



Codex Arcanum

The Black Rose War

Turin, the year of our Lord 1522: The Italian city that rises on the banks of the Po River is scourged by the Plague, while the iron fist of the Holy Church of Rome hangs like the Sword of Damocles over those who practice powers that are beyond human knowledge. A few hours separate the city's pavement from re-embracing the light of dawn, while a blanket of fog lies widespread on the suburbs of Turin. The presence of bizarre individuals, emerging from every corner of the city center, can arouse curiosity in the most careful wayfarer. Wanderers or pilgrims like many others, but with a flicker more, something as impalpable as air that inquisitors and ignorant call merely: magic.

Enchanters, necromancers, and diviners come from the most disparate ravines of this old world, for the sole purpose of reaching the Grand Master's home: the Black Rose Lodge. Special beings, who can see beyond what their deadly eyes offer, parade through the streets of the city, hidden from indiscreet eyes. They show something to a sleepy youngster, and then disappear beyond an anonymous wooden door. Protected by the dull gaze of those who live keeping their feet anchored to the ground, magicians can sharpen their knowledge as they divulge, confront, and cooperate to preserve the purple world. The Masters, expert spell casters, can transcend reality to contemplate the plan of eternal flames and participate in the most important ceremony of the covenant: "The Black Rose

War". Through this ritual, which is performed at the end of each decade, the Grand Master will be appointed to guide the Coven until the next ceremony, during which he could reaffirm his role by defeating all of the challengers by casting the mightiest spells.

To keep the secrecy of the clash, and mostly the safety of those participating in the celebration, the Lodge has a room that is forbidden to any member, except during the mysterious ritual. The room is not easily accessible, except through deep tunnels that seem to lead to Hell itself, while its appearance is completely different from the other areas of the building. Four metal altars are connected to a magical artifact that dominates the room, while a blinding light obscures the contours of the other elements.

By walking through the last door, it is possible to reach the dimension in which the whole conflict takes place. The Lodge will always hinder the participants by shaping itself to resemble actual rooms, transforming them, when necessary, to adapt to new levels of challenge.

A guardian lives in the Black Rose, standing up straight and severe as a judge and jury of the ceremony. An intangible being of pure spiritual energy conspires and actively participates in the clash, if none of the aspirants turn out to be worthy of the honor of becoming the new Grand Master of the Lodge.



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The Insidious Cerbero

Conspiracy

The School

The Master of Conspiracy has but one goal: to subdue the enemies' minds to his will.

His magic is a mosaic of betrayals, conspiracies, lies, and whispers. Nothing can be left to chance. Nobody escapes the web this arcane spider weaves patiently. Nobody can survive these deadly traps.

The School is represented by the dual astral symbol of Moon and Stars, Queens of the Sky, on the royal purple color, representing also the Court with all its deceptions and falsehoods. Theft and murder, in complete silence behind your back, are just a few of the spiteful moves this Mage can make.

The Conspirator never fights a direct battle in open field, but everybody knows of him, and he is quite feared, with no need of demonstrations. The School of Conspiracy allows Mages to cast Spells of Protection and Traps, and to move as fast as the invisible wind in the Lodge.

A Conspirator completes Quests, steals Quests from enemies, and can even ally with the Black Rose itself, scheming with it to split the Power Points.

Key elements of Spells: Movement, Room Activation, Traps to Damage, Stolen Power Points and Quests, Protection to ignore Damage, Collaboration with the Black Rose

Affinity with other Schools: Divination, Illusion

Difficulty: Medium/High

Please note that the reverse text of the Spell Cards in the pictures is rotated from the actual cards to make them easier to read in the Codex.



Spell Cards



Blade Barrage

Straight Effect

When a Model enters a red Room, you may trigger this Trap: Inflict 3 Damage on each Models present in the Room and 1 Damage on each Model in any adjacent Rooms.

Reverse Effect

When a Model enters a green Room, you may trigger this Trap: Inflict 2 Damage on the Target Model. In addition, if the Model leaves the Room before the end of the Game Turn, by any means other than being sent back to their Cell, inflict 2 additional Damage on it.



Blood Pact

Straight Effect

When a Mage enters the Black Rose Room, you may trigger this Trap: You may steal 1 of their completed Quests and 2 Power Points.

Reverse Effect

When a Mage enters a purple Room, you may trigger this Trap: You may steal 2 Power Points from them. Also assign an Inhibition Token to the Mage to indicate that they cannot move using Physical Actions until the end of the Game Turn (remove the token at that time).



Dance of Death

Straight Effect

When a Mage completes a Physical Action, you may trigger this Trap: Inflict 1 Damage on that Mage, then move them to an adjacent Room.

Reverse Effect

When a Mage completes a Physical Action, you may trigger this Trap: You may move their and another Model present in the same Room to an adjacent Room (the Room must be the same for both Models, and the movement of the two Models is simultaneous). Gain 1 Power Point.



Deceptive Wind

Straight Effect

When you suffer Damage, you may trigger this Protection: Reduce the Damage by 3 points, then gain 1 Power Point.

Reverse Effect

When you are being targeted by a Single Target Spell, you may trigger this Protection: Redirect the Spell to another Model (valid for the Spell) within range 1 from you. If there is no valid Target, cancel the Spell instead. The redirected magic is still owned by its caster.



Dismiss

Straight Effect

Remove all of the Evocations in the Target Room. Gain 1 Power Point for each Evocation removed, to a maximum of 4.

Reverse Effect

Remove the Target Evocation, then shift to the Room it was in. Gain 1 Power Point. You may then Activate the Room, if it has not already been Activated in this Game Turn.



Extort Magic

Straight Effect

Look at the hand of the Target Mage. Then, if you have any Spells in your hand, you may swap 1 of their Spells with 1 of yours. (neither of these Spells may be a Forgotten Spell). Gain 1 Power Point.

Reverse Effect

Discard 1 Spell Card from your hand to your Memories. Then, without looking at them discard 1 of the Target Mage's Standard Ready Spells into their Memories (you may not select the Quick Spell). Gain 1 Power Point.



Magical Theft

Straight Effect

When a Mage completes a Quest, you may trigger this Trap: You add the Quest Card to your completed Quests. (The Target Mage still gets the rewards for the Quest's completion.)

Reverse Effect

When a Mage completes a Quest, you may trigger this Trap: You gain the Power Points for the Quest (the Target Mage gets all other rewards, as normal).



Magic Door

Straight Effect

Shift your Mage to the Target Room. You may then Activate the Room if it's not already been Activated in this Game Turn.

Reverse Effect

Swap your location with that of the Target Model; You may then Activate the destination Room if it's not already been Activated in this Game Turn.



Obscure Intuition

Straight Effect

Draw 2 Quest Cards. Choose 1 of them and add it to your hand. Either give the other one to another Mage, or discard it and lose 2 Power Points (the Black Rose does not gain Power Points).

Reverse Effect

Take 1 card of your choice from the discard pile of one of the Schools of Magic and add it to your hand. Gain 1 Power Point.



