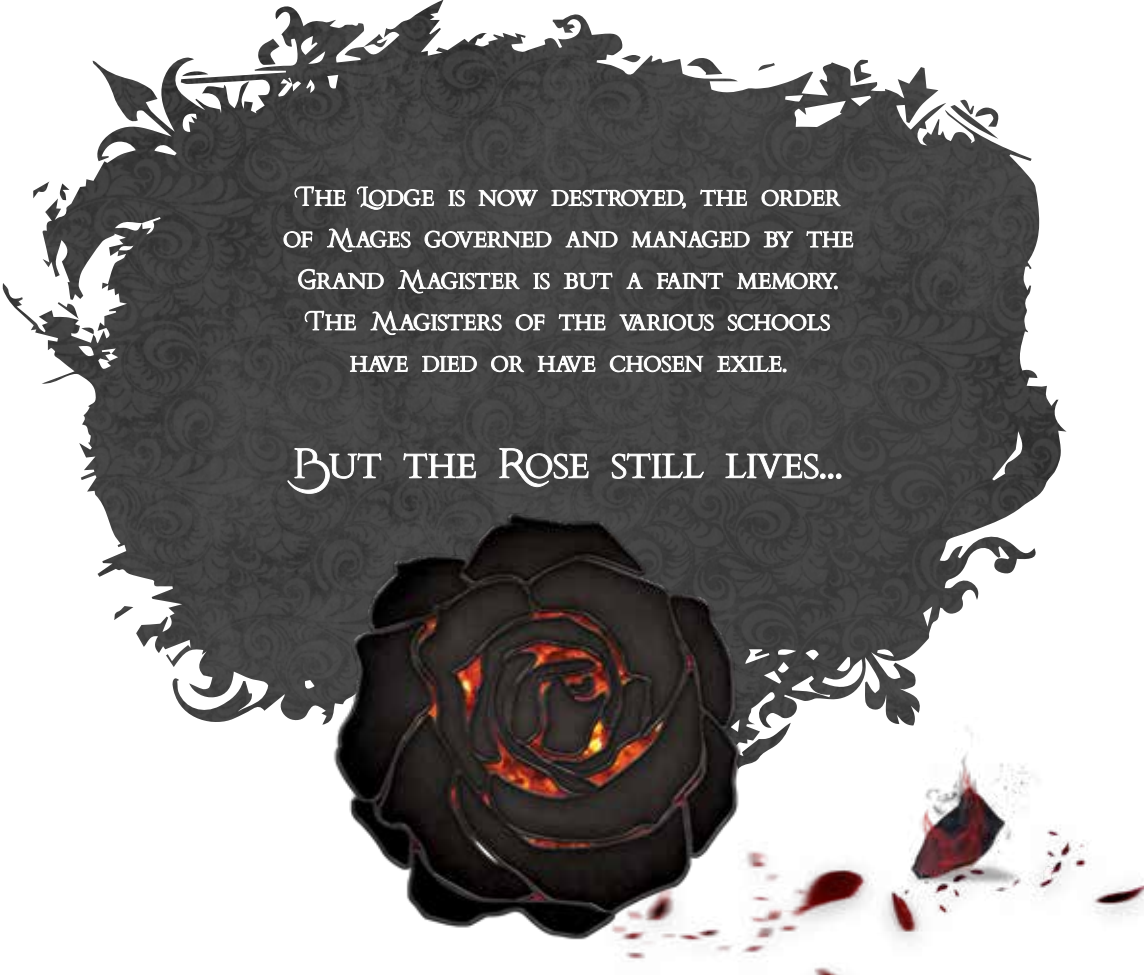




REBIRTH



THE LODGE IS NOW DESTROYED, THE ORDER  
OF MAGES GOVERNED AND MANAGED BY THE  
GRAND MAGISTER IS BUT A FAINT MEMORY.  
THE MAGISTERS OF THE VARIOUS SCHOOLS  
HAVE DIED OR HAVE CHOSEN EXILE.

BUT THE ROSE STILL LIVES...

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## BLACK ROSE WARS

The previous *Black Rose Wars* game and stretch goal content contains many different Mages and Schools of Magic. Players may freely interchange any of these Mages or Schools with the new materials of *Black Rose Wars: Rebirth* without affecting balance. However, the Library should never exceed 6 Schools of Magic.

# GAME COMPONENTS



1 POWER BOARD



1 EVENT BOARD



✓ ROOMS AND 4 CELLS



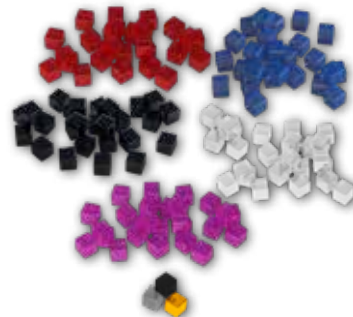
4 MAGE SHEETS



4 MAGE CARDS



1 AVATAR BOARD



130 DAMAGE/  
INSTABILITY CUBES  
+ 3 MOON CUBES



19 **ACTIVATION**  
TOKENS



1 CROWN TOKEN



1 ALBEDO TOKEN



5 POWER TOKENS



8 PHYSICAL ACTION  
TOKENS



16 TRAP/  
PROTECTION  
TOKENS



16 PERSISTENCE  
TOKENS



28 TROPHY  
TOKENS



11 SCHOOL REFERENCE CARDS



226 SPELL CARDS



12 PERSONAL SPELLS



1 AVATAR CARD



24 EVOCATION CARDS



9 NIGHTMARE CARDS



18 UPGRADE CARDS



12 JINX CARDS



40 QUEST CARDS



36 EVENT CARDS



30 AVATAR COMMAND CARDS



15 AVATAR EVENT CARDS



Arianna



Rikkart



Gramigna

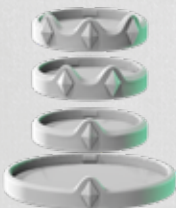


Baron Doria



Mage Bases  
1 for each color

4 MAGE MINIATURES  
31 EVOCATION MINIATURES  
5 MAGE BASES  
20 EVOCATION BASES



Evocation Bases  
4 for each color



8 Cadaver



5 Totem



9 Umbra



3 Succubus



3 Nigredo



3 Colossus

# SETUP

Follow the steps below to set up the game table:

- 1 Place the **Black Rose Room** (A) in the center of the table, and the **Throne Room** (B) adjacent to it (the contact side does not matter). Place the Rooms destroyed-side-up (the side with the Instability slots).
- 2 Shuffle the remaining Rooms and randomly place them around the Black Rose Room until you get the complete Lodge as shown. Place the Rooms destroyed-side-up (the side with the Instability slots).
- 3 Take the 4 Cells (C). Shuffle them face-down (so you can't see their color) and place them randomly as shown in the image, always keeping them face-down. Do not turn them over at this time.
- 4 Place the **Power Board** (D) and the **Event Board** (E) on either side of the table.
- 5 Place the **First Moon Quest Cards** (F), **Jinx Cards** (G), **Upgrade Cards** (H) and **Evocation Cards** (I) on the Power Board. Set aside the Second and Third Moon Quest Cards.
- 6 Place the **Second Moon Cube** (J), the **Third Moon Cube** (K), and the **Black Rose Cube** (L), in the slots with stars matching the corresponding color on the Power Board.
- 7 Place the Black Rose's **Damage/Instability Cubes** (black cubes) (M) and the **First Moon Event Cards** (N) on the Event Board (E) in the designated slots. Set aside the Second and Third Moon Event Cards. The player who last received or donated a rose in real life takes the **Crown token** (O).
- 8 Each player, starting with the player who owns the Crown token and proceeding clockwise, chooses a color and takes the corresponding **Mage Sheet**, in addition to all the **Damage/Instability Cubes**, the **Action Tokens**, the **Trap/Protection Tokens**, the **Persistence Tokens**, the **Power**



Token and the **Summoning Bases** of the same color **P**. The player then chooses a **Mage**, and takes the matching **miniature**, **Mage Card** and that Mage's 3 **Personal Spells** **Q**. Place the Power Tokens, including the one for the **Black Rose**, on the 0 space of the Power Board.

9 Each player, starting with **the first** and proceeding clockwise, chooses a **School of Magic** that **has not already been chosen** by another player. **He** then takes the **Reference Card** **R** of the chosen school and selects one of the two starting **Grimoires** indicated on it. He looks for the 6 cards indicated in that school deck; **he** adds one of his Mage's **Personal Spells** and shuffles them. This deck of 7 cards is his starting **Grimoire** **S**; place it to the left of the Mage Sheet, near the Grimoire slot (📖), then, take the first card of the deck and place it face-up near the Memories slot (🧠) **T** on the right of the Mage Sheet.

**Put the other 2 Personal Spells aside for later in the game.**

10 **The Cells are revealed** and the Miniature of your Mage **C** is placed in the one that corresponds to the color of your Mage Sheet. Remove any Cells that do not match any player color.

11 Shuffle each of the 6 Schools of Magic decks separately and place them next to the Lodge so that they are in reach of all players. Place the Reference Cards **R** under the Schools of Magic decks so as to distinguish the various decks, as shown in the image. **These 6 decks form the Library** **U**.

Shuffle the **Forgotten Spell** deck **V** and place it to the left of **the Library**. This deck is **not part of the Library**.

Place the Evocation miniatures within easy reach.

You are now ready to begin.



# GAME TURN



## CROWN TOKEN

The **Crown token** indicates the **First Player** for the current phase. This Token may change **owner** over the course of a **turn** due to various game effects. When this happens, the new owner of the Crown token will be the First Player to start the next phase. Having this token is especially important at the end of the game, as it awards 1 Power Point and resolves many tiebreakers.

