will find the description of the event effect for the current turn. Note that some effects take place during different phases of the game (See letter E).

The lower part of the card contains 3 important items:

- (D) Number of points gained by the Black Rose when the Event first comes into play.
- (E) Phase of the game when the card is resolved. The possible options are:
 - Black Rose Phase
 - Action Phase
 - Instant Effect
- (F) The area on the Event Board where the card must be initially placed, face-up
- (G) Number of points gained by the Black Rose when the event is discarded (see *Black Rose Phase*, pg 19).



The Miserable Dance Event lets a Mage gain 1 Power Point each time he/she activates a purple colored room during the Action Phase.

Mages (4)

Each Mage uses their matching miniature to indicate their position within the lodge.



Tessa



Jafar



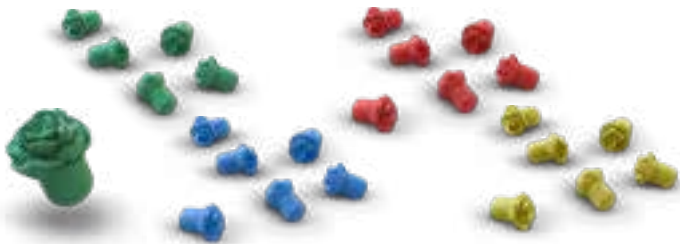
Rebecca



Nero

24 Rose Pins

Each Mage has 6 rose-shaped pins available. These pins are inserted on the Evocation bases to connect the miniature to its matching Evocation card. Every player will insert one pin on the base of their first Evocation, two on the base of their second Evocation and three on the third.



Evocations (30)



8 Landsknecht



3 Bone Knight



**5 Divine
Altars**



3 Cerbero



**5 Mutant
Altars**



3 Andromeda



3 Malacoda

Game Setup

1. The first step is to prepare the **Lodge**. Place the **Black Rose room** and the **Throne Room** in the middle of the table adjacent to each other (orientation does not matter).

2. Then shuffle the remaining **rooms** and place them randomly as shown in the figure below.



The layout shown is just one of the possible configurations of the Lodge, other new patterns will be introduced in future expansions; feel free to experiment and find your own favorite layout.

The only rule to be maintained is to keep the Throne Room adjacent to the Black Rose Room, which must be placed at the center of the Lodge.

3. Place the **Activation Tokens** in all of the rooms except for the Black Rose Room. The Black Rose Room activation token will be placed when a player or the Black Rose reaches the Second Moon Phase on the Power Board.



4. Select a number of **Mage Cell Tiles** according to the number of players in the game. Place the Mage's Cells face down so that you do not see the color of their scroll and shuffle them. Randomly place them as shown in the figure, based on the number of players. Do not flip them over yet. Now the Black Rose Lodge is complete on your table.

2 players



3 players



4 players



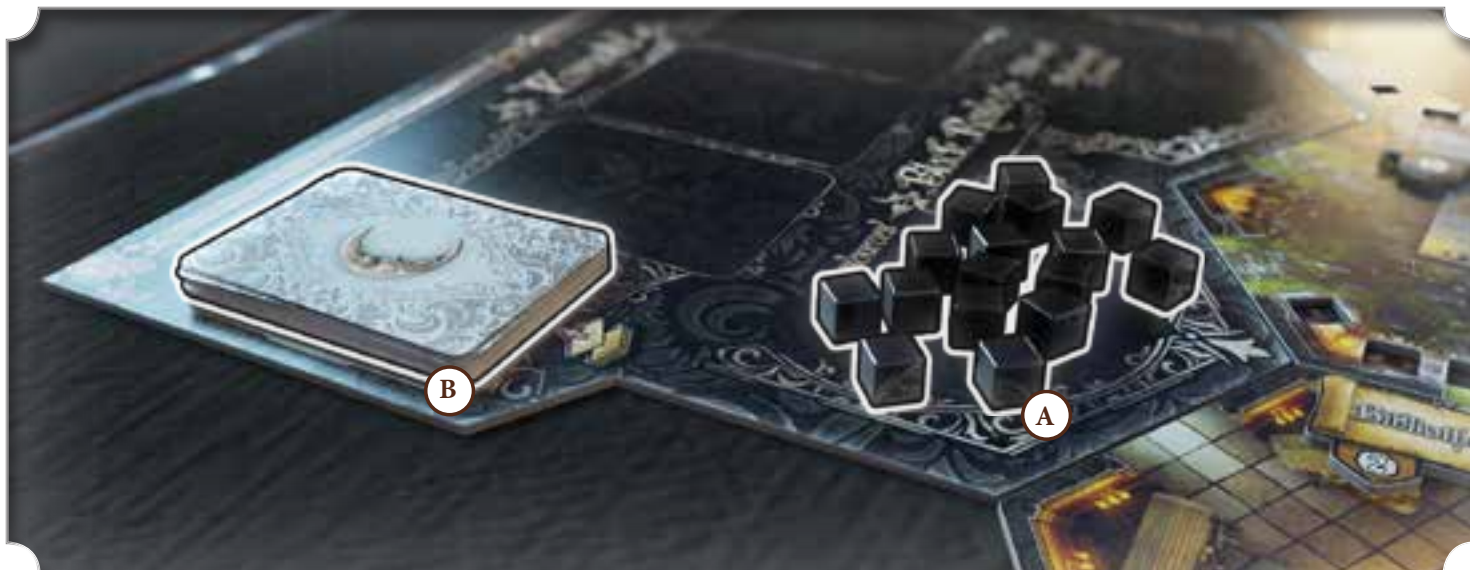
5. Place the **Power Board (A)** and the **Event Board (B)** on the sides of the Lodge.



6. On the Power Board place the **Quest Cards (A)** of the First Moon as shown in the picture, the **Activation Token of the Black Rose (B)** and the **Evocation Cards (C)**.



7. On the Event Board, place the **Damage/Instability Tokens (A)** of the Black Rose and the **Event Cards (B)** of the First Moon as shown in the picture.



Put aside the remaining Quest Cards and Event Cards until you need them for the next Moon Phases.

The player that most recently has given or received a rose in real life takes the **Crown** token (First Player).

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

Choose a **color** among those Mage Cell colors chosen in step 4:



Take all **Damage/Instability Tokens, Action Tokens, Protection and Trap Tokens** and **Rose Pins** of the chosen color.

9. Starting with the First Player, each Mage chooses their starting **Magic School** (every Mage must have their own school and it is not possible for two Mages to belong to the same school).

Each Mage has their own favorite Magic School, which is indicated in

the **Codex Arcanum book**, but a Mage is not required to select their favorite school.

Then they choose their own **Grimoire** to start with. This choice is made between the two availables on the **Reference Cards** of the chosen School; select these spells from the Magic School according to the Grimoire you chose. Add 1 of your **Custom Spells** to the chosen Grimoire. Shuffle the remaining 2 in the chosen school.

10. Now you must turn the **Cells** over and place your Mage on the starting Cell whose scroll matches your starting color.

11. Place the six decks of the **Magic Schools** near the board, reachable by all players. Put the **Reference Cards** under the decks to indicate the Magic schools (see below). The deck of the Forgotten Spells should be set nearby; you will need it when the game enters the Second Moon Phase.

These seven decks makes up the **Library**.