Plot

Straight Effect

Discard an active Event from the Event Board, stealing half of the Power Points gained by the Black Rose, rounded down, with a minimum 1, for yourself.

Reverse Effect

Draw 2 Event Cards. Immediately play 1, resolving its effects normally, and put the other back on top of the deck. Then, gain the Crown Token. If the Event played has the Crown symbol, also gain 2 Power Points.



Profane Mark

Straight Effect

When a Model enters a gray Room, you may trigger this Trap: Convert up to 2 Damage of any color present on the Target Mage, and gain 1 Power Point for each Damage converted. If you cannot convert any Damage, inflict 3 Damage on the Target Mage instead.

Reverse Effect

When a Model enters a yellow Room, you may trigger this Trap: Transfer up to 2 Damage (of your choice) from your Life Bar to the Target Mage, then gain 1 Power Point for each Damage transferred.



Whispering Wind

Straight Effect

Shift the Target Model 2 Rooms in any direction.

Reverse Effect

Move each Model in the Target Room to an adjacent Room. Each Model can be moved to a different Room.

Destruction

The School

Destroyer, Bringer of Chaos, Death, and Destruction, the Mage of the School of Destruction has but one goal: devour his enemies, and annihilate the world and life itself. The elements of nature, water, air, fire, and earth, bow to his will, and there's no escape for anyone. So is the curse of the Mage of Destruction. Demons, fireballs, and meteors are just a few of the magical Spells of this School of attack, aggressively oriented to one singular, but very effective, strategy: to battle enemies on the open field in a fight with no rest and no concern for the environment or anything else.

The School of Destruction is made only for extremely powerful Mages. Every power and Spell of this School is born from the Fires of Hell. It is said that in Ancient Times the first Masters of the School made pacts written in their own blood with infernal demons in order to gain these destructive powers and open a dark gate from the demons' dimension to our world. Many epochs and generations later, the masters still sacrifice their blood and souls to summon and control horrid demons.

The symbol of the School is the Eternal Flame of Hell, source of all of its power. The School will give the Mage who controls it strong fighting skills and the ability to inflict heavy damage at medium and short range. Most of the Spells target areas, so the Mages have a tendency to hit crowded Rooms or try to push Mages to get them all together in Rooms by using specific Spells.

Key elements of Spells: Area Damage, Damage to multiple Models, destruction of Quests and Events, blocked movement, Instability placement, Instability conversion

Affinity with other Schools: Illusion, Necromancy, Transmutation

Difficulty: Low



Spell Cards



Demon's Howl

Straight Effect

One of your Evocations may act immediately.

Reverse Effect

Summon 1 Malacoda under your control in the Target Room.



Destructive Bolt

Straight Effect

Inflict 3 Damage on each Model in the Target Room. Flip the Target Room's Activation Token as if it had been Activated.

Reverse Effect

Select 1 Target Model within range, then another Target within range from the first, and a final 1 within range from the second one. Inflict 3 Damage to the first Target, 2 to the second, and 1 to the third. The Rooms the targets are in aren't required to be in a straight line.



Fireball

Straight Effect

Inflict 3 Damage on each Model in the Target Room. Targets' Protection Spells may not be triggered.

Reverse Effect

Inflict 2 Damage on each Model in the Target Room, then place 1 Instability Token in that Room for each affected Model, to a maximum of 4.



Fire Dash

Straight Effect

Shift to the Target Room, then inflict 1 Damage on each Model there.

Reverse Effect

Inflict 1 Damage on each Model in your current Room, then shift to the Target Room.



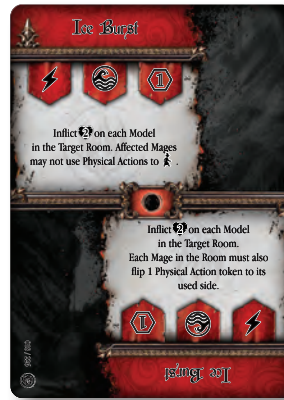
Fire of Fate

Straight Effect

The Target Mage must discard 1 Quest. Then, you gain 1 Power Point, even if they have no Quests to discard.

Reverse Effect

Discard an Event from the Event Board to gain 2 Power Points. You do not gain points if there are no Events to discard. The Black Rose does not gain Power Points.



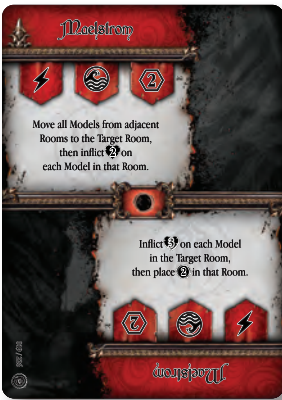
Ice Burst

Straight Effect

Inflict 2 Damage on each Model in the Target Room. Also assign an Inhibition Token to each Mage in the Room to indicate that they may not use their Physical Action Tokens to move until they return to their Cell.

Reverse Effect

Inflict 2 Damage on each Model in the Target Room. Each Mage in the Room must also flip 1 of their unused Physical Action Tokens (if they have any) to its used side.



Maelstrom

Straight Effect

Move all Models from adjacent Rooms to the Target Room, then inflict 2 Damage on each Model in that Room. Any effect that forbids movement also prevents this Spell from moving the affected Models.

Reverse Effect

Inflict 3 Damage on each Model in the Target Room, then place 2 Instability Tokens in that Room.



Meteor Swarm

Straight Effect

Inflict 4 Damage on each Model in the Target Room.

Reverse Effect

Inflict 3 Damage on each Model in the Target Room. Then, inflict 1 Damage on each Model in the adjacent Rooms.



Mighty Whirlwind

Straight Effect

Move the Target Model 1 Room. Then, if you moved it into a Room, where another Model (of your choice, if there is more than 1) is present, inflict 1 Damage on each of them.

Reverse Effect

Assign an Inhibition Token to each Mage in the Target Room to indicate that they cannot leave it using Physical Actions or Spells until the end of the Game Turn (remove the token at that time).



Obscure Armor

Straight Effect

When you suffer Damage from another Model, you may trigger this Protection: You entirely avoid the Damage, and the Model who inflicted it has 1 Damage inflicted on it by you instead.

Reverse Effect

When you are the Target of a Spell, you may: Avoid the Spell, and inflict 3 on the Mage that cast the Spell.



Obscure Explosion

Straight Effect

Inflict 2 Damage on each Model in the Target Room. Then, you may convert up to 3 Instability Tokens there to your color.

Reverse Effect

Inflict 2 Damage on each Model in the Target Room. Inflict 3 additional Damage on any Altars in the Room.



Unstable Arrow

Straight Effect

Inflict 2 Damage on the Target Model, then place 1 Instability Token in the Target's current Room.

Reverse Effect

Select up to 2 different Target Models within range, even in different Rooms. Inflict 1 Damage on each of them, then place 1 Instability Token in each of the Targets' current Rooms.