*Attention: in all game materials, such as Spells or Quests, the players are identified by the term "Mage".*

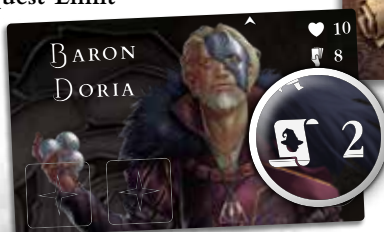
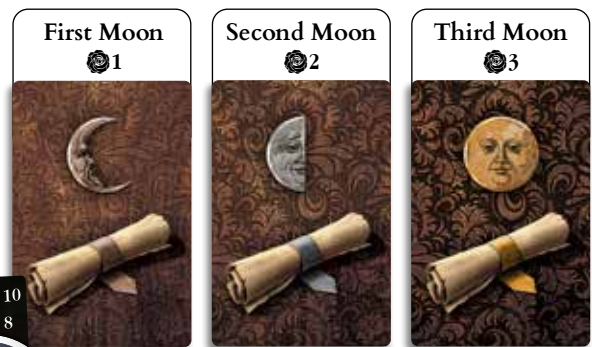
A Game Turn consists of the following 6 phases in the order shown below. **Each player (starting with the First Player, see the Crown token box) must complete each phase before the next begins. After all players have completed a phase, the game goes on to the next phase.**

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

## 1. BLACK ROSE PHASE

Perform the following steps in the order indicated:

1. Revealed Events on the **Event Board** are moved one space to the right, from first to second, from second to third: any Events on the third space are discarded to the Event discard pile. **When an Event is discarded, the Black Rose gains the Power Points indicated in the lower right of the card.**
2. The Mage to the right of the one who holds the **Crown Token** draws 1 Event Card from the deck currently present on the Event Board. If this Event Card has the **Crown**, the player drawing this card becomes the **First Player** beginning in the next Phase. Read the text aloud and place the card in the appropriate space as marked on it **(A)**. If the space where the card should be placed is occupied by another Event, move that Event to the next space **(B)**, displacing all Events to its right accordingly. In this way, it is possible that an Event present on the board must be moved to the Event discard pile (see point 1). Some Events are Instant, their Effect is applied immediately and their card is directly discarded without causing any displacements. **When an Event comes into play, the Black Rose gains the Power Points indicated at the bottom left of the card.**
3. Starting from the leftmost card, apply the Effects of each Event Card on the Event Board that must be resolved during the Black Rose Phase (see next page, point D).
4. Each Mage, **in turn order**, can discard one of his **Quest Cards** and place it face-down in the Event Board Quest space **(C)**. The Black Rose gains Power Points based on the Moon of that Quest: 1 Power Point if it belongs to the First Moon, 2 Power Points if it belongs to the Second Moon and 3 Power Points if it belongs to the Third Moon. **Note: only Quest Cards discarded in this way awards Power Points to the Black Rose.**
5. Each Mage without any **Quest Cards**, in turn order, must draw one from the current Moon deck on the Power Board and place it in the **unsolved Quest slot** (☞) of the player's Mage Sheet.
6. Each Mage with a number of **unsolved Quest Cards** (☞ see page 10) higher than his **Quest Limit value** (☞), discards them until he has a number equal to that value (if a Mage Card shows no Quest Limit value, that value is considered 2 for that Mage). **Then, each Mage does exactly the same for his Completed Quest Cards** (☞ see page 10).





# Event Board

This board keeps track of important game information.

## EVENT BOARD ANATOMY

- A** Space for the current Moon Event Card Deck.
- B** Spaces where active Events that affect the **turn** are placed (as indicated on the Event Card).
- C** Space for the Event Card discard pile.
- D** Space to store Black Rose Damage/Instability Cubes.
- E** Space for Quests obtained by the Black Rose and those discarded by the players, forming a single deck.
- F** Space to store the Trophies of the Mages Defeated by the Black Rose.



## Event Cards

The **Event Cards** represent the influence of the Black Rose during the battle between the Mages. They are divided into 3 decks based on their Moon and their effects can be positive or negative; the will of the Black Rose is unpredictable.

## EVENT CARD ANATOMY

- A** Name of the Event, to be read aloud as soon as it is drawn.
- B** Some Event Cards feature the Crown symbol (First Player token). The Mage who drew this Event Card receives the Crown and will be the First Player starting in the next Phase.
- C** In the center of the card you will find the description of the Effect that will affect the rest of the **turn** for as long as the Card resides on the Event Board.
- D** The **phase of the Turn** in which the card's Effect is resolved (in this case, the Black Rose Phase).
- E** The number of **Power Points** earned by the Black Rose when the Event Card is placed on the Event Board.
- F** The area of the Event Board where the card is placed face-up (displacing any Card to the right, if present).
- G** Number of **Power Points** earned by the Black Rose when discarded from the Event Board.



"The Magisters of the various schools have died or have chosen exile after Lucifer destroyed the Lodge. Unless, the Rose is still alive."

## Quest Cards

This unique 40-card deck, split into 3 Moon decks, contains the challenges that Mages will have to overcome to earn the rewards from the Black Rose, proving they are worthy successors of the Grand Master.

From the first to the third Moon, Quests become more and more difficult to complete, but the rewards grow accordingly.

There are different types of Quests, and each one after its name **A** indicates a Task **B**. Some Tasks require the activation of specific Rooms, others require you to perform a certain Action several times, or other different types of conditions to be completed.

Quest Cards must be revealed as soon as they are drawn and require a sequence of specific actions to complete their Task. Each time a player performs the specified action, they place one of their cubes on the dedicated card space. When all the spaces are occupied by cubes, the Quest is **Completed** (see below).

Once the Mage who owns the Quest completes the Task, he reveals the Quest card (unless it already is), and places the card in the **Completed/Solved Quest** slot of its Mage Sheet, keeping it revealed; this Quest Card is considered **Completed** but not **Solved**.

During a player's Action Phase, prior to or after the first and/or second of his Actions are resolved, a Mage can activate, one at a time, the Effects of the Completed Quests and apply it. Once an Effect is completely resolved, the Quest Card becomes

**Solved**; the Mage places it face down in a **Solved Quest** deck in the **Completed/Solved Quest** slot of their Mage Sheet and gains the Power Point Reward indicated on the card.

A Mage can have any number of Unsolved Quests at the same time; nevertheless, during the Black Rose Phase, he must discard them until he has a number equal to his Quest Limit value, the same limit is applied to the Completed Quest (see page 21, point F).

At the end of the game, Solved Quests Cards will be essential for adding additional Power Points!

### QUEST CARD ANATOMY

- A** The title of the Quest.
- B** The Task to be completed.
- C** Quest Effect.
- D** Power Points Reward.



## Power Board

This board keeps track of some key information of the game.

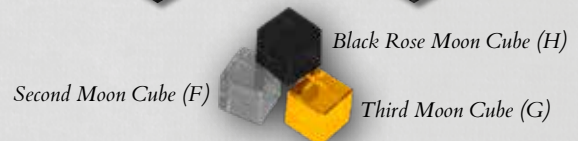
- A** The current level of **Power Points**. Each Mage, including the Black Rose, will place their Power Token on this track. Whenever Power Points are earned, move the appropriate Token along the track.
- B** Quest Card deck.
- C** Evocation Card deck.
- D** Jinx Card deck.
- E** Upgrade Card Deck.

The advancement of the **Power Point Token** (Mage or Black Rose) that is further ahead on the track determines the changing of the Moon Phase whenever it enters the space containing the Second Moon Cube, Third Moon Cube, or the end of the game when it enters the Black Rose Moon Cube (in the standard game they are indicated by stars):

First Moon **A**, Second Moon **F**, Third Moon **G** or End Game trigger **H**.

As soon as a Power Token reaches the Black Rose Moon Cube, the end of the game begins (see page 31).

### POWER BOARD ANATOMY



## Power Points and Moons

The game is marked by the passage of the 3 Moons. The current Moon is indicated by the Power Token furthest ahead on the Power Board, whether it belongs to a Mage or to the Black Rose.

Based on the current Moon, the decks of **Event Cards** and **Quest cards** change, going from the First Moon to the Second, and finally to the Third Moon.

In a standard game:



The **First Moon Phase** affects the game until a Power Token reaches 6 Power Points.



The **Second Moon Phase** begins when a Power Token reaches 6 Power Points.



The **Third Moon Phase** begins when a Power Token reaches 18 Power Points, and lasts until the end of the game.

When a Power Token reaches a new Moon, the Moon Phase changes immediately. Once the Moon is changed, replace the Quest and Event decks with those of the new Moon, and **each player must add to his Hand one of the Personal Spells** left aside during the Setup (see page 7). If, due to a loss of Power Points, a Token moves back on the Power Board, the game still remains in the **last Moon Phase that was placed**. (Note: Event Cards that are currently face-up on the Event Board remain in play until they move to the far right, even if their Moon Phase has ended).

For the End Game trigger, see page 31.

Once you become familiar with the standard game, you can experiment by placing the Moon Cubes in different slots to change the duration of the game and of each individual Moon Phase, according to your preferences or needs.

### MOON PHASE CHANGING EXAMPLE

Gramigna resolves the Effect of his **Personal Magic** “Evil Eye” which gives her **1 Power Point**.



This leads her to her sixth **Power Point**, enough to move the game to the Second Moon Phase.

Immediately afterwards Arianna uses her Physical Action to move inside the Room of Pleasure and activates it. Resolving the Effect of the Room, Arianna draws one Quest from the Second Moon deck.

The diagram shows the Power Board with a token moving from slot 6 to slot 7, labeled "The Second Moon Phase begins". Below the board, the Event and Quest decks are shown being swapped. A magnified view shows a "Personal Magic" card being added to a player's hand, and a "Quest" card being drawn from the new deck. The text "Add to your Hand a Personal Spell" is shown with an arrow pointing to the card.

## 2. STUDY PHASE

### GRIMOIRE, HAND AND MEMORIES

Each player has their own Grimoire that is placed face-down near the  slot of their Mage Sheet. Spells that are available are drawn from their Grimoire (along with new Spells drawn from the Library, see below) and placed in their Hand (the maximum number available is shown on their Mage Card, see page 21). Whenever a Spell must be discarded (from the Mage Sheet or Hand) it is placed face-up in their own Memories to form a discard pile near the  slot of their Mage Sheet. When there are no more cards to draw from their Grimoire, their Memories are shuffled to create a refreshed Grimoire.

During this phase, Mages draw Spells, placing them in their Hand, both from their Grimoire and from the Library, as described below.

1. Each **player** draws **2 cards** from their **Grimoire** and adds them directly to their Hand.
2. Each player, starting with the owner of the Crown (First Player), draws **4 face-down cards from any Schools of Magic, among those he prefers** (the Forgotten Spell deck is **not** a School of Magic); be careful not to initially mix the cards drawn from Schools with those in your Hand. Each Mage looks at the newly drawn cards, **chooses 2 to add to their Hand**, and discards the other 2 placing them face-up in front of the School deck they belong to, to form the discard pile for that school.

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 number of Cards he** can hold in Hand, **he must discard the excess cards to his Memories** (discard pile).

At any time during the Study Phase, a Player may remove 1 Spell from their Hand, discarding the unwanted card to the

Library Discard Pile for that School of Magic; removing cards from your library in this way can “lighten” it from Spells less useful to your strategy, making future draws more efficient.

Personal Spells, on the other Hand, are set aside, so that they can be added back to the player’s Hand when the Moon changes (see page 11).

### CARD HAND LIMIT EXAMPLE

It is the Study Phase of the Player controlling Baron Doria, whose Hand limit is 8.