Moons and Black Rose

Power Points and Moons

The game is marked by the passage of the 3 Moon Phases, the current phase is activated by whichever token (Mage or Black Rose) has the most points on the Power Point Board. In accordance with the current Moon Phase, the Event and Quest decks change, passing from First Moon to Second Moon and subsequently to Third Moon.



The **first Moon** Phase influences the game until 5 Power Points are reached.



The **second Moon** Phase starts when a token achieves 6 power points and lasts until 17 power points (as soon as Moon Phase II is activated, place the Activation Token of the Black Rose Room on the Room Tile).



The **third Moon** Phase starts when a token achieves 18 Power Points and remains in effect until the end of the game.

If a token on the Power Points Board ever changes to a new Moon Phase for any reason, you must change the Moon Phase immediately.

Example

Tessa plays the Spell “Dismiss”.

Dismiss lets her gain 1 power point in addition to the ability to remove one Evocation of her choice. This brings her previous 5 Power Points to 6, enough to advance the game to the Second Moon Phase. Immediately after this Tessa uses one of her Physical Actions to move into the Pleasure Room and activate it. She resolves the effect, drawing a Quest of the new Moon Phase, namely of the Second Phase.



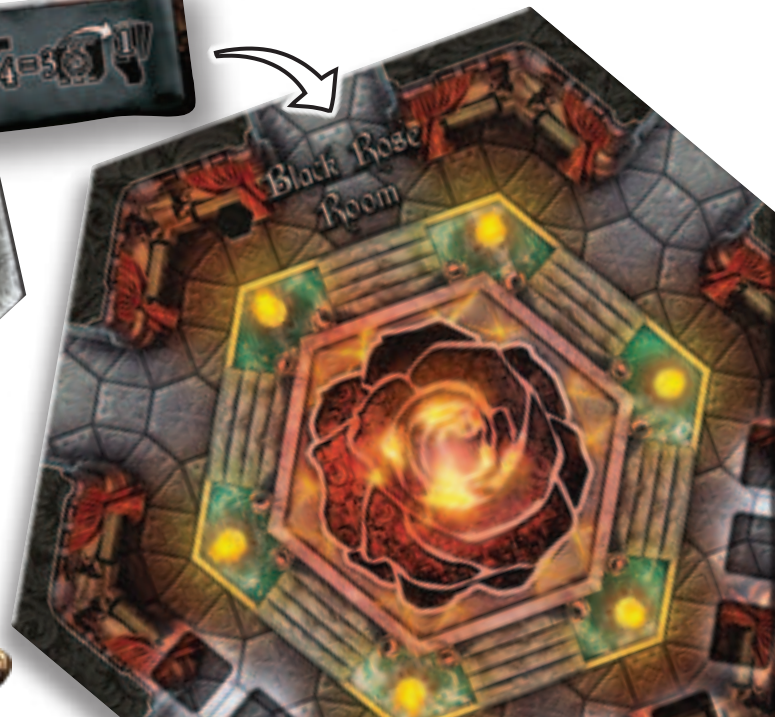
Forgotten Spell and Black Rose

When you reach 6 Power Points, the second Moon Phase begins and the **Activation Token of the Black Rose** is placed in its room, allowing that room to be activated by Mages.

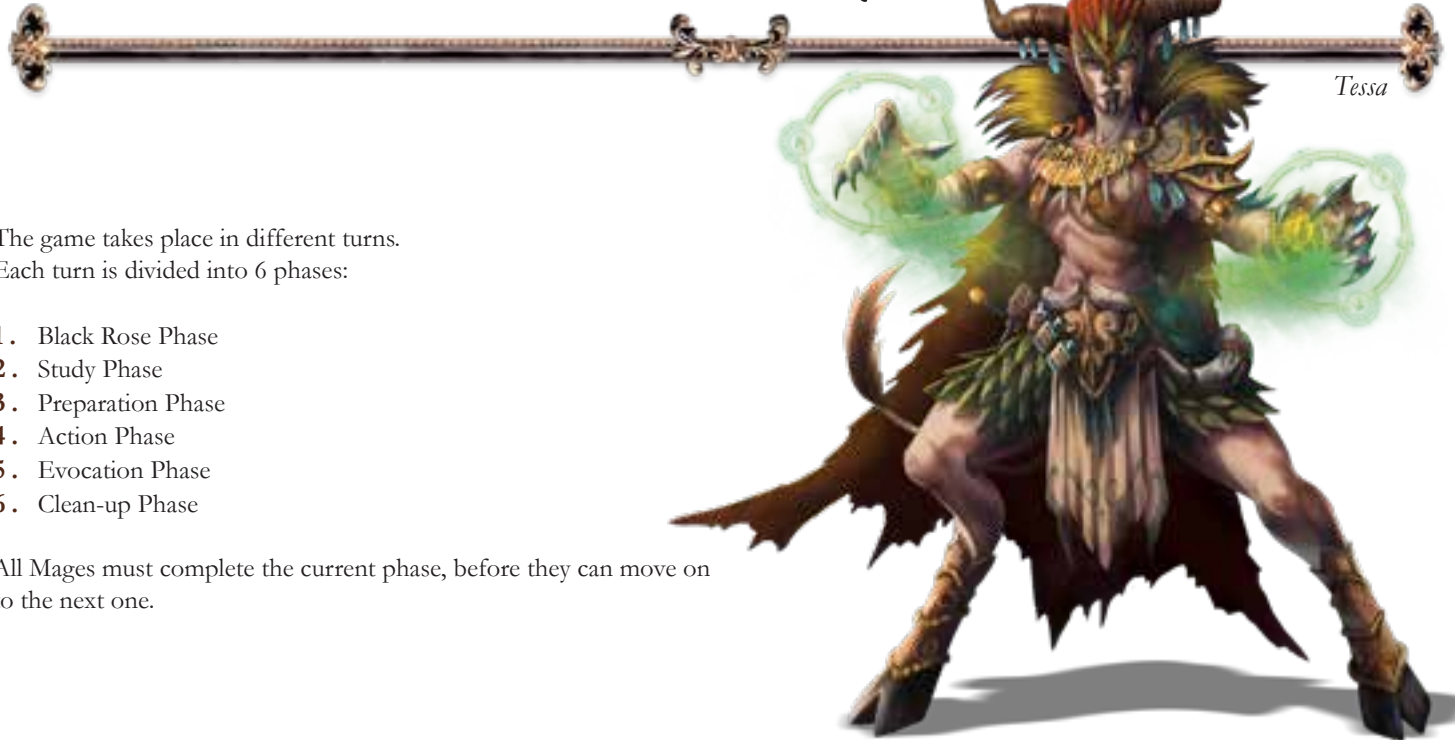


To activate the Black Rose Room, you activate it following the standard room activation rules, then you discard 4 Spells from your hand, then you draw the first 3 cards from the Forgotten Spell School deck and choose one to add to your hand. Place the other 2 at the bottom of the School Deck.

The Forgotten Spell Cards are all unique and extremely powerful; once they are played during the Action Phase they must be removed from the game.



Game turn



The game takes place in different turns.
Each turn is divided into 6 phases:

1. Black Rose Phase
2. Study Phase
3. Preparation Phase
4. Action Phase
5. Evocation Phase
6. Clean-up Phase

All Mages must complete the current phase, before they can move on to the next one.