Divination

The School

The Mages of this School are condemned to knowing the destiny of people and things. But the Mage of Divination cannot only be called a Clairvoyant, Seeker, or Foreseer. He's not an empty cup for the Gods to fill with knowledge, but rather a true Master and Controller of Time and Space, a Weaver of Fate. The School of Divination is for Mages who know the fate of people and events. The Masters of the School leave nothing to chance - every move is played like a chess game, with knowledge and the power that comes from wisdom. Hourglasses, the Sight, the Sacred Rites of the Seasons, and the pages of History: Divination Mages use Spells to explore the past, foresee the future, and bend events to their will. The symbol of this School is the Eye of Clairvoyance, enlightened by a golden sun, symbol of Light.

The goal of Divination is the full control of the game, by using Events and Activating the Lodge Rooms. The Mages use their Spells to look for cards before drawing them, choose Lunar Quests, or even guarantee the successful completion of their own Quests without even lifting a finger. They can place **Altars** to celebrate the Rites of the Seasons and win Power Points. Taking first turns, drawing cards from the Library, and Activating many Rooms are just a few of the things that can be done with Divination.

Key elements of Spells: Altars for Power Points and control, Quest Completion, Power Points, Healing of others and oneself, Searching of cards, Drawing cards
Affinity with other Schools: Conspiracy, Illusion, Necromancy
Difficulty: Medium/High



Spell Cards



Arcane Mark

Straight Effect

Look at all the Ready Spells of the Mages in the Target Room and place them back as they were. Gain 1 Power Point.

Reverse Effect

Declare one type of Spell (Combat, Contingency, Protection, or Trap). Until the end of the Game Turn, each time the Target Mage casts a Spell of the selected type, you gain 1 Power Point, up to a maximum of 3. Trap and Protection Spells award points as soon as they are Activated - it is not necessary for them to be triggered.



Arcane Vision

Straight Effect

Activate the Target Room and resolve its Effects.

Reverse Effect

Look at the top 5 cards of one of the School of Magic decks. Choose 1 of these cards and add it to your hand. Reshuffle the others back into the deck.



Autumn Rite

Straight Effect

Remove any 1 Divine Altar from the Target Room to heal up to 3 Damage of your choice from each Model in any 1 Room of the Lodge. Gain 1 Power Point for each Model that has been healed of at least 1 Damage by you, to a maximum of 3.

Reverse Effect

Summon 1 Divine Altar under your control in the Target Room. Gain 1 Power Point.



Change the Past and Future

Straight Effect

Draw 1 Quest from the current Moon Phase or from the next one. *E.g. If the current Moon Phase is the First, you may draw from either the First or the Second Moon Phase Deck.*

Reverse Effect

Draw 1 Quest from the previous Moon Phase Deck. Then, either gain its reward in Power Points (and only that) or add the card to your completed Quests, only valid towards bonus points at the end of the game. This Effect doesn't work in the First Moon Phase.



Change the Plot

Straight Effect

Select any previously Activated Room (except for the Black Rose Room). You may Activate that Room again to resolve its Effects. Gain 1 Power Point.

Reverse Effect

Each Mage in the the Target Room must choose 1 of their Standard Ready or Active Spells and discard it into their Memories. Gain 1 Power Point for each discarded Spell, to a maximum of 3.



Clairvoyance

Straight Effect

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

Reverse Effect

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



Forget the Grief

Straight Effect

Heal 3 Damage of your choice from each Model in the Target Room. Gain 1 Power Point.

Reverse Effect

Convert up to 4 Damage on your Mage into your color. Gain 2 Power Points.



Hourglass

Straight Effect

Look at the uncompleted Quests of the Mages in the Target Room. You may choose and take 1 of these Quests. If you do, the Target Mage draws a Quest from the previous Moon Phase Deck, if any (when this Spell is cast during the First Moon Phase, the Target Mage does not draw a replacement Quest).

Reverse Effect

Look at the top 3 Event Cards. You may play 1 of these Events. If you do, gain 2 Power Points, then resolve the Event normally. Place the unplayed Events back on top of the deck in any order of your choice.



Read the Past and Future

Straight Effect

Look at the top 4 cards of your Grimoire. Choose 2 and add them to your hand. Place the other 2 back on top of the deck in any order of your choice.

Reverse Effect

Draw the top 2 cards from your Memories and add them to your hand.



Spring Rite

Straight Effect

Remove a Divine Altar from the Target Room to place 1 Instability Token in the Target Room, and 1 in each adjacent Room.

Reverse Effect

Summon 1 Divine Altar under your control in the Target Room. Then, gain 1 Power Point for each Divine Altar (of any Mage) in play.



Summer Rite

Straight Effect

Remove any 1 Divine Altar from the Target Room to flip the Activation Tokens all of the Rooms of 1 color of your choice to their back sides and gain 2 Power Points.

Reverse Effect

Summon 1 Divine Altar under your control in the Target Room. Gain 1 Power Point.



Winter Rite

Straight Effect

Remove any 1 Divine Altar from the Target Room to cast 1 Spell from your hand and gain 1 Power Point.

Reverse Effect

Summon 1 Divine Altar under your control in the Target Room. Gain 1 Power Point.

Illusion

The School

Madness incarnated, the Illusionist creates mazes of mirrors, shades and shadows, deceiving his victims and driving them insane to the verge of death. The Masters of the School of Illusion never lose a trick, and never back down from the chance to make fools of their enemies. They never face a direct fight; they veil with Spells and obscure their deadly intentions towards those who dare to challenge them. Everything is a show to them, and no spectator can be spared.

Everybody plays a role in their macabre Theatre of Death. Everybody believes themselves to be in sight of victory, while they are only betrayed by their senses, trapped in the Illusion game. The symbol of the School is the Double-Faced Mask, representing the mystical duality, the frail balance between genius and madness.

The objective of the Illusionist is to use all of the resources already on the field and turn enemy tactics to his own advantage. Illusionists copy other Mages' Quests, and they play with their minds by stealing the enemy's creatures and playing with their movements as if they were puppets.

Many cards of the School allow the choice between 2 Effects, the Smiling Mask and the Crying Mask. Happiness brings gains to the Illusionist, while Sadness is the ruin of his enemies.

Traps and Protections are also weapons of this deceiving School.

Key elements of Spells: Copying of Effects, Gaining Power Points, Traps on Actions, Control of Evocations and Mages, Replication of Spells, Construct to Activate Rooms

Affinity with other Schools: Conspiracy, Destruction, Divination

Difficulty: High



Spell Cards



Andromeda

Straight Effect

Summon 1 **Andromeda** under your control in the Target Room.

Reverse Effect

Cast 1 Spell from your hand, resolving its Effects as if its origin were 1 of your **Andromeda**. The Spell is only originated from **Andromeda**; all of its Effects will be applied to you.



Arcane Mirage

Straight Effect

The Target Room is considered to be blue until the end of the Game Turn. Gain 1 Power Point for each Model present in all the blue Rooms, except for your Mage and Evocations, to a maximum of 4.

Reverse Effect

Choose a Room color other than blue. Gain 1 Power Point for each Model present in all the Rooms of the chosen color, except for your Mage and your Evocations, to a maximum of 4.