At the moment, he has 5 Cards in Hand that he has held since the previous round.

First of all, he draws 2 cards from his Grimoire and adds them to his Hand, bringing his cards to 7. Immediately after, he draws 4 Cards from the library, 3 Cards from the School of Nightmare and 1 from the School of Technomancy.

He examines the 4 cards and chooses the 2 to keep.

At this point the player has 9 cards in Hand, 1 more than the maximum limit of Baron Doria. The player must discard the excess card by placing it in his Memories (discard pile).

He also decides to remove one of his cards from his Hand, because it is no longer useful for his strategy; place that card in the Discard Pile of the corresponding School of Magic.

If this player had removed this unwanted card prior to discarding the ninth card, then no cards would need to have been discarded to his Memories..



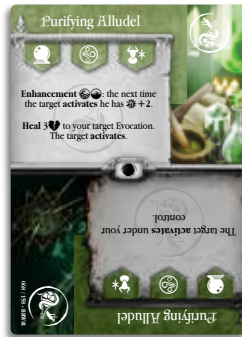
# Spell Cards

The 6 sets of 36 cards form the Library of the Lodge of the Black Rose. Each set belongs to a specific School of Magic, composed of 12 Different **Spells** (3 copies for each Spell).

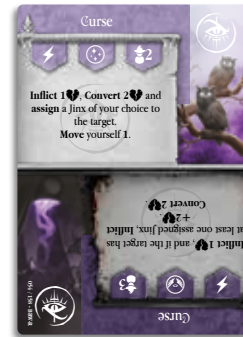
There are also 4 Personal Spells (3 copies for each) belonging to the respective Mages: refer to the Setup (see page 7) to know how to assign them.



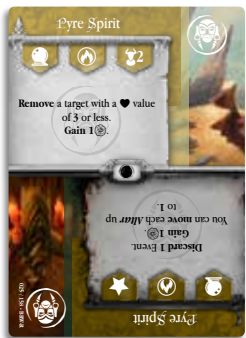
AGONY



ALCHEMY



HEX



SHAMANIC



TECHNOMANCY



NIGHTMARE

## WHAT IS AN EFFECT?

The game often refers to Effects. Each card of the game and the Physical Actions allow you to apply their Effects, which are composed of one or more phrases that allow you to influence the game. Once applied in their entirety, the Effects are said to be resolved.



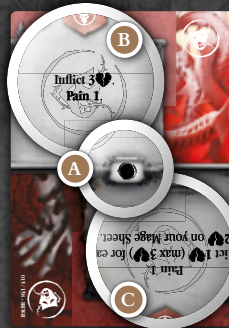
Event Cards (see page 9)

- A** **Passage of the Crown:** this Effect is to be read as "Get the Crown (👑).", Referring to who is reading the Event Card.
- B** **Effect:** The Effect of the Event Card.



Quest Cards (see page 10)

- A** **Effect:** **The Effect of the Quest Card.**
- B** **Gain Power Points:** this Effect is to be read as "Gain N👁️.", Referring to the Mage who has just resolved the completed Quest Card Effect.



Spell Cards (see page 14)

- A** **Place Instability:** this Effect is to be read as "Place 1👁️ within (👁️).", referring to the Mage who just revealed the Spell Card.
- B** **Light side Effect:** one of the Spell Card Effects (also known as the *Straight Spell*).
- C** **Dark side Effect:** one of the Spell Card Effects (also known as the *Reverse Spell*).



Physical Actions (see page 22)

The Physical Actions (⊕) allow you to perform a distinct series of single Effects.

SPELL CARD ANATOMY



- A The title of the Magic.
- B The School logo.
- C Two different Effects, one on the Light Side and the other on the Dark Side. During the Preparation Phase, a Mage can choose which of the two effects he wants to use.
- D Types of Magic: ⚡ Combat, 🕒 Contingency, 🛡️ Protection, 🕸️ Trap.
- E Elements: the element of a Spell is used in specific situations that may occur during the game, for example to complete the Task of a Quest or during some Events. 🌬️ Air, 🌍 Earth, 🔥 Fire, 💧 Water, 🕊️ Sacred, ☠️ Profane. ✨ this element, when it is necessary to take it into account, counts as any of the other elements (at the player's choice).
- F The Target of the Magic must be declared when the card is activated, also specifying the distance it can reach (see page 24).
- G Instability: If present, this means that the Mage will place an Instability marker of his color in the Room he is in. Instability must be placed before applying the Effects of the spell.

TRAP/PROTECTION CARD STRUCTURE

Protection and Trap Spell cards have an additional section dedicated to specify their trigger (H). Also note that Trap Spells that target Rooms have only one Side.



The Trap Spells that are aimed at specific Rooms have only the Light Side (straight).

PERSONAL SPELLS

Each Mage has a trio of personal Spells. These are distinguished from spells of Schools by the illustration of the reference Mage.

As previously mentioned, players insert one into the Grimoire at the start of the game and add one to their Hand at each subsequent change of the Moon Phase.



FORGOTTEN SPELLS

Forgotten Spells are particularly powerful spells, lost in time. These Spells have a particular graphic that distinguishes them and can be drawn only and exclusively through the Effect of the Room of the Black Rose.

The Forgotten Spells deck is not a School of Magic and its cards can never be drawn during the Study Phase.



## SPELL TYPES

The first symbol of the Spell indicates its type:

### ⚡ Combat

These Spells deal Damage to other Mages, and to Evocations of other Mages.

### 👁 Contingency

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

### 🛡 Protection

Spells that, once cast, are active and ready to be triggered to aid the Mage when it is targeted by an enemy Effect.

### 🕸 Trap

Spells that, once cast, are active and **ready to** be triggered when the conditions of the Spell are met.

For example, when a target enters the Room of one specific color, or performs a certain action that makes it suffer the Effect.

## TRAP/PROTECTION SPELLS

Trap and Protection Spells are only triggered in **some circumstances**, and can only be triggered if previously activated.

The **Trigger** indicates the necessary condition to be able to apply the Spell's Effect. Revealing a Trap/Protection Spell to apply its effects is not mandatory, even if the trigger condition occurs. It can be saved for later in the phase, or not used at all.

During the Clean-up phase, **Activated** (see below) Trap and Protection Spells on the Mage Sheet are returned to the player's Hand and are not discarded to Memories.

**Protection:** When a Mage casts a Protection Spell, he must not reveal it. Instead, he places a **Protection Token** (A) on the back of the card at the time it is placed on his Mage Sheet to signal to the other Players that it has been cast and can be triggered from that moment on. The Protection Spell is now considered **Activated**.

Each Protection card specifies the conditions to be met to use the Spell (B) (for example, when the Mage takes Damage or if the Mage is moved by an opposing Spell).

When the condition occurs (and only then) a Mage can choose to trigger and resolve the Protection Spell. Once **Revealed**, Spells cannot be triggered again, and is not considered **Activated** anymore.



**Trap:** When a Mage casts a Trap, he doesn't have to reveal it; instead, he places a **Trap token** (C) on the back of the card to signal to the other players that it has been cast and can now be triggered. The Trap Spell is now considered **Activated**.

Each Trap card specifies the conditions that must be met in order to use the Spell (D) (for example, a Mage / Evocation entering a specific Room or performing a particular action). When the condition occurs (and only then) a Mage can choose to trigger and resolve the Trap. Once **Revealed**, Spells cannot be triggered again, and is not considered **Activated** anymore.



**TRAP/PROTECTION  
TIMING AND RESOLUTION**

In most cases, when a Trap or Protection Spell is triggered, a game Effect will still be in progress (such as the Effects of a Spell, a Quest, or one of the Effects of a Physical Action).

The Trap/Protection therefore temporarily interrupts the Effect that had triggered it.

**If the Trap/Protection interrupts the Effect of a Spell or Quest,** the interrupted Effect resolves until it finds the next period (.) on its text, then the Effect of the Trap/Protection triggered is resolved, and then continues to resolve the Spell/Quest Effect that triggered it by restarting from where it left off.

**If the Trap/Protection interrupts a Physical Action,** the current Effect of the Physical Action resolves up to the next period (.) on its text (see Actions p. 22), then the Effect of the triggered Trap/Protection resolves; then, **if the Mage who was performing the Physical Action was not defeated, he continues to resolve the other Effects of the Physical Action. If instead he was defeated, the remaining Effects are lost** (and the defeat must be resolved, see p. 26).

Resolving an Effect of a Trap/Protection could trigger other Traps/Protections, in which case the above happens by nesting the Effects without limit, and then going back to resolve the interrupted Effects until the one that triggered the whole process.

The Effect of a Spell, Quest or the remaining effects of a Physical Action that was interrupted, once they resume their course, could trigger new Traps/Protections.

It is also possible that the same Effect or Physical Action triggers more than one Traps/Protections at the same time.

All players who have declared that their Trap or Protection has been triggered will have to resolve these effects by respecting the following:

**If the Traps/Protections triggered all belong to the same player,** he will decide in what order to resolve them (one at a time) before the interrupted Effect or Physical Action goes back to being resolved.

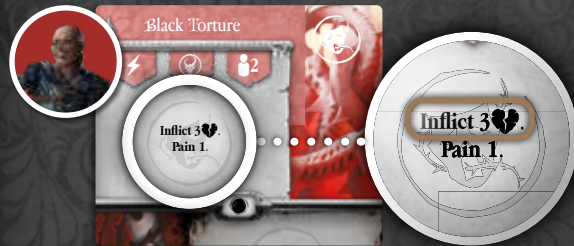
If, on the other hand, the Traps/Protections triggered at the same time belong to different players, their Effects are resolved starting from the player on the left side of the active player and continuing clockwise. In this case it is possible that whoever resolves the Trap/Protection second or third cannot fully apply its effect.

**WARNING!**

The defeat of a Mage is always resolved once the next period (.) of the sentence belonging to the Effect that allowed the last damage to be placed on that Mage Sheet has been reached (see p. 26). Once the defeat is resolved, the rest of the Effect is resolved, starting from the period (.) where it left off.

**EXAMPLE:  
TRAP/PROTECTION VS SPELL EFFECTS**

- 1 In this example the active Mage, Rikkart, casts Black Torture. He applies the first part of the Effect, up to the period. Inflicting 3♥ on his target, Gramigna.



- 2 Gramigna has an active Protection Spell (🛡️) that can trigger. She decides to have it trigger and reveals it by (temporarily) interrupting the resolution of Rikkart's Magic.



- 3 Once Gramigna's Protection Spell (🛡️) Effect is completely resolved, the unresolved points in Rikkart's Magic are resolved from where it left off.