1. Black Rose Phase

In this phase you use the Event Board and you check who has the Crown of the First turn player.

Any change of the Crown occurring after this specific moment will not modify the order of play until the beginning of the next turn.

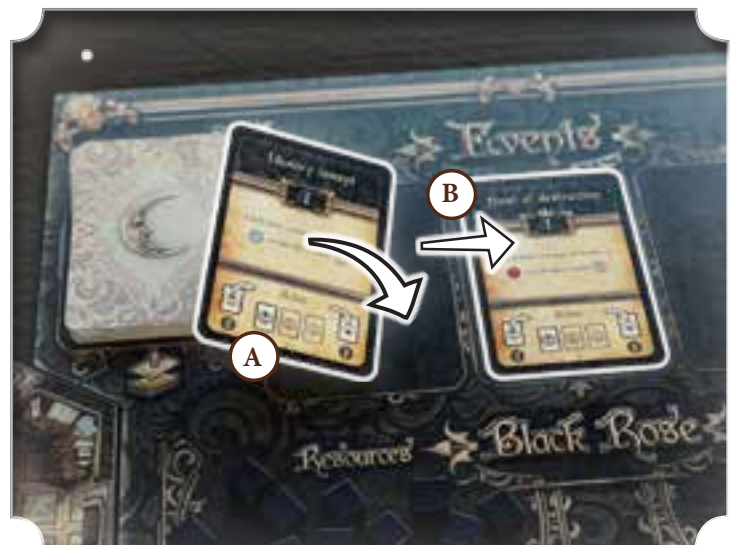
Follow these following steps in order:

1. Events already on the board shift one position (from 1 to 2, from 2 to 3, and any event in 3 is discarded). When an Event is out of the game and it is discarded, the Black Rose earns as many Power Points as indicated in the lower right of the card.

2. The last Mage to go on this turn draws 1 Event from the current Moon, and he/she reads it aloud and places it on the appropriate space of the Event Board as indicated on the card (A). When an Event enters in the game, the Black Rose earns as many Power Points as indicated in the lower left of the card. If the space where the card should be placed is already occupied by another Event, the previous event must be moved following the rules above (B). In this way an Event in play can be moved into the discard pile.

Some Events are immediate, their effects are instantly applied and then the event is discarded.

The Black Rose will always earn the indicated power points both for the Event coming into play and when it is discarded.



Some Event Cards have the symbol of the Crown (First Player Token) above the Moon Phase Roman numeral. The Mage that draws this Event gains this token but will actually become the first player on the start of the next turn.

3 Starting from the First turn player, each Mage that doesn't have at least 1 Quest, draws 1 from the Quest Deck of the current Moon.

♦ If you dislike one or more of your Quests, you can **discard** one of them or both at the beginning of the Black Rose Phase. The Black Rose gains power points equal to the Quest Moon Phase (e.g. Moon II = 2PP) for each discarded Quest.

♦ None of the Mages can have more than **2 active Quests** at the same time; in case the Mage would exceed the maximum, a card must immediately be discarded to return to having 2 Quests in hand.

♦ The **first turn player** is checked only at the beginning of the Black Rose Phase.



2. Study Phase

In this phase you use the **Library** to choose new spells to be added to your own hand.

The new spells you draw will increase the available choice of the grimoire throughout the course of the game.

1. Each player, starting from the First turn player, draws 2 cards from their own Grimoire and they add them to their hand.

2. Starting from the First turn player, each player draws 4 cards face down, choosing them from any Magic School they prefer, except those from the Forgotten Spells. You must keep 2 of these 4 cards, which will be added to your hand, the other 2 cards shall be discarded in front of their matching school, face-up (A).

If a player draws a Custom Spell of another mage, he/she must discard it and put the Card into the corresponding deck.

At the end of this phase, each player should have added 4 Spell Cards to their hand, 2 from their Grimoire and 2 from the Library.

If a Mage exceeds the maximum limit of cards that can be held in hand (as indicated on the mage sheet, *see page 6*) he/she must discard the surplus cards to their memories (discard pile).

When a player has to draw and does not have any more cards in their Grimoire, shuffle your memories to create a new Grimoire deck.

It is not necessary to draw all 4 cards of the same school; for example you can draw 2 cards from the Destruction school, 1 from the Necromancy school and the last one from the Transmutation school.



At any point during the Study Phase, a player may **remove** 1 spell from their hand by discarding the undesired card to the discard pile of the school to which the spell belongs.

Be aware that removing cards from your Grimoire in this fashion is a very important system as it allows you to “lighten” it from the less useful spells related to your strategy, making the following draws more efficient.

Example

It's the Study Phase of the player controlling Nero, whose maximum hand limit is 7 cards.

At the moment, he has 4 cards in his hand that he has kept from previous turns.

First of all, he draws 2 cards from his Grimoire and he adds them to his hand, raising his hand to 6 cards. Immediately after, he draws 4 cards from the Library, 3 cards from the Destruction Magic School and 1 from the Transmutation School, hoping to find a combat spell. He studies the 4 cards and he decides which are the 2 to keep.

At this point the player would have 8 cards in hand, 1 more than Nero's maximum limit.

The player is required to discard the excess card, choosing it from any of the cards in his hand. The discarded card must be placed in his memories (discard pile).

He also decides to remove one of the cards of from his hand, because it is no longer related to his strategy; he places that card on the discard pile of its relative Magic School.



3. Preparation Phase

In this phase, each player chooses their strategy to carry out in their following Action Phase.

Each player must place from a **minimum of 2 to a maximum of 4** spell cards in front of themselves, face-down onto their Mage Sheet. If you recall, each spell has two different effects/direction (straight or reversed). Play the cards face down in the order and orientation that you wish to play them.

(A) The image here shows the Active side of the card.

A mage must place one of these spell cards onto the Quick Spell position. The Preparation Phase ends when all Mages have placed the Spell Cards on their Mage's sheet.

Pay attention to the placement on the Mage's sheet and which side or effect will be revealed. The chosen effect when the Spell is still covered is clearly indicated on the Mage's sheet by the text “Active side”; and when it is revealed, by the text “Revealed Active side”; therefore, when player, cards must be flipped end-to-end.



Once this phase is over, it will be no longer possible to reverse or change the position of the Spells.

This Phase is one of the most important ones of the game. During this phase, by placing the cards, you decide the resolution order of the spells (from left to right, in the figure from 1 to 3) and the effect that they will have in the next phase.
You need to be clever and try to predict the moves of your adversaries

in order to anticipate them, for example to have adversaries in range for your mortal “Fireball” or to create various combination effects.

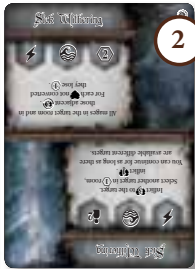
The **Quick Spell (A)** is particularly important because it is the only one spell allowing you to disregard the placement order of the spells during the Action Phase.
It can be played at any time during your own activation in the Action Phase, respecting the rules described in the following paragraph.



Example



Tessa has secretly prepared a Protection as her first Spell (1), two Combat Spells as second (2) and third (3), and an Acid Explosion as her Quick Spell (A). In this way she can cast it as soon as she will have a target within range in any of her activations during the next Action Phase.