Deceptive Image

Straight Effect

When a Mage Activates any Room, before the Room's Effect is resolved, you may trigger this Trap: Choose one of the following Effects: **Happy:** The Room is not Activated, and you inflict 1 Damage on the Target. **Sad:** Infiltrate 1 on the Target.

Reverse Effect

When a Mage completes a Quest, you may trigger this Trap: Choose one of the following Effects: **Happy:** Immediately draw a Quest from the same Moon Phase Deck. **Sad:** The Target Mage does not complete the Quest and cannot complete it for the rest of this Game Turn.



Ghost Assassin

Straight Effect

When you are the Target of a Spell, you may trigger this Protection: Count the revealed Spell Cards of the Mage who cast the Spell: **Happy:** Gain Power Points equal to the number of revealed cards, to a maximum of 3. **Sad:** Infiltrate Damage on the casting Mage equal to the number of the revealed cards.

Reverse Effect

When you are the Target of a Spell, you may trigger this Protection: Count the concealed Spell Cards of the Mage who cast the Spell: **Happy:** Gain Power Points equal to the number of concealed cards, to a maximum of 3. **Sad:** Infiltrate Damage on the casting Mage equal to the number of the concealed cards.



Illusory Pain

Straight Effect

Inflict 1 Damage for every 2 Damage already present on the Target Model, rounded down. If the Target has no Damage, inflict 2 Damage instead. *E.g. if the Target has already 5 Damage, with this Effect you inflict 2 Damage.*

Reverse Effect

Inflict 4 Damage on the Target Mage. If by the end of the Game Turn the Mage has not been defeated, remove 3 of these Damage, unless they have already been partially or completely removed by some other effect.



Illusory Tribute

Straight Effect

When a Mage Activates any Room, before the Room's Effect is resolved, you may trigger this Trap: Choose one of the following Effects: *Happy*: Suffer 1 Damage from the Black Rose, then you may Activate the Room instead of the Target Mage. *Sad*: Steal 1 Power Point from the Target Mage, if they have any.

Reverse Effect

When a Mage casts a Spell, you may trigger this Trap: The Target Mage must immediately decide whether or not to cancel the Spell's Effects (its Effects are not resolved, but the Spell still counts as cast). If they don't cancel the Spell's Effects, choose 1 of the following Effects: *Happy*: Gain 1 Power Point. *Sad*: Inflict 2 Damage on the Target Mage after the Spell's Effects are resolved.



Imitation

Straight Effect

When a Mage completes a Quest, you may trigger this Trap: Choose one of the following Effects: *Happy*: Gain the same number of Power Points that the Target Mage gained. *Sad*: Automatically complete 1 of your Quests, getting all of the rewards for the completion of the Quest.

Reverse Effect

When a Mage casts a Contingency Spell, you may trigger this Trap: After resolving the Spell's Effects, choose one of the following Effects: *Happy*: Gain the same number of Power Points that the Target Mage gained. *Sad*: Gain 1 Power Point.



Jester Hat

Straight Effect

When a Mage enters a blue Room, you may trigger this Trap: Gain 1 Power Point for every 2 Damage, rounded down, present on the Target Mage, to a maximum of 4 Power Points. If the Target Mage has no Damage, they must flip all of their unused Physical Action Tokens to the used side.

Reverse Effect

When a Mage enters a green Room, you may trigger this Trap: Immediately cast the next Standard Ready Spell of the Target Mage as if it were your own. The Spell cast in this way doesn't count for your objectives (Quests or other).



Light Cape

Straight Effect

When you suffer Damage, you may trigger this Protection: Redirect the Damage to another Target Model within range 1 from you. Convert the redirected Damage into your color, as if you were inflicting it. If you cannot select any Target within range, ignore the Damage instead.

Reverse Effect

When you suffer Damage, you may trigger this Protection: Inflict the same amount of Damage on that which inflicted it on you. If you inflict Damage on a Mage, and defeat them, the defeat is resolved as if you were the only one to Damage that Mage.



Multiple Images

Straight Effect

When you are the Target of a Single Target Spell, you may trigger this Protection: Choose one of the following Effects: *Happy*: Gain 1 Power Point. *Sad*: Ignore any Damage; you are still subjected to other effects.

Reverse Effect

When you are the Target of an Area Target Spell, you may trigger this Protection: Choose one of the following Effects: *Happy*: Avoid the Spell and shift to a blue Room. *Sad*: Inflict the same amount of Damage you suffered on the one who cast the Spell.



Shadow Step

Straight Effect

Shift into the Target Room. You may then Activate the Room, if it has not been previously Activated.

Reverse Effect

Shift to the Room where the Target Model is. Inflict 2 Damage on the Target. If it's not defeated, shift it to a blue Room of your choice.



Suggestion

Straight Effect

Select a Target Evocation, then choose one of the following Effects: *Happy*: The Evocation immediately acts under your control. Any effect or Damage caused by the Evocation is considered yours. *Sad*: Shift the Evocation to its summoner's current Room and make it attack them. Damage inflicted on its summoner is of your color.

Reverse Effect

Select a Target Mage, then choose one of the following Effects: *Happy*: The Target Mage moves 1 Room and attacks under your control, inflicting Damage of your color. *Sad*: Reveal the Target Mage's next Standard Ready Spell. If it's a Contingency Spell, you gain 1 PP, or if it's a Combat Spell, you gain 2 PP. In any other case, you do not gain Power Points. Flip the card back.

Necromancy

The School

Necromancy, the Lordship of the Undead. Cold and dark as black ice is the heart of the mMage of this School. Forget the warm rays of the sun if you dare to embrace this magic.

The sole purpose of the Necromancer is to bring the reign of Death onto the battlefield, to bring terror and corruption to the hearts and bodies of anybody he encounters. This School brings the power to summon Undead creatures, build armors and weapons out of bones, bite as vampires, and grasp with frozen fingers. The Necromancer kills slowly, gaining Power Points in the process, but accurately, painfully, and inexorably.

The symbol of the School is the Grey Skull, Grim of Death. Using the powers of this School isn't just to inflict damage on enemies, but above all to proliferate the field with horrid Undead creatures. Also, as vampires, they have magic Spells with double effect: life for the Mage who uses them and death brought upon the victims.

Necromancy can also change to its favor the Damage of other Schools, as a true zombie corrupts with its bite.

Key elements of Spells: Damage with Evocations, Numerous Evocations, Direct Damage, Gaining and Stealing of Power Points, Damage conversion
Affinity with other Schools: Conspiracy, Destruction, Illusion
Difficulty: Low



Spell Cards



Bone Armor

Straight Effect

When you suffer Damage, you may trigger this Protection: Inflict the same amount of Damage on that which inflicted it on you, to a maximum of 5.

Reverse Effect

When you suffer Damage, you may trigger this Protection: Gain the same number of Power Points as the Damage you suffered, to a maximum of 3.



Cowardice

Straight Effect

Convert up to any of 4 Damage on the Target Mage.