EXAMPLE:  
TRAP/PROTECTION VS PHYSICAL ACTION

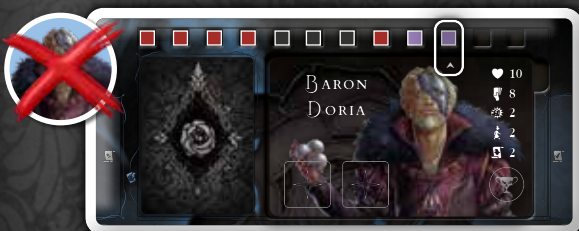
- 1 In this example the active Mage, Baron Doria, uses his Physical Action (⊕) to use the Explore Action. This Action is composed of the following three Effects:  
Move ♀1.  
Move ♀1.  
Activate Room ☑.



- 2 The first "Move ♀1." allows Baron Doria to enter the Sanctuary ♀; Gramigna has an active Trap Spell (⊗), *Cerebral Worm*, that can trigger. She decides to have it trigger and reveals it by (temporarily) interrupting Baron Doria's Physical Action.



- 3 Due to the ♥ inflicted by the Trap Effect, Baron Doria is defeated; unlike Spells, the interrupted Physical Actions of a Mage who is defeated do not return to resolve. Then Baron Doria will lose the remaining Effects of his Physical Action ("Move ♀1." and "Activate Room ☑."), and instead is sent to his Cell (see page 26).



EXAMPLE:  
CHAINS OF TRAPS AND PROTECTIONS

- 1 Just like with all Spells, Traps (⊗) and Defenses (⊞) can be interrupted as well. Baron Doria, uses his Physical Action (⊕) to use the Explore Action. This Action is composed of the following three Effects:  
Move ♀1.  
Move ♀1.  
Activate Room ☑.

- 2 The first "Move ♀1." allows Baron Doria to enter the Arena ⬢, Gramigna has an active Trap Spell (⊗), *Cerebral Worm*, which can trigger. She decides to have it trigger and reveals it by (temporarily) interrupting Baron Doria's Physical Action. Gramigna resolves the first few points of its Effect

- 3 until it assigns the *Vulnerability Jinx* to the target. Baron Doria has an active Protection Spell (⊞), *Persecution*, which can trigger. He decides to have it trigger by (temporarily) interrupting the resolution of *Cerebral Worm*. Thanks to this Effect he ignores up to 3♥ and inflicts to Gramigna ♥ equal to those ignored

- 4 (1♥). Gramigna has an active Protection Spell (⊞), *Baleful Curse*, which can trigger. She decides to have it trigger and deals 2♥ to Baron Doria in

- 5 addition to giving him *Slowness Jinx*. At this point you must go back and finish resolving the interrupted Effects in reverse order. Baron Doria's *Persecution* was completely resolved before *Baleful Curse* triggered, so let's move on. *Cerebral Worm* wasn't fully resolved before *Persecution* triggered, so it continues to resolve where it left off. Gramigna places 1⬢ within ⓪ Baron Doria for each Jinx assigned to him, then places 2♥ of them (one for *Vulnerability* and one for *Slowness*). At this point Baron Doria can continue to resolve the remaining Effects of his previously interrupted Physical Action.



### EVOCATIONS AND EVOCATION BASES

When a Mage casts an Evocation Spell, he takes **that** model and places it in play following the instructions on the card, then he takes that Evocation's reference card and places it in one of the 3 zones at the bottom of his Mage Sheet. He then takes the base with the same number of gems and clips it to the model's base (see page 7). This is to remind you to whom that miniature belongs in case there are any additional Models of the same type in the Lodge. Also, if a Mage has 2 or more identical models among his Evocations, the number of gems helps distinguish the two when they are targeted by effects.

**Large models have only one base, as a player can only have 1 under their control.**

If there are models available in the pool, a Mage can exchange any of his Evocations for a new one.

If there are no more models of a specific Evocation available in the pool, the Mage cannot Summon it.

### PERSISTENTS

Persistents are a type of Magic that stays in play for the duration of the turn.

Persistent effects apply whenever the required condition occurs, for example: whenever a Mage moves, he suffers 1 wound from the Mage who targeted him with the Persistent Effect.

To indicate that one of these Effects is in play, the Mage who cast the Effect gives the target a Persistent Token which indicates which Revealed Spell is affecting him (Quick, I, II or III).

The Persistent's Effect ends when the Spell card is no longer in play, i.e. in most cases up to the Clean-up Phase.



### SUMMONED AND ASSIGNED

Most of the game's Effects allows players to **Summon** Evocations; the mage who does so places an allied Model in the Lodge **to use as he pleases**.

Some Effects (mainly part of the Nightmare School) instead **Assigns** Evocations. Assigned Evocations are paired with a Mage against his will, and follows specific rules, indicated in the reference card of the School that allowed them to be assigned. Assigned Evocations cause negative effects on the paired **Mage**.



# 3. PREPARATION PHASE

In this phase, each player plans their strategy **for the current turn** by programming their Spell cards and placing them face-down on their Mage Sheet. Each player must place a **minimum of 2** to a **maximum of 4 Spell Cards**, face-down, on their Mage Sheet.

Each Spell has two different Effects (straight and reverse, respectively Light Side and Dark Side). Place the cards face-down specifically oriented according to the Effect you want to play. Place the Effect side you want to use on the bottom so that when you flip the card to reveal it along the short edge (flipping vertically), the text you cast can be read normally.

Spells placed on the Mage Sheet and not yet Revealed are called **Ready Spells**.

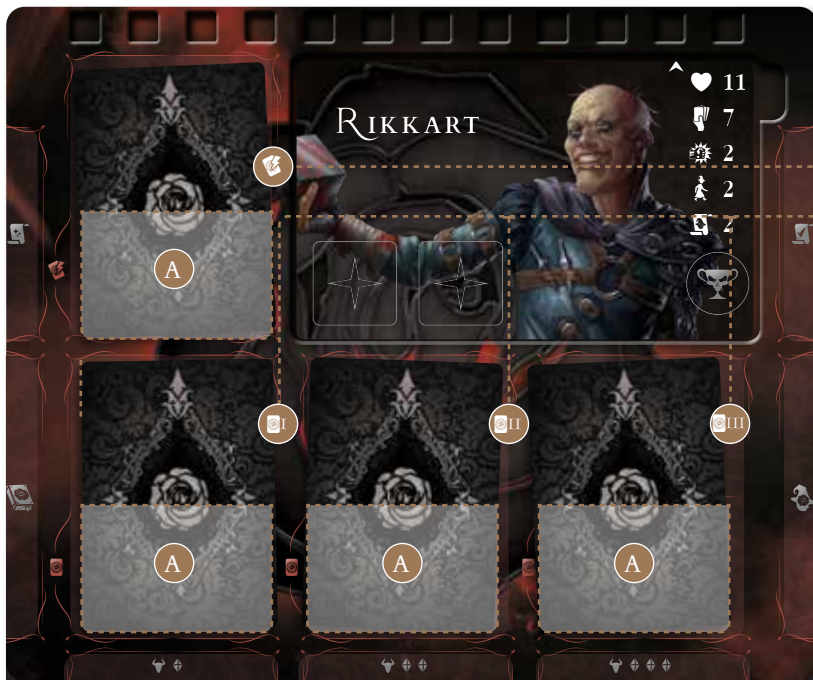
Each Mage **can** place a Spell Card in the Quick Spell position (👁️) while the rest of the cards are placed in the spaces numbered 1 to 3 (with Roman numerals). The Preparation Phase ends when all Mages have placed Spell Cards on their Mage Sheet.

When the Preparation Phase is over, it will not be possible to change the orientation or position of the Spells, so proper programming is critical.

This phase is one of the most important in the game. During this phase, by placing the cards, you decide the order of activation of the Spells (from left to right, which is from 1 to 3) and the effects will unleash during the **next phase**.

The players will have to be good at predicting the moves of the opponents in order to be able to anticipate them; for example by activating a Trap before its target moves into a certain Room.

The Quick Spell is particularly important because it is the only Spell that allows you to ignore the order of your Spell Cards during the Action Phase. It can be played at any time during its activation in the Action Phase, respecting the rules described in the next paragraph.



Quick Spell

Ready Spells

Active Side

## PREPARATION PHASE EXAMPLE

Rikkart secretly prepared a Protection as his first Spell (👁️), two Combat Spells as a second (👁️) and third (👁️), and “Visceral Fire” as his Quick Spell (👁️). This way he can cast his Quick Spell as soon as he has a useful target, anytime in his next Action Phase.



# ☞ - The Mage

Each Mage has a Card and a Sheet.

## MAGE SHEET AND MAGE CARD

### MAGE CARD

- A Name of the Mage.
- B ♥ **Health value:** the maximum number of Damage cubes a Mage can have in the Health Bar of his Mage Sheet (see below) **before being Defeated** (see page 26). The space that determines the Mage's defeat if filled with a Damage cube is indicated by an arrow (▲).
- C ♣ **Hand value:** the maximum number of Spell Cards a Mage can hold in his Hand.
- D ⚔ **Strength value:** the amount of damage a Mage deals when performing Physical Attacks (see next page).
- E ⚡ **Speed value:** the number of "Move 1" Effects the Mage can use with a single *Explore* Physical Action (see next page).
- F 🏆 **Maximum Quest value:** **the maximum number of unsolved Quest and completed Quest cards** the Mage can have at the end of the Black Rose Phase.
- G Position for the **Trophy tokens**.
- H Position for the **Physical Action Tokens**.



Place the Mage Card on the Mage Sheet

### MAGE SHEET

- I The **Health Bar**.
- L Position of the **Ready Quick Spell Card**.
- M Position of **Ready Spell Cards**.
- N Position of **unsolved** Quest Cards.
- O Position of **completed/solved** Quest Cards.
- P Position of the **Grimoire** (draw deck for Spell cards).
- Q Position of **Memories** (Spell Card Discard Pile).
- R Positions for **Evocation Cards**.



# 4. ACTION PHASE

During this Phase, the strategy that was planned during the Preparation Phase will **take shape**.

Before proceeding, it is important to **check if the Events** placed on the Event Board apply their Effects during this phase.

Then, starting from the Mage **with the Crown** and proceeding clockwise, each Mage performs **Activation**. In an Activation, the Mage **must** perform 1 or 2 Actions, chosen from those indicated in the box below. A Mage must perform at least 1 Action as long as he has the opportunity, and, after he has performed 1 or 2 Actions, the Mage on his left must do the same. Continuing clockwise, each Mage performs Actions until **all Mages** have no way of performing Actions.