4. Action Phase

During this phase the strategy, which has been planned in the previous phase, will take shape.

Before starting this phase, it is important to **check the active Events** located on the Event Board and note when they will occur.

In addition to the Spells placed on the Mage's sheet, each player has **2 Physical Action Tokens** available.

1. This option allows you to **move** up to 2 rooms (*as shown as Point 4 on the mage sheet*) and to **activate** (optional) the room where you are located at the end of the movement.

2. This option allows you to inflict 2 **damage** (*as shown as Point 4 on the mage sheet*) to a target present in the room, and then to **activate** (optional) that room.

3. Each time an Action Token is used, that token must be flipped to it's used side.

Starting from the First turn player and proceeding clockwise, each Mage must perform one of these combinations:

- A. Physical Action
- B. Physical Action + Physical Action
- C. Physical Action + Standard Spell
- D. Physical Action + Quick Spell
- E. Standard Spell + Quick Spell
- F. Standard Spell or Quick Spell

The mages continue playing one combination (of A through F, above), proceeding clockwise, until all players finish all their physical actions and Spells. The only combination you **cannot use** is to cast two Standard Spells as one combination.

Whatever combination you choose, it can be performed in any order. However, it is important to note that each action must be resolved and completed in sequence. It is never possible to divide a Physical Action in half, for example to move 1 step, then cast a Spell and finally complete the movement. A player would have to fully move, resolve an activation and then be free to cast a spell.

A Mage may opt to discard an un-activated spell card to **move one step** (Note: they do NOT get to attack or activate this room, only move). This action is mandatory if the Mage is in their cell and they ran out of Physical Actions.



In every combination all actions can be carried out **in any order**.

Possible combinations:

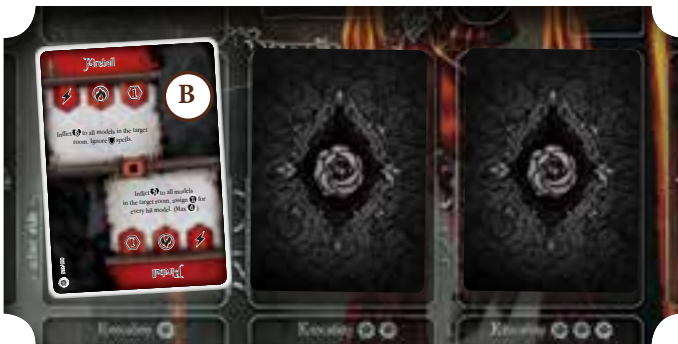


Action Phase Examples

EXAMPLE 1: it's Nero's turn , and he decides to use one of his two Physical Actions (A) so he flips the first action token. Using it, he can move 2 rooms to get closer to his enemy. He moves to the **Pleasure Room** and decide not to activate its effect.



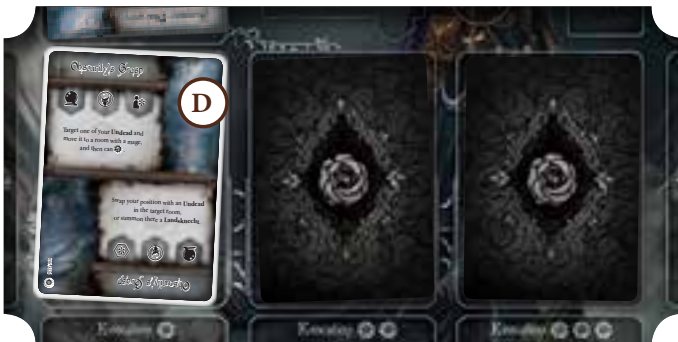
Nero finishes his combination by playing the Spell “Fireball” (B) that inflicts 3 damage to all models in Rebecca’s Room. Nero had already planned everything!



It's now the turn of the next Mage in clockwise order from Nero, in this case Rebecca . She does not have any Physical Actions left to play, so she decides to reveal 2 of her ready spells: the Quick spell and a standard spell. First she reveals the Quick spell “Summon Obscurity” (C) and resolves it to summon a **Landsknecht**.



Right after that, she reveals the placed Spell “Obscurity Grasp” (D) and resolves its effects to allow the **Landsknecht** to act immediately! The **Landsknecht** moves 1 step into Nero’s Room and attacks him for 2 damage as indicated by the Evocation card.



Action Phase Examples

EXAMPLE 2: Tessa  decides this is not the right moment to reveal her spells. She decides to play only one Physical Action (**A**) to move and activate the room she moved into.



She moves 2 steps into the Bibliotheca Room and then activates it (**B**) to resolve the effect, which tells her to pick a card from the Library, so she decides to draw 1 card from her preferred School: Transmutation (**C**).



During the Action Phase, all Mages cast spells to gain power points, to inflict damage to their opponents and create instability to destroy rooms. In the following paragraphs, these mechanics are explained in detail.



Telmia was about to run away from him again. Nero shouts: "Oh no, this time you're not going anywhere!" as he casts "Ice Burst".

None of the Mages can pass if they have the ability to play at least 1 spell or 1 physical action token.

"I love betting on the stupidity of others" - Jafar

None of the Mages can reveal 2 Standard Spells in a row; the only 2 spells combination allowed is a Standard and a Quick one, in any order.

Activation Room Example

The activation of the **Throne Room** grants the Mage the **First player Crown token (A)**.
The Activation Token of the Room must then be flipped to its darker side (**B**).



It's important to point out that even though the first player token has changed hands, the effect is not considered until the beginning of the next Black Rose Phase.

"Moving and beating with your staff is not elegant...much less moving and tearing with your claws Tessa!" - Jafar

When using a Physical Action, it is not possible to move and attack. The action allows you to move or attack; after choosing one of those you can then activate the room you are in.

Everyone stood horrified as a rain of burning meteors hit the room. When the smoke cleared, Nero towered over the fallen: "I love the smell of charred flesh".

It is not possible to inflict damage on yourself or your evocations; when one of your spells would do, so ignore the effect.

Spell types

The first symbol on the Spell Card identifies its type:



Combat

These Spells deal damage to other mages and evocations.



Contingency

Spells to summon, to gain Power, to move quickly, to draw quests, etc...



Protection

Spells that, once casted, are active and can be triggered to help the mage when he/she is a target of an effect



Traps

Spells that, once casted, are active and can be triggered when the conditions on the spells are met. For example, when a target enters a room of a specific color, or performs a specific action, to make them suffer an effect.



Trap and Protection Spells

The Trap and Protection Spells are triggered only under certain circumstances, and may only be triggered if already activated.



Protection: when a Mage casts a Protection Spell they do not reveal it, instead place a Protection Token on the card to show the other players that it has been cast, and from now on it can be triggered.

Each Protection card specifies the condition that must be met to use the spell (for example, when the mage takes damages or if the mage is being moved by a spell). When the condition occurs (and only then) a mage can choose to trigger and resolve the Protection spell. The spell remains active until it is triggered, once triggered cannot be triggered anymore.



Traps: when a mage casts a Trap, it is not revealed; instead place a Trap Token on the card to show the other players it has been cast, and from now on it can be triggered. Each Trap card specifies the condition that must be met to use the trap (for example, a mage/evocation enters a specific Room or does a particular action).