Reverse Effect

Transfer up to 2 any of your Damage from your Life Bar to the Target Mage. Then convert up to 2 of any of the Target Mage's Damage.



Epiphany

Straight Effect

Shuffle your Grimoire and Memories together to make a new Grimoire, then draw 2 cards and add them to your hand.

Reverse Effect

Look at the top 3 card of your Memories (if there are less than 3, look at the ones that are there). Choose 1 and add it to your hand. Place the others back on top of your Memories in any order of your choice.



Evanescent Hope

Straight Effect

If the Target Mage has any Power Points, they lose 1 and you gain 2.

Reverse Effect

Remove any 1 Undead from the Target Room. Steal 1 Power Point from each Mage in either the Target Room or an adjacent one.



Grazing

Straight Effect

Infect 2 Damage on each Model in the Target Room. In each adjacent Room, convert 1 Damage on each Model that you can, and inflict 1 Damage on each of the others.

Reverse Effect

Infect 2 Damage on the Target Mage. Then, convert any 2 Damage on the Target, if possible, gaining 1 Power Point for each of them that you were unable to convert.



Ice Grip

Straight Effect

Infect 3 Damage on the Target Model.

Reverse Effect

Infect 2 Damage on the Target Model. Then, convert any 2 Damage on the Target, if possible. For each of them that you are unable to convert, the Target, if a Mage, loses 1 Power Point.



Invoke Obscurity

Straight Effect

Either remove any 1 Undead from the Target Room to gain 2 Power Points, or lose 1 Power Point to summon a Bone Knight under your control in the Target Room.

Reverse Effect

Remove 1 of your Undead from the Target Room and replace it with a Bone Knight.



Obscurity's Grasp

Straight Effect

Select 1 of your Undead and shift if to a Room containing a least 1 Mage. It may then attack any Model in that Room.

Reverse Effect

Either swap locations with any 1 Undead in the Target Room, or summon a Landsknecht under your control in the Target Room.



Sick Withering

Straight Effect

Infect 3 Damage on the Target Model. Then select an additional Target within range 1 of the first Target and inflict 1 Damage on it. You may continue selecting additional Targets within range 1 from the previous one, inflicting 1 Damage on each of them, as long as they are completely new Targets.

Reverse Effect

Convert 2 Damage, if possible, on each Mage in the Target Room and in the adjacent ones. For each Damage you are unable to convert, the Target Mage loses 1 Power Point.



Summon Obscurity

Straight Effect

Select a Target Undead. Until the end of the Game Turn, gain 1 Power Point for each Damage inflicted by the Target Undead, to a maximum of 3.

Reverse Effect

Either any 1 Undead in the Target Room acts immediately, or summon a Landsknecht under your control in the Target Room.



Traitor Mist

Straight Effect

Each Mage in either the Target Room or 1 of the adjacent Rooms must choose whether or not to discard 1 Ready or Active Spell Card to their Memories. Gain 1 Power Point for each Mage who chooses not to discard.

Reverse Effect

Each Mage in either the Target Room or 1 of the adjacent Rooms must choose whether or not to discard 1 Ready or Active Spell Card to their Memories. Inflict 2 Damage to each Mage who chose not to discard.



Vampire's Bite

Straight Effect

Infect 2 Damage on the Target Model to heal 2 Damage from yourself.

Reverse Effect

Infect 2 Damage on the Target Model. Then, if it's a Mage, steal 1 Power Point from them.

Transmutation

The School

A Mage of Transmutation aims to empower themselves and modify their environment through powerful Spells such as: “Stone Claws”, Rite of Change”, “Rite of Control”, “Unstable Flames”, and “Disfiguring Mutation”.

Endowed with devastating physical strength, they have no fear of direct combat. It is not only through combat that they gain the power of Transmutation. A Mage of Transmutation will aim to control the environment and everything surrounding it to guarantee their victory.

Transmutation Spells generate Instability, making use of the Mage’s empowerment and their ability to make Rooms unstable.

The School of Transmutation symbol is the Leaf, which represents change. The green color represents the beauty of nature.

Almost all Transmutation Spells generate Instability, while certain Effects, mainly those of the Rite Spells, allow additional Instability to be inflicted on Rooms.

Key elements of Spells: Close combat Damage, Physical Damage combinations, Placement of Altars through Rites, Instability placement, Movement with Spells, Power Points from Rites

Affinity with other Schools: Destruction, Divination

Difficulty: Medium



Spell Cards



Acid Explosion

Straight Effect

Infect 1 Damage on the Target Model. You may discard 1 card from your hand to inflict 2 additional Damage.

Reverse Effect

Either inflict 1 Damage on each Model in the Target Room, or discard 1 card from your hand to place 2 Instability Tokens in the Target Room.



Disfiguring Mutation

Straight Effect

You may use your Physical Action Tokens to move and attack, instead of their normal effects, until the end of the Game Turn.

Reverse Effect

You become an Abomination until the end of the Game Turn. The transformation into an Abomination is effectively an Evocation, with the exceptions that the Evocation replaces the Mage on the board and it is discarded during the Clean-up Phase.

During the Action phase, nothing changes except for your attack value (3), however you will be able to act again during the Evocation Phase as a normal Evocation. All Spells influence the Abomination as if it were both a Mage and an Evocation. If the Abomination Evocation is removed, you will return to normal. If you are defeated while an Abomination, return to your Cell and continue playing as usual, without losing the Abomination form.



Implosion Rite

Straight Effect

Remove any 1 Mutant Altar from the Target Room to place 4 Instability Tokens in that Room.

Reverse Effect

Summon a Mutant Altar under your control in the Target Room, then place 1 Instability Token there.



Magic Eruption

Straight Effect

When you suffer Damage, you may trigger this Protection: Place 1 Instability Token in your current Room for each Damage you suffered.

Reverse Effect

When you suffer Damage, you may trigger this Protection: Ignore the Damage, and place 1 Instability Token in your current Room.



Mutation Rite

Straight Effect

Remove any 1 Mutant Altar from the Target Room to gain 2 Power Points and place 2 Instability Tokens in that Room.

Reverse Effect

Summon 1 Mutant Altar under your control in the Target Room. Gain 1 Power Point.



Overload

Straight Effect

Remove up to 2 Instability Tokens (any color) from the Target Room. Gain 1 Power Point for each Instability Token removed.

Reverse Effect

Target a Room that contains at least 1 Altar of any type. Place 2 Instability Tokens in that Room.



Putrefying Poison

Straight Effect

Until the end of the Game Turn, each time you perform an attack (with either a Physical Action or another effect), also place 1 Instability Token in the Room you are in. Also, you may immediately move and attack.

Reverse Effect

Choose a Target Model, then place 1 Instability Token in its current Room for every 2 Damage present on its Life Bar, rounded down, to a maximum of 3 Instability Tokens.



Rite of Change

Straight Effect

Target a Room that has not been Destroyed and contains at least 1 Mutant Altar (of any Mage). Until the end of your turn, that Room becomes an exact copy of another Room of your choice present in the Lodge (even a Destroyed Room, but not the Black Rose Room), including its Effects and color. You may then immediately Activate the modified Target Room, including using it to complete Quests that require the Activation of the copied Room.