A player may take a maximum of 6 Actions per Action phase (up to 4 Spells and 2 Physical Actions).

Regardless of which Action is chosen, the important thing is that each **one** Action is resolved and completed before moving on to the next.

## PHYSICAL ACTION TOKENS

When a Mage performs a Physical Action (see box) he must flip one of his two Available tokens to the Exhausted side.

- A Physical Action Token Available.
- B Physical Action Token Exhausted.



## ACTIONS

During their Activation, a Mage can perform two of the Actions described in this box.

To perform a Physical Action, the Mage must Exhaust (by flipping it, see the box on the right) one of his Available Physical Action Tokens (A). A Physical Action is considered a group of different Effects, applicable in the order the Mage prefers:

### Explore (Physical Action, A)

- Move 1. You can perform this Effect a number of times equal to your Speed value, **2**. Each single Move, separated by periods (.), is a different Effect, and you can use all or part of them, but you cannot use different Effects between them. Unused Move Effects are lost.
- Activate (✓) a Room within (0).

### Fighting (Physical Action, A)

- Perform a Physical Attack (⚔) within (0) (a Physical Attack inflicts Damage (♥) equal to your Strength (2)).
- Activate (✓) a Room within (0).

### Command (Physical Action, A)

Choose one of your Evocations within (0)\*, it activates.

### Casting a Spell

Reveal one of your Ready Spells and resolve the Effect chosen during the Preparation Phase (see page 24 for Targets and Ranges and page 15 for Traps and Protection). The Mage can choose to reveal the Quick Spell or the Spell placed in the Spell Space with the lowest unrevealed number (I, II, III).

### Momentum

Choose one of your Ready Spells and discard it to your Memories. When you do, Move 1.



## CASTING A SPELL: LIMITATIONS

In the same Activation, using both of his Actions, a Mage can perform the “Cast a Spell” Action twice, as long as one of the two Actions reveals the Quick Spell. In the same Action Phase a Mage cannot use two “Cast a Spell” Actions to Reveal two Spells that are in spaces I, II, or III.

## ◆ - The Lodge

### CELLS (4)

The Cell is a special Room assigned to each Mage at the beginning of the game according to the chosen color. A Cell has the following characteristics:

- The miniature of the Mage with the Mage Sheet of the same color of a Cell is placed inside it at the start of the game and every time he is Defeated (see page 26).
- The Cell is considered a safe place; the Mage inside cannot be targeted or influenced by any effects, other than those of the Black Rose.
- It is not possible to voluntarily remain within a Cell; the Mage is forced to exit using an **Explore** or **Momentum** Action (see the box on page 22). These are the only two actions allowed in a Cell (see page 26).
- It is not possible to enter a Cell voluntarily to find a safe haven, but some in-game effects may move a Mage to his Cell. Under no circumstances may a Mage ever enter an opposing Cell.

### ROOMS AND ACTIVATION TOKENS (19)

Each Room of the Lodge is composed of a hexagonal Tile and the corresponding Activation Token.



### ROOM ANATOMY

The Rooms are double-sided game Tiles.

On the first side you will find the image of the destroyed Room, highlighted by a printed banner indicating:

**A** Room name and respective color (see page 23). **In the game** there are 3 different Rooms for each color.

**B** Victory points based on the Instability ranking (see page 25).

**C** **Instability Slots:** used for the Instability Cubes. These slots indicate the Room's Instability Resistance. A Room where all Instability Slots are filled with Instability Cubes will be rebuilt during the Clean-up Phase (refer to page 30). A Room that has been rebuilt must be turned to its other, more colorful, side.

**D** On the second side you will find the reconstructed Room with its color hexagon and name. Place the related Activation token **E** in the upper part of the Tile over the printed name. When a rebuilt Room is Activated, flip the token to the opposite side containing a large red X **F** indicating that the Room has been used. A reconstructed Room's Effect cannot be Activated again until the Activation token is flipped back to its unactivated side (describing its Effect) during the Clean-up Phase. Note that a destroyed Room's printed Effect may be used **by more than a single player each Turn.**





**SPELL TARGETS**

The Target of a Spell's Effect indicates which Models or Rooms it can affect, and at what distance. The icon indicates the type of target, while the number next to or inside it indicates the maximum distance away (expressed in Rooms) a Target may be (Spell's allowable range). A range 0 is "in the same Room".

The types of targets are:

- **Self**  
The Spell affects the Mage who casts it.
- **Model**  
A single Model whether it is an opposing Mage or an Evocation. It is not possible to target yourself.
- **Mage Model**  
A single opposing Mage. You cannot target yourself or Evocations in play.
- **Evocation Model**  
A single opposing Evocation. You cannot target yourself, your Evocations, or opposing Mages.
- **Area**  
A Room in the Lodge. The Effect is applied to the target Room and, if necessary, to all the Models within it. The only target of a Spell of this type is the Room, regardless of how many Models are affected by its Effect. You and your Evocations are not affected by the Spell Effect unless otherwise specified.
- **Special**  
Any element of the game that has not specifically been described above. For example the Events Board or the Library.

**LINE OF SIGHT AND RANGE**

Spells need line of sight to cast.

Line of Sight is an imaginary straight line between the center of the current Mage's Room and the center of the Effect's target Room or the center of the Room in which the target Miniature is currently located (see example). This line **must** always run along a row of Room hex Tiles.

The target of a Spell must always be within its range. **At the bottom right** of the Target Icon, both Single and Area targets, there is always a number, between 0 and 3. When the distance is indicated with \*, it means that any Room or target on the table can be chosen (ignoring line of sight and range). The Cells cannot be selected as a target.

EXAMPLE: LINE OF SIGHT





## ● - Instability



Some Spells are so powerful that they generate Instability in the Rooms from which they are cast. To identify a Spell that generates it, between the two effects in the center of the card, you will find the symbol of the vortex of Instability.

A Mage who reveals a Spell that has this symbol must immediately resolve this Effect: place 1● within (0). The Mage places an Instability Cube of his color in the appropriate space of the Room he is in. If there are no spaces available, the Instability cannot be placed.

Some Spells have the ability to place additional Instabilities thanks to their Effect. In this case follow the normal rules for line of sight and distance.

There are Spells that can convert Instability Cubes of one color to another. When you need to convert the Instability, choose up to a maximum of opponent Instability Cubes indicated by the Spell and replace them with your own. You can choose any color combination of Instability Cubes to replace, or none at all.

### RECONSTRUCTION OF A ROOM

When a Room reaches its maximum Instability value, i.e. when all the Instability Slots are filled with Cubes, the Room will be rebuilt. All models in this Room are unaffected and are transferred without penalty to the rebuilt side. During the Clean-up Phase, remove all the Cubes, turn the Room over onto the rebuilt side (taking care to also place the corresponding Activation Token) and assign the players Power Points equal to the ranking of Instability indicated in the flags under the Room's banner:

1. The most Power Points to the player who has placed the most Instability (number in the leftmost flag).
2. The second value of Power Points to the runner-up (number in the central flag).
3. The lowest value of Power Points to all other participants (those who have placed at least one Instability Cube, number in the rightmost flag).

In the event of a tie, the Mages who tie all score 1 Power Point less.

EXAMPLE: THE BIBLIOTHECA IS REBUILT!



### DAMAGES AND DEFEAT

When a Mage (or the Black Rose) suffers Damage, it is indicated by placing a number of Cubes of the attacking Mage's color equal to the damage inflicted **onto the Mage Sheet** of the Mage receiving the **damage** (see illustration to the right).

When the Damage Cubes on the Life Bar reach the Mage's maximum health points, the Mage is considered **defeated**. The Effect that defeated the Mage is resolved up to the next period (.) of the sentence that composes it, then it is interrupted and the defeat of the Mage must be resolved (see below). Once the defeat is resolved, the interrupted Effect resumes resolving from the period (.) at which it was interrupted.

Damage will be placed the same way on Evocation cards when they are targeted. Evocations that take Damage equal to or greater than their Health are instead removed **from the table** (return their card to the Evocation deck as well).

### RESOLVE A MAGE'S DEFEAT

When a Mage is Defeated, perform the following; if more than one Mage is Defeated, resolve their defeats starting from the Mage with the Crown and proceeding clockwise:

- 1) **Remove from the game** all the Evocations **assigned** to the defeated Mage (like Umbras, see the Nightmare School reference card), and resolve any effects related to these removals.
- 2) Place the Mage Model in his Cell.
- 3) **Count the Damage** Cubes of each color and assigns Power Points as follows:
  - 5 : to the Mage (or Black Rose) if they inflicted all the damage.
  - 4 : to the Mage (or Black Rose) who inflicted the most damage.
  - 2 : to the Mage (or Black Rose) who inflicted the second-most damage.
  - 1 : to all the remaining Mages (or Black Rose) who dealt at least 1 Damage.

**Tie:** in the event of a tie, the Mages (or Black Rose) will take 1 less power Point than the normal position would **them (including the 1 Power Point "participation" (it)).**
- 4) **Mage who dealt the killing blow** takes a Trophy token from the Defeated Mage (Trophy tokens will grant Power Points at the end of the game!).
- 5) All Damage Cubes on the Defeated Mage Sheet are removed and returned to their respective players.

**WARNING!**

Players must be careful not to use all of their Damage/Instability Cubes (spread them around too thinly), or they may not have enough Cubes to use for future effects until some are released by other player's Actions.

Remember that a Mage is forced to leave their Cell with a Physical Action (⊕) or by using the **Momentum** Action (see page 22); if he cannot perform either action, he will remain in the Cell until the next Turn.

A Mage can finish his Action Phase within his own Cell only if he has used all his Action Tokens and doesn't have Ready Spells to perform the Momentum Action.

### IMMUNITY

Unless otherwise specified by the Effect itself, a Mage and his Evocations are immune to any Effect produced by the Mage, his Spells, his Quests, his Physical Actions and his Evocations. Consequently, a Mage cannot voluntarily deal Damage or converts Damage to himself or deal Damage or converts Damage to one of his Evocations. An Evocation cannot damage the Mage who summoned it or another Evocation under that Mage's control, unless it acts under the control of an opposing Mage (in which case it will place Damage Cubes of the Mage who temporarily controls it for that action).





EXAMPLE: DAMAGES AND DEFEAT

**1**  
Rikkart casts *Shared Torture* targeting Gramigna.  
This Spell inflicts 4♥ on the target, defeating Gramigna.



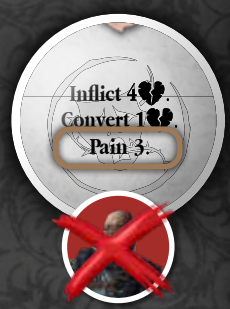
**2**  
The resolution of the *Shared Torture* Effect is interrupted (temporarily) to resolve the defeat of Gramigna by following the points indicated on page 26.