When the condition occurs (and only then) a mage can choose to trigger and resolve the Trap. The spell remains active until it is triggered, and once triggered it cannot be triggered again.

There are two types of Traps:

1. Effect Traps
2. Room Traps



Effect Traps use the standard Trap rules of placement during the preparation phase. When a certain condition occurs, they can be triggered to apply their effect.

Room Traps, unlike all the other Spells in the game, do not have a different card reading direction; they do not have a "reverse" side.

Each Room Trap lists two colors, one per each effect as a target. Whenever a Mage or Evocation enters a room (voluntarily or not) with a matching color of one of the 2 effects, the trap may be triggered. When this occurs, reveal the card and resolve the corresponding color effect. Note that the color of the effect must match the color of the room that triggered the trap.

If a model is already in a room which is a target of the trap, or moves out of

the room, the trap cannot be triggered.

It is important to point out that the effect of Traps and Protections will interrupt the action of another player and should be resolved entirely before the triggering mage's turn continues.

However, if a mage is defeated by a trap, their action ends immediately (*see Defeat, pg 30*). The game proceeds with the next player. Once triggered, Traps and Protections can no longer be used for the rest of the turn.

During the Clean-up Phase, if a Protection has not been triggered yet, it should be discarded into the memories, as if it had been played. A Trap which is not triggered can be taken back into your hand to be played in the next turn.



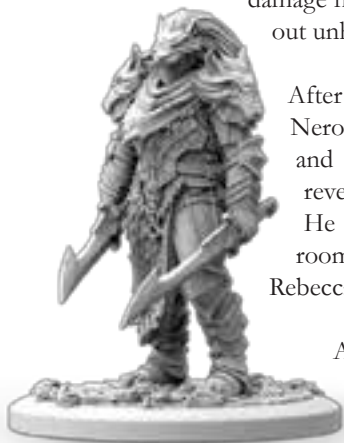
Example of Trap card

Trap and Protection Examples

EXAMPLE 1: It's **Rebecca's** turn  and she plays her first spell (1) and her Quick Spell (2), respectively a trap and a protection. She declares them both activated and places their respective tokens on the back of the cards without revealing them. The Trap is "Blade Barrage", which can affect red or green rooms. The Protection is "Obscure Armour" which avoids the next damage and inflicts 1 Wound to her attacker. This ends her turn.

Now it's **Nero's** turn . He is in his cell and decides to use an Action to move 2 rooms to reach Rebecca's side. He ends his movement in the "Evocation Room".

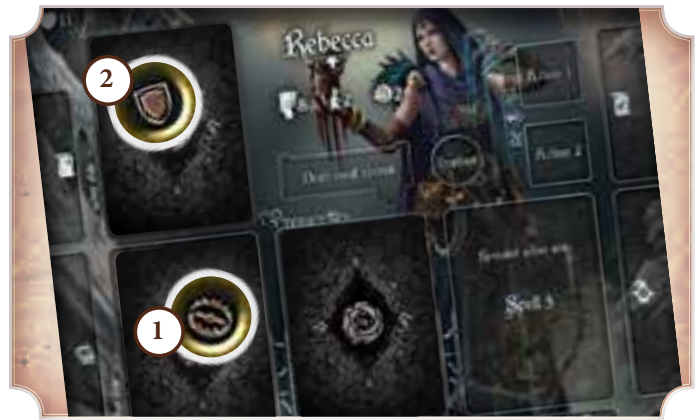
Unluckily for him, this room is red and Rebecca decides to trigger her trap! She reveals the **Trap Card (A)** and inflicts 3 Area damage in the room, thus 3 damage to Nero. Rebecca cannot damage herself with her own spells so she remains out unharmed.



After being subjected to Rebecca's trap, Nero can continue: he activates the room and summons Cerberus; then he decides to reveal his quick spell, "Destructive Bolt". He places an Instability Token in the room where he cast the Spell and targets Rebecca's room to inflict her 3 damage.

At this point, Rebecca triggers her **Protection Card (B)** that avoids the damage and inflicts 1 Wound to her attacker.

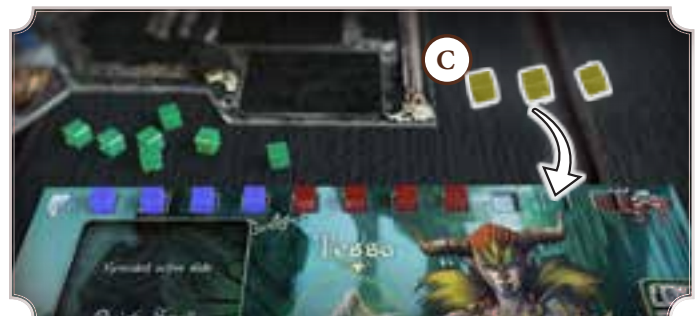
It seems that Nero has been played by Rebecca pretty well this time. Too bad for him!



EXAMPLE 2: **Tessa**  uses a Physical Action to move to the **Forge** room and she passes through the **Laboratory** to reach it. **Rebecca**  has an active Trap card for the red rooms and she decides to activate it as soon as Tessa enters the Laboratory. Tessa must interrupt her current action to suffer the effect of Rebecca's Trap, dealing 3 damage to her (C). Tessa had already suffered 8 damage prior to this, so she is defeated and sent back to her Cell (D) (see *Damage and Defeat*, pg 30). Due to her defeat, Tessa cannot complete her action and she is sent back to her Cell, and unfortunately the rest of her Physical action is lost. She has to wait to get out of her Cell to continue her plans.

Jafar appeared behind the Mage out of nowhere, plunging the cold steel in his uncovered side. "Has anybody taught you that certain areas are dangerous?"

Once it is triggered for one of the two effects, the Trap is used and it cannot also be triggered for the other effect.



Targets and Spell range

Every effect of a revealed spell has a target to select and a range within which this target is selected. There are 4 selectable types of targets:



Oneself

The Mage who casts the spell.



Single

A single target on the board, either Mage or Evocation. It is never possible to select yourself.



Area

A room on the board. Notice that, according to the effect indicated by the card, sometimes this type of spell will hit all targets within the room, while other times it may affect the room itself.



Special

Any element of the game which has not been previously listed. For example the Event Board or the Library.

In the lower right of the target icon, there is always a number (from 0 to ∞).

The range is in a **straight line** from the room where the spell is cast (or triggered) and it is calculated by the number of rooms away from the target in a straight line. When the range ∞ is indicated, it means that any room or target can be selected on the board (ignoring straight lines and distance). It is important to remember that the Starting Cell of a Mage is never selectable.