Reverse Effect

Summon 1 Mutant Altar under your control in the Target Room. Then, place in that Room 1 Instability Token for each Mutant Altar (of any Mage) in play,



Rite of Control

Straight Effect

Gain 1 Power Point and place 1 Instability Token in the Target Room for each Mutant Altar (of any Mage) in play, to a maximum of 4 of each.

Reverse Effect

Summon 1 Mutant Altar under your control in the Target Room. Then, gain 1 Power Point for each Mutant Altar (of any Mage) in play.



Stone Claws

Straight Effect

Until the end of the Game Turn, each time you perform an attack (with either a Physical Action or another effect) it is considered as an Area attack (you hit all of the Models present in the Room targeted by the attack.) Also, you may immediately move and attack.

Reverse Effect

Until the end of the Game Turn, each time you perform an attack (with either a Physical Action or another effect) you inflict 1 additional Damage. Also, you may immediately move and attack.



Unstable Bind

Straight Effect

Target a Room with at least 3 Instability Tokens, and remove 3 of them of your choice from it to heal 2 Damage from yourself.

Reverse Effect

Target a Room with at least 3 Instability Tokens, and remove 3 of them of your choice from it to Summon 1 Mutant Altar in it.



Unstable Flames

Straight Effect

Until the end of the Game Turn, each time you perform an attack (with either a Physical Action or another effect) you may remove 1 (and only 1) Instability Token from your current Room to inflict 1 additional Damage with your attack. Also, you may immediately move and attack.

Reverse Effect

Until the end of the Game Turn, each time you would perform an attack (with either a Physical Action or another effect) you may instead place 2 Instability Tokens in the Room you are in. Also, you may immediately move and attack.

Forgotten

The School

The School of Forgotten Magic no longer exists. Some of the first humans to walk the earth could see and weave magical plots, reveling in the magical flows that they alone could see.

They were able to create powerful Spells thanks to their symbiosis with the magic, but their love for magical art was quickly transformed into the cause of their own destruction. Increasingly split between the physical and magical world, they soon disappeared, becoming themselves part of the magical currents.

Their apprentices and several of their descendants inherited the powerful Spells they created, but no one was ever able to control or truly understand them, and to this day those who are ill-prepared run the risk of triggering catastrophic effects.

The Black Rose Lodge is the keeper of the Forgotten Magic, and few Grand Masters have ever been able to get a taste of its power. To gain possession of it, a fitting sacrifice must be offered, a price that only the most courageous are willing to pay.

Given that there are no Schools tied to the Forgotten Magic, its symbol has been identified over the centuries as that of the Lodge where it is held, a Black Rose made of ash and metal.

The Deck of Forgotten Spells is one from which the Mages cannot draw unless they go the Black Rose Room and give up their Spell Cards. This deck holds extremely powerful Spells.

There is only one copy of each Spell in this deck. Once cast, they are eliminated from the game.



Spell Cards



Death Delirium

Straight Effect

Inflct 8 Damage on the Target Model. If the Target hasn't been defeated by the end of the Game Turn, remove any of this 8 that has not already been removed or converted by other effects.

Reverse Effect

Inflct 3 Damage on each Model in play that already has at least 1 Damage of any color.



Devastation

Straight Effect

Inflct 2 Damage on each Model within range 2 from your current Room. Then, convert up to 3 total Damage on any of them.

Reverse Effect

Each Mage within range 2 from your current Room loses 3 Power Points. Gain 2 Power Points for each Mage affected by the Spell, to a maximum of 6 Power Points.



Disintegration

Straight Effect

Inflct 7 Damage on the unlucky Target Model.

Reverse Effect

Place 5 Instability Tokens in the Target Room.



Echo of Revenge

Straight Effect

When you suffer Damage, you may trigger this Protection: Inflct the same amount of Damage you suffered on each Model in play, to a maximum of 5 each.

Reverse Effect

When you are defeated, you may Void the defeat and heal all of your Damage. Then, defeat the Mage who inflcted the most Damage on you (in the case of a draw, you may choose), resolving the defeat as if you had inflcted the most Damage



Eviscerate

Straight Effect

Inflict 5 Damage on the Target Model. Protection Spells of the Target may not be triggered.

Reverse Effect

Target a Model that already has at least 1 Damage. Defeat the Target, resolving the defeat using only the Damage already present.



Infamy of Crete

Straight Effect

Choose 2 Rooms adjacent to the Target Room (other than the Throne Room and the Black Rose Room) and immediately Destroy them, gaining the tokens for their Destruction.

Reverse Effect

Summon the **Infamy of Crete** under your control in the Target Room. He may then act immediately.



Intertwined Fate

Straight Effect

Each of the Mages present in the Target Room must discard their Quick Spell, whether it has been Activated or not. Gain 2 Power Points for each Mage affected by the Spell, to a maximum of 6 Power Points.

Reverse Effect

Look at the top 4 Quests from the deck of the previous Moon Phase. Choose 1 and complete it, getting all of the rewards. Add the Quest to the pile of your completed Quests. Gain 2 Power Points.



Lightning Storm

Straight Effect

Inflict 3 Damage on each Model in play. Also assign an Inhibition Token to each Model to indicate that they may not move during their next turn (remove the token at the end of that turn).

Reverse Effect

Inflict 3 Damage on each Model in play. Also assign an Inhibition Token to each Model to indicate that they may not Activate Rooms during their next turn (remove the token at the end of that turn).



Soul Entrapment

Straight Effect

When a Mage enters a gray Room, you may trigger this Trap: You may steal up to 4 Power Points from the Target.

Reverse Effect

When a Model enters a yellow Room, you may trigger this Trap: Inflict 6 Damage to the Target. If the Target is a Mage and you defeat them, gain 6 Power Points. No one else will gain Power Points from this defeat.



Time Stop

Straight Effect

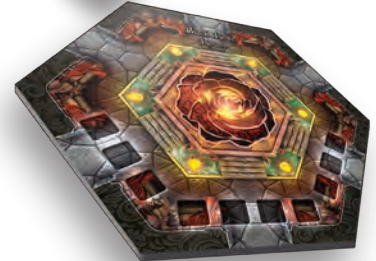
Cast 2 Spells from your hand, choosing both Spells to be replaced and both to be cast before casting either Spell. Gain 2 Power Points.

Reverse Effect

Each Mage must discard 1 of their Ready or Active Spells and discard it into their Memories. Gain 4 Power Points.

The Lodge

Black Rose Room



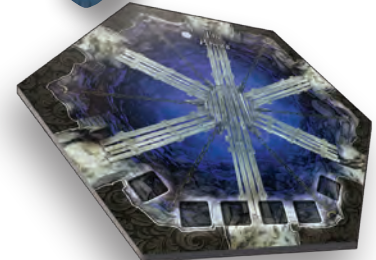
Room Characteristics

Resistance to Instability **10** Power Points **6**

Room Effect

You must discard 4 Spells from your hand to your Memories. Draw 3 cards from the Forgotten Spells Deck, then choose 1 and add it to your hand. Place the others at the bottom of the Forgotten Spells Deck in any order you like. Once played, the Forgotten Spells Card must be eliminated from play during the Clean-up Phase.