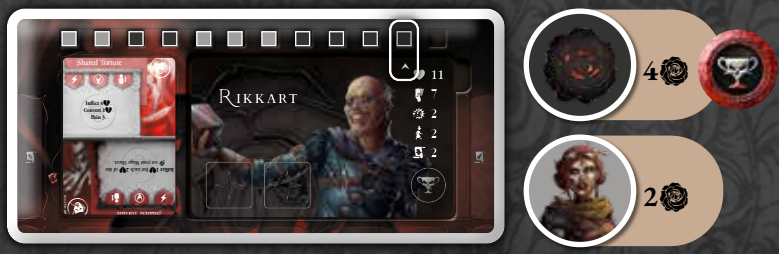
**3**  
*Shared Torture* is resolved again from where it left off: Rikkart Converts 1♥ to Gramigna, but since she is now in her Cell she is not affected by game Effects not coming from ♣, so Rikkart does not apply this part of the Effect and moves on.



**4**  
The last point of the Spell, Pain 3 (see the Agony reference card), causes ♣ to inflict 3♥ to Rikkart. Due to this damage, Rikkart is also defeated.



**5**  
The defeat of Rikkart is then resolved by following the points indicated on p. 26.



# 5. EVOCATION PHASE

During this phase, the Evocations will act, starting with the player who owns the Crown and continuing clockwise. Each Mage will activate all of his Evocations in the order he prefers. When all the Evocations of a Mage have acted, the Mage to the left of him will activate his own in the same way. Proceed in this way until all Evocations have acted.

An Evocation Card has these characteristics:

♣ **Speed value:** each Evocation can move up to a maximum of Rooms indicated on its card (A).

♣ **Strength value:** Evocations deal damage equal to this value when attacking a target (B). An Evocation attack is considered a Physical Attack.

When an Evocation inflicts Damage, place the Damage Cube of the color of the Mage who **controls** it on the Mage Sheet or the target Evocation card; this damage is considered to be inflicted by both the Evocation and the Mage controlling it.

♥ **Health value:** When an Evocation has a number of Damage Cubes equal to its Health value (C) on its card, it is removed from play. Remove the figure from the table, return the base ring to the owner of that Evocation, and return its card to the Evocation deck.

**Archetype:** Evocations have an Archetype (D) that allows you to target them with specific effects. Normally these effects are more powerful as they have a more specific field of use. An Evocation can choose in which order to carry out the two Actions, but it can never interrupt and resume a movement or divide its attack on multiple targets (if not otherwise specified by your reference card).

## ACTIVATION OF AN EVOCATION

When an Evocation **activates**, the Mage controlling it can make it perform a number of “Move 1.” Effects equal to the Evocation’s Speed value (♣). Each single Move, separated by periods (.), is a different Effect, and the Evocation can use all or part of them, but it cannot use different Effects between them. Unused Move Effects are lost.

Before or after the Move Effects, the Evocation can perform a Physical Attack within 10; a Physical Attack inflicts Damage (♥) equal to the Evocation's Strength value (♣).

Some Evocations follow different rules indicated on their card, which take precedence over what is indicated here.



## CROWN OF THE SUMMONER

This alternative rule can be applied to mitigate the power of the Crown. Each Mage, starting with the owner of the Crown, chooses **one** of his available Evocations, and this Evocation **activates**. At the end of that activation the Mage **flips** the card of the chosen Evocation to indicate that it has acted and is not available for the remainder of this Evocation Phase (be careful not to remove the damage cubes from the card). If the Mage doesn't have available Evocations, or doesn't have Evocations at all, he passes.

At this point, the Mage to his left does the same; this process continues until **all Evocations are no longer available** to activate.

## GENERAL CUBE USE

If an Effect requires more Cubes than are available to the Mage, the player can freely choose how to assign them to complete, even partially, the Effect itself until they have no additional Cubes to assign (for example for a Spell that inflicts Damage to multiple targets or that **inflicts Damage and also places Instability** in the Room).

## ♠ - Evocation Cards

This set consisting of 33 cards is used to define the characteristics of the Evocations.

- A Name.
- B Archetype.
- C Powers.
- D Movement.
- E Physical Attack.
- F Health Points.



A Mage can summon an Evocation in different ways, through a Contingency spell (identified by the symbol ♠), the Effect of a Room, or due to Quests and Events.

When a Mage summons an Evocation, he takes his reference and the corresponding figure from the supply.

The card must be placed in one of the 3 designated spaces on the Mage Sheet, showing the side with the characteristics of the summoned Evocation. Choose an Evocation base of your own color with the same number of ♠ to correspond to the number of ♠ shown in that space. This helps identify the models under the control of your Mage. If a Mage wants to summon an Evocation, and he already has 3 Evocations in play, he can replace one with the new creature.


In the event that there are no miniatures in the reserve matching that Evocation, ignore the summoning part indicated by the Spell.



GAME TURN





## 6. CLEAN-UP PHASE

This is the final phase of the .

1 The Mages remove their Revealed Spell Cards and place them in their Memories (Discard Pile), face-up, with the exception of any Activated (not Revealed) Traps and Protection Spells, which return to the Mage's Hand. All the Revealed Forgotten Spells, however, are removed from the game. Each Mage takes back all his used Persistent tokens, and all his Evocations become available again (flip the Evocation cards if you used the Crown of the Summoner alternative, page 28). Finally, flip all the Physical Action Tokens to make them available.

2 Starting with the Mage with the Crown, resolve any Clean-Up Effects, if present.

3 Check if there are any Rooms that have been Rebuilt. If  Instability Cubes in a Room fills all its Instability slots,  Room is considered Rebuilt. The player who owns the Crown Token will remove all the Instability Cubes from the Room (hand them over to their owners). Then turn the Room over to the rebuilt side and place the Activation Token on it.

When a Room is Rebuilt, nothing happens to the Mages and Evocations inside it; simply reposition them inside the Room once it has been turned upside down. When a Room is rebuilt it is no longer possible to assign new Instability Cubes to that Room, and it can never flip over again.

4 All Activation Markers of the rebuilt Rooms must be turned to show the active side, the one without the red X.

5 Check if a Mage, or the Black Rose, has earned enough Power Points to end the game (30 Power Points in a standard game). If so, the game ends immediately and these Power Points, along with additional end-game Bonus Points (page 31), are counted to determine who will be the new Grand Master. If no one reaches 30 Power Points, the game continues with a new Turn. Each Mage keeps all the cards he had in his Hand at the start of each new Turn.

# END OF THE GAME

When the game ends, you must count all your Power Points to find out who will become the new Grand Master of the Order of the Black Rose! Attention! If the Black Rose is the winner, it will decree that no participating Mage is worthy of this title. In addition to the Points indicated on the Power Board, each Mage will add the following Bonus Points related to Quests, Trophies and Crown holder:



## SOLVED QUESTS:

Each Mage counts the number of Solved Quests he owns. Then check the following table to find out how many additional Bonus Points he gets.

### Most Solved Quests:

- 6🏆: 1<sup>st</sup> place (Mage with the most Solved Quests)
- 3🏆: 2<sup>nd</sup> place
- 1🏆: Participation (any other Mage with 1 or more Solved Quests)

*In the event of a tie, players sharing first or second place will earn 1 less Bonus Point than shown above.*



## TROPHY TOKENS

Each Mage and the Black Rose counts the number of Trophy Tokens he has obtained by defeating other Mages. It does not matter which Mage the Token comes from, only the total sum of the Trophy Tokens counts. Then check the following table to find out how many additional Bonus Points he gets.

### Most Trophies Obtained:

- 4🏆: 1<sup>st</sup> place (Mage with the most Trophies Obtained)
- 2🏆: 2<sup>nd</sup> place
- 1🏆: Participation (any other Mage with 1 or more Trophies Obtained)

*In the event of a tie, players sharing first or second place will earn 1 less Bonus Point than shown above.*



## CROWN HOLDER

The Crown token grants the owner 1 Bonus Point at the end of the game.

## FINAL POWER POINTS TIE EXAMPLE

In the event that, after all the Bonus Points have been awarded, there is a tie for first place, the player who accumulated the most Quests will win the game. In the event of a further tie, the title of Grand Master will go to the player with the most Trophies. In the unfortunate event that there is still a tie, the player who owns the Crown decides who is the new Grand Master among those players that are still tied for first place.

In the example to the right, the red and blue players are tied for first place with 35 Power Points each, after all Bonus Points have been added to the totals. Both players completed the same number of Quests (5), but the red player obtained more trophies than the blue player (8 vs 5). The red player is proclaimed the winner!

	5🏆	8🏆	1°
	5🏆	5🏆	2°



# AVATAR

The Avatar is the personification of the Black Rose's will in a physical body. He wanders around the Lodge enacting the plots woven by the Rose acting as her hand, bestowing power on those he deems worthy, and punishing those who oppose the will of his mistress.

Over time, many entities have played the role of Avatar for the Black Rose: mechanical knights born from the powers of alchemy, divine entities or reputed to come from the most distant lands, even spirits of the most ancient legends in the world were servants of the Black Rose, and, when it deems it necessary, it can call them back to its service.

In the era of rebirth, while the lodge of the Black Rose calls forth the mages to return to their ancient glory, someone unexpected has been chosen as Avatar ...

The Avatar is an Artificial Intelligence (AI) that can be inserted in the games of *Black Rose Wars: Rebirth* to cover the absence of a player or to make the Black Rose more challenging towards the Mages. Moreover, with the use of the following rules, it is possible to play solo games, challenging the Black Rose in terrible duels.

The Avatar behaves exactly like a Mage. He will follow most of the normal rules. At the table he will have a position, and will play in turn order as if the absent player who controls him were sitting with the other players.

## The Possessed

The Possessed is the Avatar provided in the core game box of *Black Rose Wars: Rebirth*. This mysterious figure represents one of the Mages who arrived in the ruins of the Lodge and who is possessed by the Black Rose herself to become her puppet and put the other Mage to the test.

The Possessed does not have its own Model, but is represented in the Lodge by one of the Mage Models who has not been chosen by any of the players participating in the game.



## Avatar Components



1 AVATAR CARD



30 AVATAR  
COMMAND CARDS



15 AVATAR EVENTS  
CARDS



1 AVATAR BOARD



1 AVATAR BASE





4 AVATAR EVOCATION BASES



# Setup

The Avatar is considered an additional player. Therefore, a game that includes it can be played by one player plus the Avatar for up to 4 players including the Avatar.