Spell Cast Example

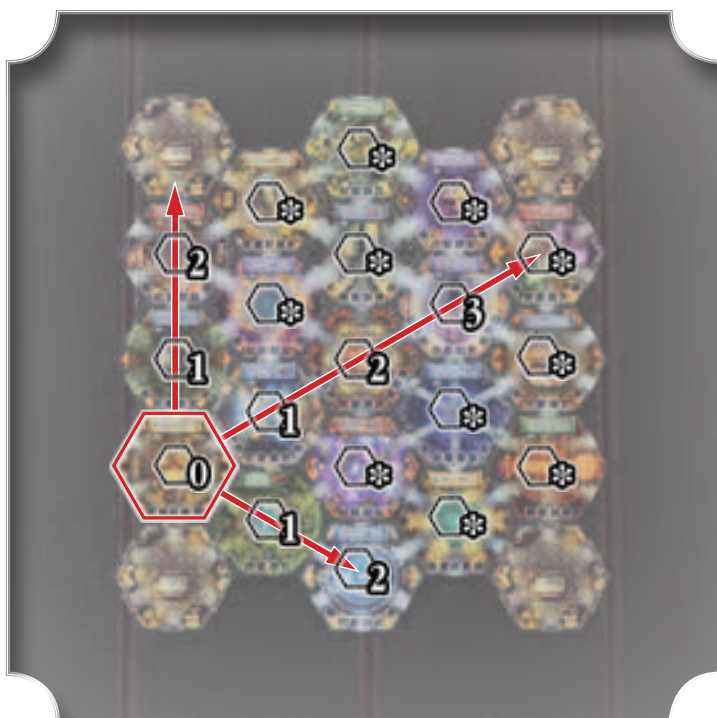
Nero plays the straight side of “Meteor Swarm”.



Malacoda is the only available target for the spell as Tessa is not in the shooting line and Rebecca is out of range. Malacoda then suffers 4 damage and he is removed from the board.



Starting room of the Spell.



Damage and Defeat

Every time a Mage plays a card with an effect like “Inflict X Damage” they have to take as many damage tokens of their color as the inflicted damage states. Place those tokens on the adversary’s life bar or on the Target Evocation Card.



When the Damage Tokens on a Mage’s life bar reaches the number of the Mage’s Health Points, the Mage is considered **defeated**; the same is true for the Evocations that can take damage (at this point remove the Evocation from the board and return the card to the Power Board).

When a mage is defeated, return them in their cell, count the damage tokens based on color and award power points based on the follow chart:

Damage quantity:

- ④ 1° place (most damage dealt)
- ② 2° place
- ① Partecipation (any others that dealt any damage)

The mage who contributed the most damage gains 4 power points, the second gains 2 power points.

All the others gain 1 power point for their participation.

If there are damages of **only one mage**, only himself takes points and receives a total of 5 points.

A mage can participate in its own defeat, taking a place in the ranking without receiving any reward (i.e., points or trophies).

In the case of a **tie**, the players sharing the first or the second position will take 1 Power Point less than they should take.

After all players have gained their power points, all Damage Tokens are removed and returned to the mages. Then the **defeated** Mage is placed in his/her **cell** where he/she can start acting again following the regular turn order.

They are still required to leave the room through a Physical Action if they still have Action Tokens available, or discarding 1 ready spell card from their mage board to their memories (discard pile), to move 1 step to an adjacent room.

A mage can only finish the Action Phase in their Cell if they have used all of their Action Tokens and their Ready Spells.

The Mage who has launched the final killing blow takes a **Trophy Token** from the defeated Mage (Trophy tokens will award victory points at the end of the game!).

Players must be careful not to use up all of their Damage Tokens, or they may end up not being able to carry out future effects.

Optional Rule: To Rage

This rule removes the **Health Point limit** to damage that can be inflicted on a Mage.

On the final blow, any inflicted damage that overcomes the value of the Health Points of the target mage, can exceed the number of health points indicated on the sheet.

This rule enhances the game experience by giving the players the chance to overcome already defined situations.

Example: If the target Mage lacks 1 Damage to be defeated and suffers 4 more damage, the remaining 3 will add to the existing ones, even if they exceed the life bar, to calculate who gains the power points. This accounts for the effort of the killing blow.



“There is no rest, no shelter, no escape: come out and die again”.
Rebecca

Each Mage is forced to leave their own room with a Physical Action or by sacrificing a spell, which will allow them to move one room; if they cannot do either they remain in their cell until their next turn.

Defeat Example

Tessa  inflicts 1 damage to Nero . With this damage Nero is defeated, at this point you proceed with the Power Points award (as following PP):

1° : Tessa  with 6 damage tokens dealt is the first and she gains 4 PP

2° : Jafar  and Rebecca  have a tie for second place with 3 damage tokens each. Normally second place grants 2 PP. However in the case of a tie each player receives 1 less as stated above, so Jafar and Rebecca each get 1 PP.



Having inflicted the last damage with her killing blow, Tessa takes a Trophy token from Nero.

Nero goes back to his cell; after having removed all the damage tokens he can begin again on his next turn.



Placing Instabilities

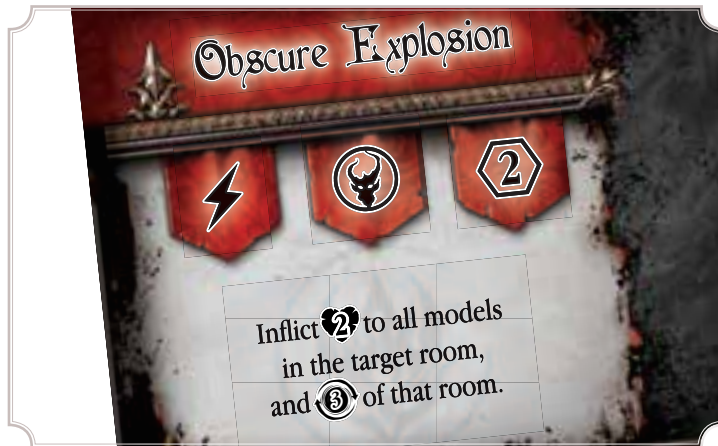


Some spells are so powerful that they generate Instability in the rooms from which they have been cast. To identify a spell that generates Instability, between the two effects in the middle of the card, you should find the symbol of the Instability vortex.

The Instability is always produced by the mage who casts the spell, and must be placed immediately after the spell is revealed.

When a Mage casts a Spell dealing instability, they take one of the Damage/Instability Tokens of their own color and they place it in the room, in the appropriate space. Some spells have the ability to place extra Instabilities, in this case you follow the normal rules for target and range to target a room.

There are spells that can **convert** the Instability tokens to another color. When you are converting, choose the specified number of instability tokens on the target room, of any color of your choice and replace them with your own colored instability tokens.



Example of Effect converting Instability

Destruction of a room

When a room reaches its highest value of Instability, the Mage who placed the largest number of Instability tokens takes the Activation Token of the room as a reward during the Clean-up phase. The room token will give Power Points at the end of the game.

In case of a tie, the Activation Token of the room is taken by the Black Rose during the Clean-up phase instead.

Optional Rule: Overload

This rule removes the Instability limits that the mages can assign to a room.

The Mages may continue to deal additional Instability to the room even if there is no remaining space. Since the destruction of the room is checked only during the Clean-up Phase it is possible for Mages to continue to deal instability in the attempt to secure the Activation Token of the room.

This rule enhances the game experience by giving the players the chance to overcome already defined situations.