Blue Rooms



Room Characteristics

Resistance to Instability **6** Power Points **3**

Room Effect

Copy the Effect of an already Activated Room. Beware: this Effect does not complete the Quests of the copied Effect. The activated Room is always the Mirrors Room. You cannot copy the Effect of either the Throne Room or the Black Rose Room.

Room Characteristics

Resistance to Instability **6** Power Points **3**

Room Effect

Pick any card of your choice from your Grimoire and add it to your hand. Reshuffle your Grimoire.

Room Characteristics

Resistance to Instability **6** Power Points **3**

Room Effect

The Target Mage is immediately returned to their Cell and continues their turn from there.

Yellow Rooms



Room Characteristics

Resistance to Instability ⑤ Power Points ②

Room Effect

Add 1 card from one of the decks of the Schools of Magic to your hand. You can either draw from the deck or take the top card from the discard pile.



Room Characteristics

Resistance to Instability ⑤ Power Points ②

Room Effect

If you have at least 1 uncompleted Quest, draw 3 Quest Cards. You can then choose to swap 1 of these Quests with one you own. Place the 3 cards you don't keep back on top of the deck in any order you choose.



Room Characteristics

Resistance to Instability ⑤ Power Points ②

Room Effect

Heal up to 2 Damage of your choice from your Mage.

Green Rooms



Room Characteristics

Resistance to Instability ④ Power Points ②

Room Effect

You may move 1 Room, then perform a Physical Attack.



Room Characteristics

Resistance to Instability ④ Power Points ②

Room Effect

Place 1 of your Instability Tokens either in this Room or in any adjacent Room.



Room Characteristics

Resistance to Instability ④ Power Points ②

Room Effect

Gain 1 Power Point.

Red Rooms



Room Characteristics

Resistance to Instability 6 Power Points 3

Room Effect

Draw 2 cards from your Grimoire and add them to your hand.



Room Characteristics

Resistance to Instability 6 Power Points 3

Room Effect

Target a Mage. You must cast either your next Standard Ready Spell or your Quick Spell. Then, the Target Mage must cast either their next Standard Ready Spell or their Quick Spell. If the Target Mage is defeated before they can cast the Spell, the Spell is still cast, but its Effects are ignored.



Room Characteristics

Resistance to Instability 6 Power Points 3

Room Effect

Summon 1 Cerbero under your control in the Room.

Purple Rooms

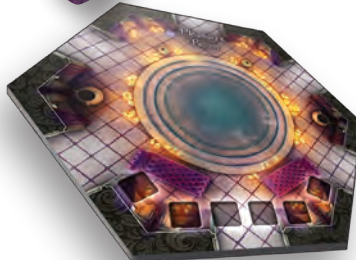


Room Characteristics

Resistance to Instability 6 Power Points 3

Room Effect

Cast 1 Protection Spell from your hand.

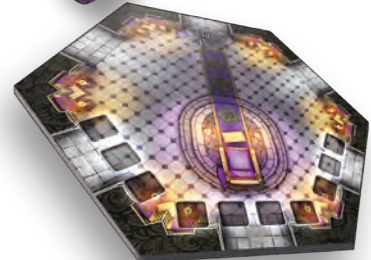


Room Characteristics

Resistance to Instability 6 Power Points 3

Room Effect

Draw a Quest Card.



Room Characteristics

Resistance to Instability 10 Power Points 5

Room Effect

If you do not already have the Crown Token, take it from the player who does.

Gray Rooms



Room Characteristics

Resistance to Instability ⑥ Power Points ③

Room Effect

Summon 1 **Landsknecht** under your control in the Room.



Room Characteristics

Resistance to Instability ⑥ Power Points ③

Room Effect

Choose 1 of the top 3 cards of your Memories and add it to your hand.



Room Characteristics

Resistance to Instability ⑥ Power Points ③

Room Effect

Inflct 1 Damage on any 1 Model in play.

Evocations' Effects

Andromeda



Instead of attacking, **Andromeda** can either Activate or remove any 1 Instability Token from the Room she is in. When she Activates a Room, its Effect originates from her, but you gain the benefits..

Cerberero



Each time he attacks a Model, you may convert 1 Damage on that Model.

Infamy of Crete



Rather than attacking normally, each time he enters a Room, he inflicts 4 Damage on each Model in that Room.

Jaf'ar

A Glimpse of the Future

The calm, dark waters of the Adriatic Sea seemed like an endless plane of waved glass, where the silver crescent moon shone brightly in a starry sky with no clouds. Sitting cross-legged in the furthest place on the ship's stern, the wind sweeping off his exotic clothes and the flaps of his turban, Jaf'ar was patiently meditating, waiting for his ship to arrive in Venice, where a luxurious carriage was ready to get him to Turin, and finally to the Lodge of the Black Rose. The journey, which had started in the sun-drenched desert dunes of his beloved Arabia, had been long and tiresome. Even harder would be the challenge, and yet Jaf'ar had no fear of what was waiting for him. He had dedicated all of his life to the study of the Ancient and Arcane Art of Divination, and thanks to his sphere, he could not only see past and future events, but even alter them. The title of Grand Master was nearly his, and nothing seemed capable of changing that, until the ship hit something very big under water. After the huge noise, the hull rolled almost over on its side, so that Jaf'ar had to hold on to the gunwale to keep from falling in the water. After that, the wooden planks started to crumble under his feet as if they were sticks, drawn by a gigantic, dark vortex that seemed to engulf everything in an abyss. Jaf'ar tried to resist as much as he could, but in the end he had to give in, and fell into the darkness of the vortex. "Land!" A voice shouted from the lookout post, "Land in sight!". Immediately opening his eyes, startled, Jaf'ar fought to catch his breath for a few seconds, but the sea in front of him was calm again, the ship where he was sitting was whole and perfectly fine again, and they were going slowly but steadily towards the fires of the Venetian lagoon. Without even thinking, Jaf'ar looked into his sphere, and seeing a small glow on the surface, he realized he had had an involuntary vision of an incumbent and sinister omen. Deeply concerned, he got up, disheartened by what happened, but refusing to accept that warning. He had been preparing for this battle all his life, and nothing, nobody would have stood in his way, not even his own magic. He grabbed the rod where the magical sphere was set and looked over the horizon, determined to rewrite his own destiny if necessary.



Custom Spell



Reading the Stars

Straight Effect

Look at the top 2 Quest Cards of the Third Moon Phase Deck. You may choose to lose 1 Power Point to draw 1 of these 2 cards. Place the undrawn card(s) back on top of the deck, in any order of your choice.

Reverse Effect

Look at the top 4 Event Cards of the current Moon Phase, then place them back on top of the deck in any order of your choice. Gain 1 Power Point.