The Avatar is a Mage, like those controlled by the players. He participates in the game exactly like an additional Mage, but is also considered an extension of the Black Rose, and the  icon on the Game Effects refers to him. The Avatar uses the Black Rose's Power Token to indicate his  on the Power Board.

To use the Avatar in a game of Black Rose Wars: Rebirth, the following rules and changes to the basic rules of the game must be used.

## AVATAR MODEL

The only Avatar provided in the core game box, the Possessed, requires the use of the Model of one of the Mages not used by the players; if you do not have Mages from game expansions, the maximum number of players is therefore limited to the 4 mage Models provided in this box, allowing the maximum game of 3 players plus the Avatar.

- Once the normal Game Setup has been performed (see page 6), take all the Avatar components: Model, Avatar Board, Avatar Card, Avatar Event Cards, Avatar Action Cards divided into decks for the First, Second and Third Moon Phases, 1 black Base to identify the Avatar Model, 3 black Bases to identify the Avatar Evocations, and a large black

## POSSESSED SETUP

- Select a Model of a Mage for the Possessed, attach the Avatar Base to it, and place it in the Room of the Black Rose.
- Remove the card corresponding to that Mage and his personal Spells. This Mage cannot be selected by the players for this game.



Base to identify the Avatar's large-sized Evocations. Some Avatars may have additional components to include during Game Setup. The Avatar uses the Black Rose's Damage/Instability cubes (black cubes).

- Place the Avatar Sheet **A** adjacent to two Lodge Room tiles, but not adjacent to any Cell.
- Consult the box below with the specific rules for the preparation of the chosen Avatar.
- Place the Avatar Card in the appropriate slot on the Avatar Sheet so that the front is visible **D**.
- Place the First Moon Avatar Action Card Deck in the appropriate space on the Avatar Board **E**.
- Remove the Event Cards from the Event Board and replace them with the deck of Avatar Event Cards **F**.
- Choose a difficulty level that will determine the Avatar's power (see box on page 34). The Apprentice level is recommended for a balanced challenge.
- The game begins.



# AVATAR GAME TURN

During the various Phases of the Game Turn, the Avatar behaves as described below. To determine the order of Activation of Mages when needed, the Avatar is considered to be under the control of a fictional player sitting between the two players controlling the Mage departing from the Cells to the right and left of the Avatar Board.

DIFFICULTY LEVEL  
Apprentice: 3 Avatar Action Cards per turn  
Master: 5 Avatar Action Cards per turn

## 1. Back Rose Phase / 2. Study Phase / 3. Preparation Phase

These Phases resolves normally and the Avatar does nothing unless otherwise noted on his card or one of the Event Cards.

## 4. Action Phase

The Avatar performs its activation like the other Mages.

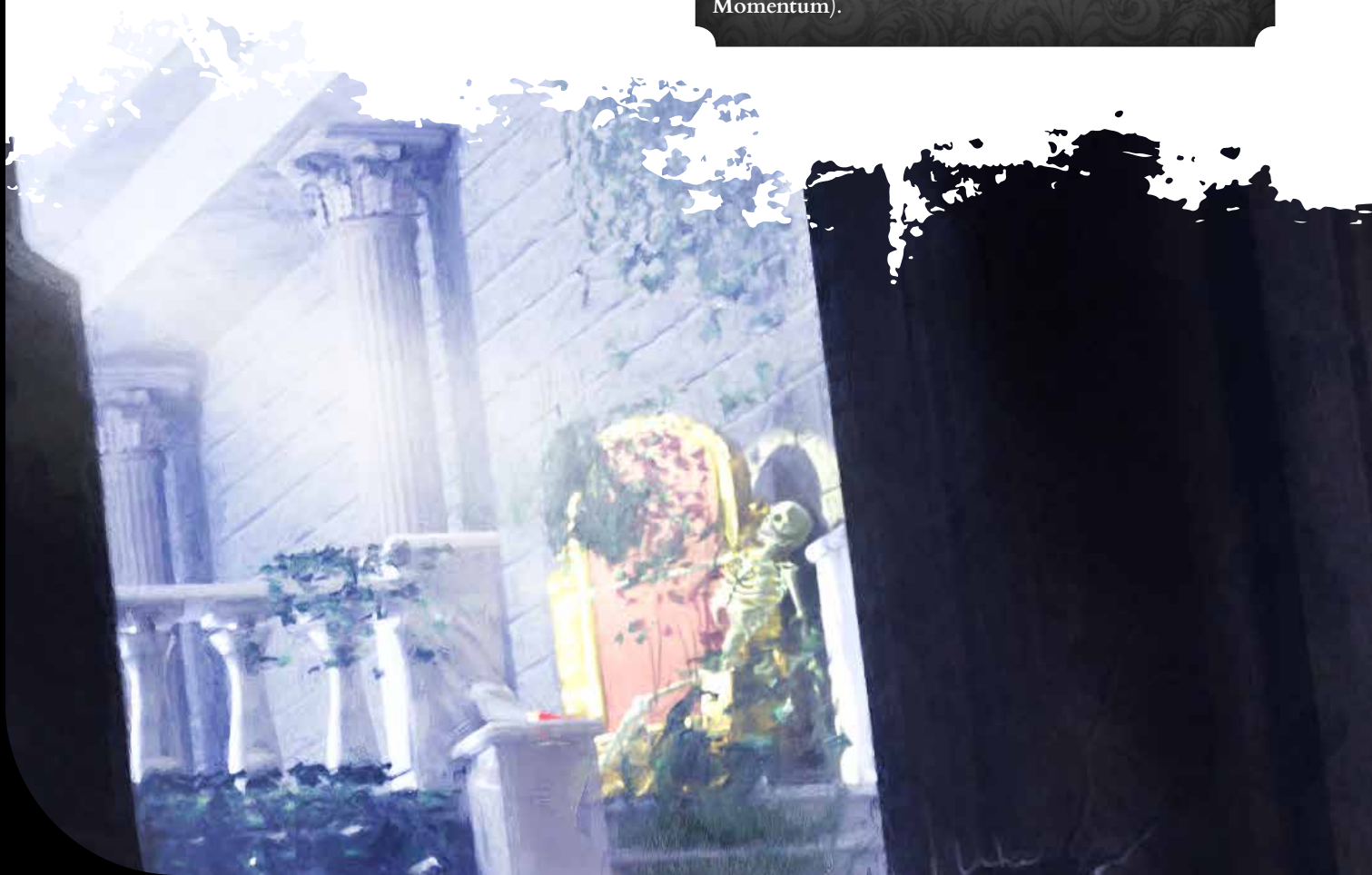
When the Avatar activates, the player to his right reveals the top card of the Avatar Action Card deck on the Avatar Board (of the current Moon). The Effects of the card are applied, one at a time, reading it from top to bottom, then the Avatar Activation ends.

When in the current Action Phase the Avatar has revealed and applied a number of Action Cards equal to the value indicated in the difficulty chosen during Game Setup (3 for Apprentice, 5 for Master level), he will no longer Activate until the next Action Phase (in the next Game Turn).

### AVATAR IN HIS CELL

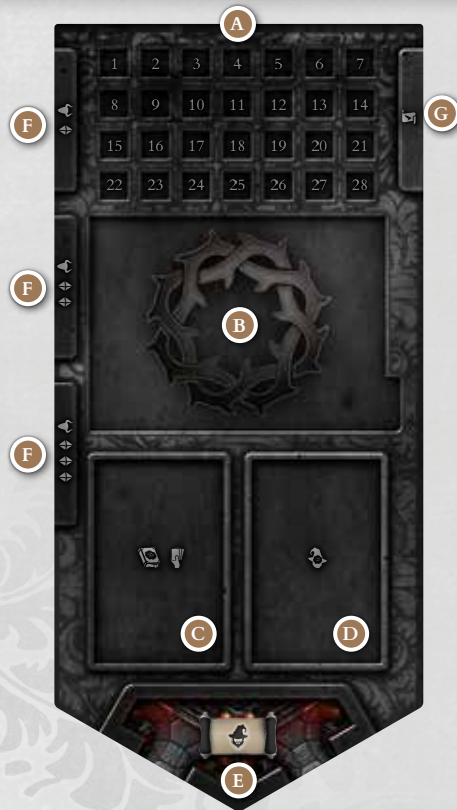
When the Avatar is in his Cell, the same rules apply as for Mages, with one difference: the Black Rose's Effects only affect the Avatar if they are to the Avatar's advantage, which strictly means that they only affect him if they will make him gain ☉.

When the Avatar begins his Activation by being in his Cell, an Avatar Action Card must be revealed as usual; the Effects of the revealed card apply as follows: if the top Effect on the card is a Physical Action that includes movement, the Avatar resolves the Action Card as normal; in all other cases, before applying any Effect of the revealed Action Card, the Avatar Moves 1 to leave the Cell, and sacrifices the first Action shown on this card (ie, this first Action is used as Momentum).



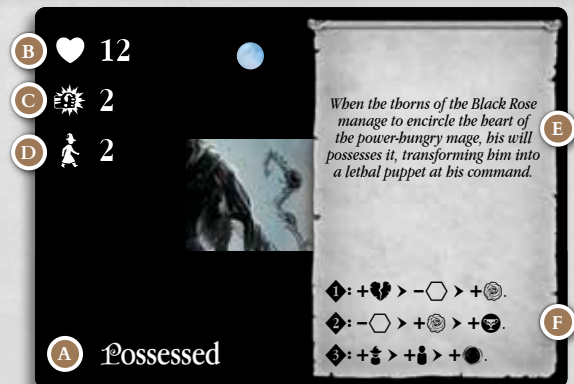
## AVATAR BOARD ANATOMY

- A** Health Tracker.
- B** Position of the Avatar Card.
- C** Position of the Avatar's Grimoire/Hand.
- D** Position of the Avatar's Memories.
- E** Avatar's Cell.
- F** Position of the Avatar's Evocation Cards.
- G** Position of the Avatar's solved Quest Cards



## AVATAR CARD ANATOMY

- A** Avatar's Name.
- B** ♥ **Health value:** the maximum number of Damage cubes the Avatar can have in the Health Tracker (see above) before being Defeated (see page 26).  
**Note:** a colored cube not in use in the game could be placed in the space just to the right of the Maximum Health value as a reminder.
- C** ⚔ **Strength value:** the amount of damage a **Mage** deals when performing a Physical Attack (⚔).
- D** 👤 **Speed value:** the number of "Move 1" Effects the **Mage** can use with a single Physical Action which allows him to move.
- E** Avatar Skills, or lore text.
- F** **Priority** (see page 38).