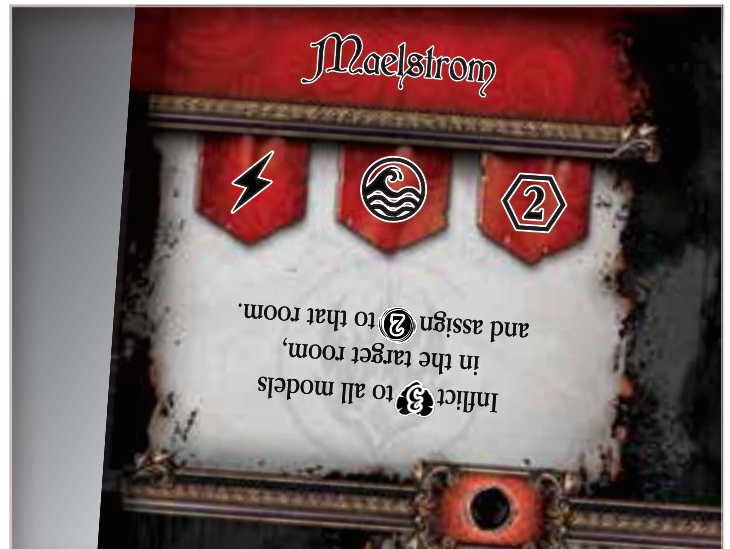


Spell NOT generating Instability

Spell generating Instability

Example of Instability

Rebecca casts Maelstrom reversed (second effect) in the room where Tessa is located: the **Oracle Room**.



Rebecca places 1 Instability (A) in the room where she has cast the spell, the **Garden**, then with the second effect she inflicts 3 damage to Tessa and places 2 Instability tokens (B) in the room where Tessa is.



Evocations

Contingency Spells (marked by the symbol ) and other effects (like room activations) allow the mages to summon evocations, mostly during the Action Phase.

When a mage summons an Evocation, take the corresponding **card** and **miniature** from the reserve.

The card must be placed in one of the three designated spots on the Mage's Sheet, showing the side with the Evocation characteristics. In case there is no miniature remaining in the reserve, ignore the evocation effect.



Every Evocation space on the Mage's sheet shows a set of Roses, corresponding to the number of pins to be placed on the model bases, which will match the Evocation card in that specific space. This helps to identify identical models under the control of the same mage.



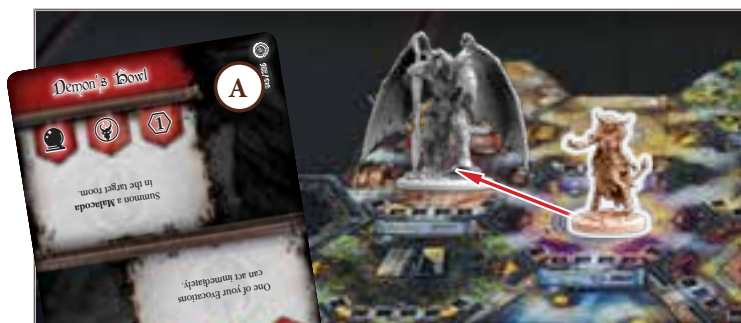
If a mage wants to summon a new Evocation and is already playing three of them, one can be replaced by putting the old one in the reserve.



The **Summoner Room** and the **Cemetery** permit a mage to summon a model to fight for them. See the Codex Arcanum for more informations.

Example of Evocation

Tessa plays the reverse effect (A) of the Spell "Demon's Howl" to summon Malacoda in an adjacent room.



Rebecca places the Rose pin (B) in the Malacoda's base then takes the related evocation card (C) and places it under the first evocation space of her Character Sheet.



5. Evocation Phase

During their Evocation Phase, Mages can activate all their Evocations in the order they prefer.

The Evocations will act starting with the First turn player.

Each Evocation can move up to the limit indicated on its card (A) and then attack inflicting wounds equal to its attack value (B). It will never attack and then move. However, it may remain in place and attack.

When an Evocation inflicts damage, place the Damage tokens matching the controlling Mage's color on the sheet or card of the target.

When an Evocation loses all its Health Points (C), it is removed. Remove the miniature from the board and place the corresponding card on the Power Board.

Some effects can refer to the Archetype (D) of the creature, to make them move, attack, etc.



Gerbero Evocation Card

6. Clean-up Phase



This is the final phase of the turn. In this phase, you will check if there are rooms which have become unstable, re-activate rooms tokens, discard to your Memories the played spells, re-activate tokens and prepare the board for the next turn. You will also see if a mage, or the Black Rose, has obtained enough power points to end the game (30 Power Points).

The following steps must be executed in order:

1. The Mages remove the Spell Cards already played and place them in their **Memories** (discard pile), faceup, with the exception of not triggered Traps, that comes back into the mage's hand.
Flip over the used **Action tokens**.



2. All Rooms **Activation tokens** must be flipped back to their active side.

3. Check for rooms which have become **Unstable**:
if the number of Instability Tokens in a room reaches the Resistance value of the room, this room must be considered Unstable. The major contributor to the instability of the room (most Instability Tokens) will now gain the **Room Activation Token** as a reward that will count at the end of the game. The Mage will place this token on the Mage's Sheet, will remove all Instability Tokens from the room (and return them to their owners) then will flip it to its destroyed side. In case of a tie, the Room Activation Token is awarded to the Black Rose.

Nothing happens to the Mages and the Evocations in a room when it is destroyed; simply place them back on the destroyed side. There are only two changes to the way a Room works in the game when it is destroyed:

- Mages can no longer use the room's effect or activate it.
- It is impossible to assign new Instability tokens to that room.

4. Check if one of the Mages or the Black Rose has reached or exceeded the value of 30 Power Points; if so, the game ends.
Go to the End of the Game section (*see page 35*) to determine the new **Grand Master**.

If no one has reached 30 power points yet, the game proceeds to the **next turn**.

Each Mage keeps all of the cards that they still hold in their hand.



End of the game

Counting points

When the game is over, you need to count all of the power points to find out which Mage will be the new Grand Master of the Black Rose Order! To the Power Points gained thus far, each Mage will add the following bonus points:



1. Resolved Quests: each Mage counts the number of Quests that they resolved during the game. Then check the following table to see which of them will earn more Power Points.

Most Quests completed:

- ① 1° place (Mage with the most completed Quests)
- ② 2° place
- ③ Participation (any other Mages with 1 or more completed Quests)



2. Trophy tokens: each Mage counts the number of Trophy Tokens they collected from other mages; it does not matter which Mage the tokens came from, only the amount of them.

Then check the following table to see which of them will gain more Power Points.

Most Trophy tokens:

- ① 1° place (Mage with the most Trophy tokens)
- ② 2° place
- ③ Participation (any other Mages with 1 or more Trophy tokens)



3. Unstable rooms: each activation token acquired from destroying a room grants Power Points equal to the points indicated on the token.



4. Crown Bearer: owning the Crown Token at the end of the game will gain you 1 Power Point.

In the case of a tie, after all Power Points have been tallied, the player who has accumulated the most elements from the following list (in priority order) will win the game and become the new Grand Master:

1. Completed Quests
2. Number of Trophies

(Example: Nero and Tessa are tied at the end of the game. Nero and Tessa both have 5 Completed Quests, but Tessa has 2 more Trophies than does Nero. Tessa wins!)

In the unfortunate event that there still is a tie, the player who owns the crown will decide who is the new **Grand Master** among those vying for the win.

Optional Rule: Extra Turns

If at the end of the counting, two or more Mages have the same number of power points, you continue with a playoff turn. All Mages play an extra turn following the normal rules of the game.

If at the end of the turn there is no winner yet, you proceed with a new game turn, and so on until a winner arises.