**AVATAR ACTION CARDS**

The deck of Avatar Action Cards placed on the Avatar Board counts as both the Avatar's **Grimoire** (📖) and **Hand** (👉). Therefore, all Effects that refer to the Grimoire and Hand, and target the Avatar, affect the Avatar Action Card deck on the Avatar Board.

A Mage cannot take an Avatar Action Card even if an Effect would allow it; that part of the Effect must be ignored.

**Instability:** when an Action Card is revealed and it shows the Instability symbol, the Avatar places 1 ⬤ (see the box below).

**Effects:** an Action Card can have one or two Effects, usually a Physical Action (⊕) and a Spell (⊗). The order in which the two Effects are presented is important since the card will resolve from top to bottom, thus applying the topmost Effect first and then the one below it.

Some Action Cards include a Trap/Protection (⊗/🛡️) Effect that does not activate except under specific conditions (see below).

**Priority:** the Effects of the Action Cards indicate Priorities which the Avatar uses for choosing the target of the Effect (see page 31). Most of the Effects of the Action Cards are matched by the icons 1 2 3 to the corresponding priority sequence indicated on the Avatar Card (see page 38).

**Trap/Protection:** on the backs of some Action Cards, a Trap or Protection token symbol is represented. This means that the Avatar is considered to have an active Trap Spell (⊗) or Protection Spell (🛡️). The Trap/Protection will trigger based on the symbol represented in the token:



the Trap/Protection triggers if the Avatar is targeted by a Combat Spell (⚡).



the Trap/Protection triggers if the Avatar takes at least one Damage (♥).

**When the Trap/Protection triggers, the Action Card is immediately revealed, and only the Trap/Protection Effect indicated in it is applied (following the normal rules).**

**Additional Card:** some Action Card Effects contain the +⊗ icon, which indicates that once the Effect is resolved, a second Action Card must be revealed and resolved during the same Avatar's Activation. **This Action Card does not count towards the limit of cards the Avatar can resolve within a single Action Phase (3 for Apprentice difficulty level, 5 for Master difficulty level).**

**This can happen only once within a single Action Phase. Once the additional Action Card has been revealed and resolved in an Action Phase, the +⊗ icon present in cards drawn later in the same Action Phase must be ignored, and no additional cards are revealed in that Phase.**

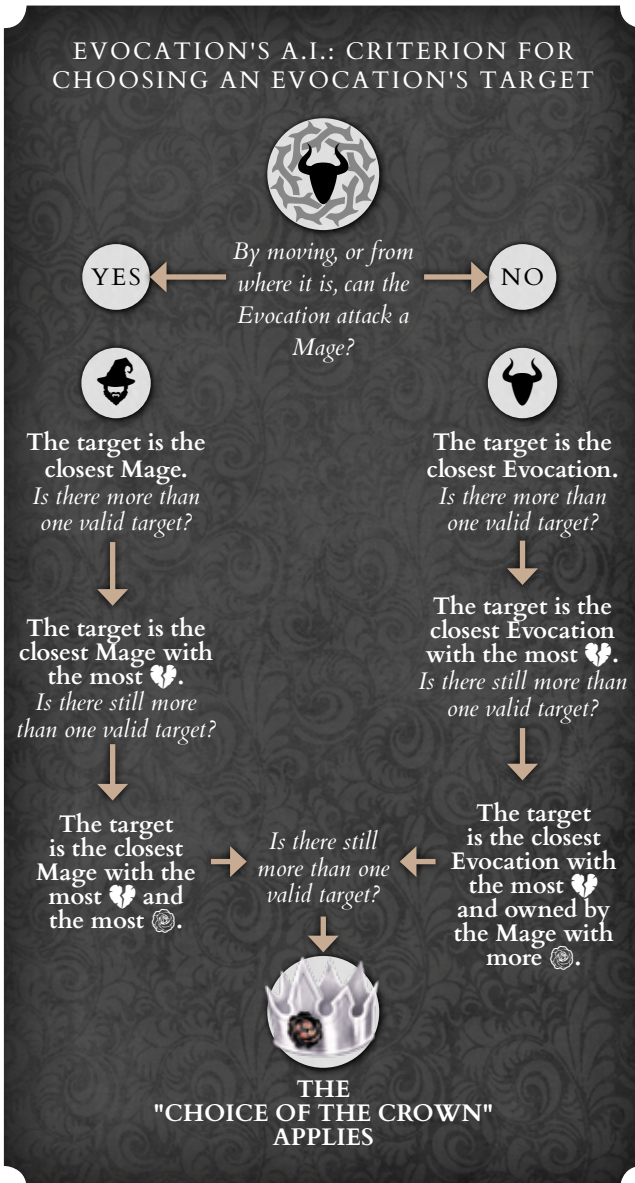
**AVATAR ACTION CARD ANATOMY**

- A Name.
- B ⬤ **Instability:** this Effect must be read as "⚡ place 1 ⬤ within (0).", and must be resolved before the Spell Effect (⊗) indicated under it.
- C **Effects:** each Effect is indicated by an icon that defines whether it is a Spell (⊗), a Physical Action (⊕), a Protection Spell (🛡️) or a Trap Spell (⊗).



## 5. Evocation Phase

The Evocations of the Avatar activate as if they were those of a normal Mage, but they will do so starting with the one whose Evocation card occupies the  $\blacklozenge$  slot of the Avatar Sheet, then the one in the  $\blacklozenge\blacklozenge$  slot, and finally the one in the  $\blacklozenge\blacklozenge\blacklozenge$  slot. When an Avatar Evocation activates in the Evocation Phase, it follows the Evocation AI (see the box to the right) to choose its target. At that point it will move towards it (if necessary), and if possible it will attack it. When an Avatar Evocation activates thanks to an Effect on an Avatar Action card, he will use the Priority (see opposite page) indicated on the Effect to choose his target.



## 6. Clean-up Phase

If the Avatar has Jinx Cards assigned, he places one of his own Cubes on each of them.

If the Avatar has Evocations assigned (such as the Umbra) he deals 1 Damage to each of them.

All Action Cards revealed during the current Turn are placed below the Action Card deck they belong to (respecting the Moon Phases).

### AVATAR ADDITIONAL RULES

Some rules of the game affect the Avatar in a slightly different way than a Mage.

#### Avatars and Event Cards

The Avatar ignores the Effects of Event cards that target Mages.

#### Black Rose Avatar and Damage

The Avatar never takes Damage from the Black Rose ( $\spadesuit$ ).

#### Avatar and Assigned Evocations

The Avatar can have Evocations assigned (such as the Umbra). These do their normal Effects, but if they deal Black Rose Damage ( $\spadesuit$ ), the Avatar doesn't suffer them.

# ARTIFICIAL INTELLIGENCE OF THE AVATAR

The Avatar follows the rules of his A.I. to make decisions during the game. Nonetheless, *Black Rose Wars: Rebirth* is a game that can present many complex situations during the course of a game. There will be instances where the A.I. may have difficulty making a clear decision. When this eventuality becomes apparent, the **Choice of the Crown** applies.

**Choice of the Crown:** the owner of the Crown chooses on behalf of the A.I.. If the Crown is owned by the Avatar, the player seated to the right of the fictional player controlling the Avatar chooses on behalf of the A.I..

**The Avatar must choose a target for one of the Effects of an Action Card:** it follows the Priority indicated in the Effect, in the order as written. If he cannot choose a target due to Priority, the Choice of the Crown applies.

**The Avatar can reach two different Rooms:** if one of the two Rooms has an Activation token on it (a rebuilt Room), and is not used, it reaches that Room. In all the other cases the Choice of the Crown applies.

**The Avatar resolves the Effect of an Action Card that allows him to first move and then to choose a target for the same Effect or a subsequent one on the same Action Card:** if able, the Avatar positions himself at the maximum distance possible to have a target for the Effect that will allow him to choose one.

**The Avatar must assign Damage to multiple Models:** he first assigns them to the Mages with the most ♠, then if he has enough Damage tokens available, he assign then to the other Mages, and then to Evocations. In all other cases the Choice of the Crown applies.

**The Avatar Must convert Damage/Instability:** he converts Damage/Instability rightmost on the Mage Sheet/Room.

**The Avatar must resolve an Effect that allows one of his Evocations to activate, or to activate under his control the Evocation of another Mage:** unless otherwise indicated in the Effect, it follows the rules of the Evocation's AI (see previous page).

## PRIORITY OF THE POSSESSED

①: +♥ > -◇ > +♣.

Among the targetable Models the Avatar will choose:

+♥: the Mage with the most ♥, in case there is a tie...

-◇: the Mage in the nearest Room, in case there is a tie...

+♣: the Mage with the most ♣, if there is a tie, the Choice of the Crown applies.

②: -◇ > +♣ > +♠.

Among the targetable Models the Avatar will choose:

-◇: the Mage in the nearest Room, in case there is a tie...

+♣: the Mage with the most ♣, in case there is a tie...

+♠: the Mage with the most ♠, if there is a tie, the Choice of the Crown applies.

③: +♣ > +♠ > +●.

Among the targetable Rooms the Avatar will choose:

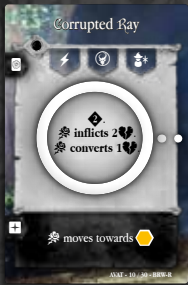
+♣: the Room with the most Mages inside, in case there is a tie...

+♠: the Room with the most Models inside, in case there is a tie...

+●: the Room with the most ● placed within it, if there is a tie, the Choice of the Crown applies.



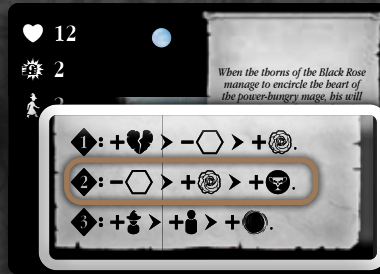
THE AVATAR MUST CHOOSE A TARGET FOR THE EFFECT OF AN ACTION CARD



Action Card



Priority



Avatar Card

The Avatar Action Card has Priority 2, so it will first target the Mage in the nearest Room, in case of a tie between two or more Mages, it will target the one with the most ♁ among them. In the event of a further tie, he will choose the Mage who has the most ♁ from among them. If there is still a tie, the Choice of the Crown rule is applied.

EXAMPLE 1



In this first example, Rikkart and Gramigna are at the same distance from the Possessed, who will target Rikkart as he has more ♁.

EXAMPLE 2



In this example, Rikkart and Gramigna are at the same distance. They have the same number of ♁ and the same number of ♁. The Choice of the Crown applies; Rikkart, possessing the Crown, will choose the target for the Possessed, and chooses Gramigna.



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*Black Rose Wars Rebirth v.0.9*

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