At the end of every extra turn you count **only** points assigned by:

1. defeat of an adversary Mage
2. the assigned ones from the resolved Quests (when solved)
3. the points scored from destroyed room's activation tokens earned during the Clean-up Phase.

For Resolved Quests and Trophy tokens, in the case of a **tie**, the players sharing the first or the second position will take 1 Power Point less than they should take.

Endgame Example

The turn is over and you start counting the Power Points (following PP) of the endgame:



1. Resolved Quests

Rebecca 3 Quests = 1° place = 6 PP
 Nero 2 Quests = 2° equal with Tessa = 2 PP
 Tessa 2 Quests = 2° equal with Nero = 2 PP



2. Trophy Tokens

Nero 4 tokens = 1° place = 4 PP
 Tessa 3 tokens = 2° place = 2 PP
 Rebecca 1 token = participation = 1 PP



3. Unstable Rooms

Tessa 2+3+3+2 = 10 PP
 Rebecca 3+2 = 5 PP
 Nero 0 PP



4. Crown Token

Nero = 1 PP

The final bonus point totals are:

Tessa = **14 PP**

Rebecca = **12 PP**

Nero = **7 PP**

The Power Points accumulated during the game must be combined with the Bonus End Game points to elect the winner, in this example:

	In-game PP	Endgame PP	Total
Nero	34 PP	7 PP	41 PP
Tessa	24 PP	14 PP	38 PP
Rebecca	25 PP	12 PP	37 PP

Nero is the new Grand Master!



Frequently Asked Questions FAQ

I played 2 identical traps that influence the same room, can both of them be triggered?

Yes, both of them can be triggered, and they can be resolved in any chosen order.

I move up one step and I activate multiple Traps from different mages, in which order do they activate?

All Traps are resolved clockwise, starting from the mage that will take an action after you. If a player has additional Traps that can be triggered at the same time, they can resolve them in the order they prefer.

Can I keep casting spells on mages who have already lost all of their Health Points?

No, as soon as a Mage's damage equals their maximum life value (or exceeds it in the case of the optional rule To Rage), the Mage is immediately defeated. At that point you proceed to assigning the Power Points.

I play an Evocation inside a Room with a Trap, is this Trap triggered?

Yes, if the Trap can hit the Evocation, this can immediately be triggered.

I have multiple Protection Spells activated by the same effect, what happens?

You can decide in which order you can activate them and if you even wish to activate all of them. The only condition to take into consideration is that the effect that activates them must be present at every activation. (i.e. if there are 2 protections saying "avoid the next 3 damage and you gain one power point" and after the first protection there is no more damage left to be assigned, you cannot activate the second one to gain another power point).

I have no more cards to reveal but I still have a "Quick Spell". Can I play it as a last card?

Yes, the Quick Spell can be played like any other spell.

An Area Spell that was going to affect multiple Mages is cancelled by a Protection Spell, do the other Mages suffer the effects?

No, if the Spell is cancelled, none of the hit mages suffer the effects of it.

An Area Spell that is going to affect multiple Mages triggers my protection saying "Avoid the effect". Are the other mages affected anyway?

Yes, to avoid the effect means that you are the only one not affected by it. Note the difference between "cancelled" and "avoid".

I have been defeated and I am back in my Cell. I only have one Spell card left to reveal and no Actions, can I stay in my room?

No, it is compulsory to leave your room in any way that you are able. The Spell Card, in this case, must be used to make a Movement Action

of 1 step. You cannot activate the room at the end of this movement since it is not a Physical Action. But you are not allowed to use the spell card in any other fashion in this instance.

When a Protection Spell or a Trap has the Instability Symbol, when must I place it?

As soon as it is being triggered; if you never reveal the Protection or the Trap you cannot place the Instability Token.

I have just drawn a Quest that I don't like, can I discard it and draw another one?

No, you have to wait for the next Black Rose Phase.

I have 3 Evocations in play and I played another Evocation Spell, what happens?

You can immediately exchange one of your evocations already in play with the new evocation. You cannot add a 4th evocation, one must be removed.

A Trap that affects rooms of 2 colors has been triggered by one of those colors. What happens?

If the trap has already been triggered on a Room of one color, it can no longer affect rooms of the other color.

I am the first turn player and I want to activate the Throne Room, may I?

Yes you can do it, this is a tactical action that helps you to keep the crown.

A mage in his/her cell resolves a Quest, can my Trap on Quests be triggered?

No, a Mage in his/her cell is immune to any effect.



Glossary

Act: Evocations can act during their phase, or during the Action phase thanks to specific Spells, moving and then attacking.

Activate a room (☑): Resolve the effect of the room's Activation Token, if not already activated (flipped to its darker side).

Attack (⚔): Attempt to inflict physical damages to a target. The mages, for example, inflict 2 base damages thanks to his/her Action Tokens.

Avoid: The effect does not affect the mage who avoided or ignored it.

Cancel: The cancelled effect vanishes completely, no model is affected.

Cast a Spell: Resolve the chosen effect of the revealed Spell card if ☹ or ⚡. Otherwise if the Spell is a ☹ or a 🛡, put the relative Trap/Protection token on the back of the Spell, and for the remainder of this turn it can be triggered.

Convert (☹ / ☹): A mage can choose a number of Instability or Damage Tokens, and change them with his/her own ones.

Damage (♥): Damage inflicted to a model, represented by Tokens of the color of the mage that inflicts the damage; they are black if they belong to the Black Rose.

If inflicted to a mage, they are placed on the life bar of the Mage Sheet, if inflicted to an Evocation, they are placed on the Evocation card.

Discard (🗑): Put one or more cards in the specific discard pile, for example the Memories in case of played Spells, and the discarded Events in case of a played Event.

Draw (🃏): Add to your hand one or more cards from the specified deck.

Eliminate: Remove permanently an object from the game, place it back into the box.

Heal (♥): It removes Damage Tokens from the Mage Sheet or from an Evocation.

Ignore: see Avoid.

Instability (☹): Instability assigned to a room or removed from it, represented by Tokens of the color of the mage that assign the instability; they are black if belongs to the Black Rose.

Movement/Step (🚶): Indicates the amount of rooms that a mage or an evocation can move inside the Lodge.

Lose Power Points or PP: You lose PP and move back the Power Point Token of the respective mage on the Power board.

Power Points or PP (🌹): Earn Power Points and shift the Power Point Token of the relative mage on the Power board.

Ready Spell: Spells that are placed by the player on the Mage Sheet, and ready to be cast, even before any Standard Spells.

Remove: Remove an object from play, putting it back to its relative reserve / discard pile.

Reveal a Spell: a Spell is revealed when the player flips a ready spell, ☹ and ⚡ when casted, ☹ and 🛡 when triggered.

Steal: Subtract the specified item (usually Power Points, but also cards) from another mage. If the mage doesn't have the specified item you cannot steal from them.

Shift: Move through the rooms, without crossing the rooms on the path (it's like a teleportation).

Suffer: When a model takes damages, suffers the effect of rooms or spells.

Summon: Take from the reserve the creature indicated by the effect, and place it in the target room (*see page 33*).

Transfer: Take the specified tokens and move them to another target, as indicated.

Trigger: It refers to Traps (☹) and Protections (🛡) if they have been activated.

When the conditions occur, he/she may reveals the card and resolve the effect.



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