Favorite School of Magic



Divination

Tessa

Hard as a Rock



Her powerful goat's legs darted between the trees at an almost supernatural pace, her hooves kicking up huge clouds of dirt with every change in direction. Despite the grueling chase, Tessa's fierce gaze filtered through the enormous trunks, until she finally identified her objective in the distance. The faun deftly leaped over a bush without slowing her stride, swiftly ducked her head, scraping a hanging branch with her curved horns, and sprung to the side of one last tree before finding herself finally out of the forest's confines. Making one final effort, she ramped up the pace to take one more surprising leap, covering a distance of almost 10 meters. During her flight, arms outstretched, she mumbled a rapid sequence of incomprehensible words, after which a thick layer of stone enveloped her hands, from the tips of which emerged sharp-edged growths. As she landed on the ground, both of Tessa's stone claws impacted with an enormous mass. A series of deep cracks opened up in the rock, which nonetheless remained essentially intact. The faun looked on breathlessly at the result of her attack, then shook her head in disappointment. "You shouldn't train so hard before taking on such a long journey." The nearby voice of Larssa, her chieftain, took her by surprise. "You're the best student I've ever had, and the magic of nature flows pure and fluid through your veins. You need not be afraid of the battle that awaits you, nor of those who will take part."

But Tessa didn't agree. "Save your advice, I'm not an apprentice anymore," she responded, still annoyed at her failed attempt. The stone covering her hands disappeared, as she reached up to touch the small pendant with the Black Rose around her neck. "I know she'll be there, and I know perfectly well she'll be seeking revenge for what happened to her master. But Rebecca won't be my only enemy in the Lodge, and to be granted the title of Grand Master, I'll need to fight them all unconditionally. It's the only way to gain the power we need to protect our people from the humans." The chieftain stared once more at her pupil, who had by now become an expert enchantress. Then the gloomy sound of a horn echoed from far away among the Sibylline Mountains. "I must go now. They are waiting for me to say my 'last goodbye, to the clan," said Tessa, and without another word, she turned around, heading off toward the sunset at the same pace with which she had arrived. Larssa watched the athletic physique of her only daughter disappear among the woods, leaving her completely unaware of the fact that just a few seconds later, the enormous mass she had struck entirely shattered.

Favorite School of Magic



Transmutation

Custom Spell



Wrath of Nature

Straight Effect

You may move 1 Room, then attack a Model. Thereafter you may move 1 Room again, then attack a different Model.

Reverse Effect

Inflirt 1 Damage on each Model present in the Target Room, then place 1 Instability Token there. If you are in the Target Room, place 1 additional Instability Token.

Rebecca

Wishes of Vengeance

A fresh morning breeze was blowing from the Ionian, caressing the violet-colored silk cape embracing Rebecca's tall and slender silhouette, right up to the top of her head. With each step, the thick, lush grass on which she walked turned a yellowish color until completely drying, creating a melancholy path in the direction of the solitary headstone erected at the top of the hill. When she reached the anonymous white marble stele, almost two meters high, she stopped, fixing a menacing gaze upon the effigy of the Black Rose, delicately etched into the smoothly polished stone. Although much time had passed, an uncontrollable river of rage resurfaced at the mere thought of that cursed day. "Here I am, master," she whispered, her own words mixed with the hissing of the wind. "It took eight long years of intense training, but now I'm here to tell you that finally, you will have your revenge. Be not afraid, I will destroy each of my enemies, one after the other, showing no mercy. I will drain every glimmer of vital essence from their bodies, dragging them into the tight, cold grip of a slow death. And finally, once I am done, from the cold and lifeless bones of that insolent faun, I will take back the seal she stole from you. Then, I will make my way to her lands, and as the holder of the title of Grand Master of the Black Rose Lodge, I will inundate them with an unimaginable onslaught of undead knights, whose only instruction will be to terminate every single living creature they encounter." A treacherous, smug grin appeared on Rebecca's impassive face. "Nothing will be left of the wild faun race, not even a faded memory." For a few minutes, she remained self-absorbed in a reflective silence, before turning on her heels, ready to confront that long journey, which from the south of Lucania would take her to the city of Turin, but a familiar figure appeared to be waiting for her at the foot of the hill.

"Don't do it," said her sister, Arianna, with a compassionate tone as she moved closer. "Don't become what our master would never have wanted you to become." Rebecca's gaze was filled with hate. Even if they shared the same blood and identical somatic traits, Arianna had remained a simple apprentice, she had no right to make such exhortations toward an expert enchantress.

"The fauns will have no future," replied Rebecca, limiting her response, barely holding back her anger as she passed by her sister's side. "Nor will anyone who dares to get in my way." She stepped past her sister and continued on, without waiting for a reply.



Custom Spell



Putrify

Straight Effect

Infllict 3 Damage on a Model. If the Target is a Mage, they also lose 1 Power Point.

Reverse Effect

Remove 1 Undead from the game, then infllict 4 Damage on any 1 Model within range 1 from the removed Undead.

Favorite School of Magic



Necromancy

Nero

A Guy with a Short Fuse



From the wide glass eastward-facing wall of the mansion, it was impossible not to admire the grandeur of the Colosseum, standing as an Ancient Roman God enlightened by the first rays of dawn, towering majestically over the surrounding modest buildings. Since he was a child, Nero used to stop by to contemplate the greatness of that monument, fantasizing every time about fighting there as a young gladiator of the past, surrounded by the cheering of 50 thousand screaming spectators. Even that morning, though he was 30 years old already, the allure of the Colosseum drew him in once again. But the battle awaiting for him was not imaginary at all. Nero's mind kept wandering through the memories of the last ten years, spent in hard training, while an overwhelming adrenalin rush suddenly hit him. His hands began to release incandescent heat, all of his powerful muscles started to contract as if they were under unimaginable pressure, and his breathing became laboured, almost exhausted. When even his sight began to blur, the man realized he was almost out of control. "Excuse me, Sir...", said a sudden, flat male voice from behind him, "your carriage is ready." With a quick head shake, Nero got back some lucidity and dismissed his servant immediately with a nod. Right after, he closed his eyes and took some deep, long breaths, as his grandfather had taught him, regaining full control of himself. He had to calm down and be patient for a few more hours of traveling, then he would have the chance to unleash all of his fury. The image of the Colosseum kept luring him, but Nero turned his back on it. Upon his return, he would gaze at the monument as a different man, for he had sworn on the honor of his own family that he would return to Rome with the title which had belonged to his grandfather, Grand Master of the Black Rose Lodge... or he would never return again at all. "Surrender is not an option," he whispered resolutely before walking out the door, leaving the luxurious hall of his mansion, a thin trail of black smoke coming from his hands.

Favorite School of Magic



Destruction

Custom Spell



Ring of Fire

Straight Effect

Inflct 2 Damage on each Model present in the Rooms adjacent to yours.

Reverse Effect

Inflct 2 Damage on each Model present in the Target Room. Inflct 2 additional Damage on each Mage upon their leaving the Target Room due to a Physical Action before the end of the Game Turn.



Nero



Bone Knight



Tessa



Cerbero



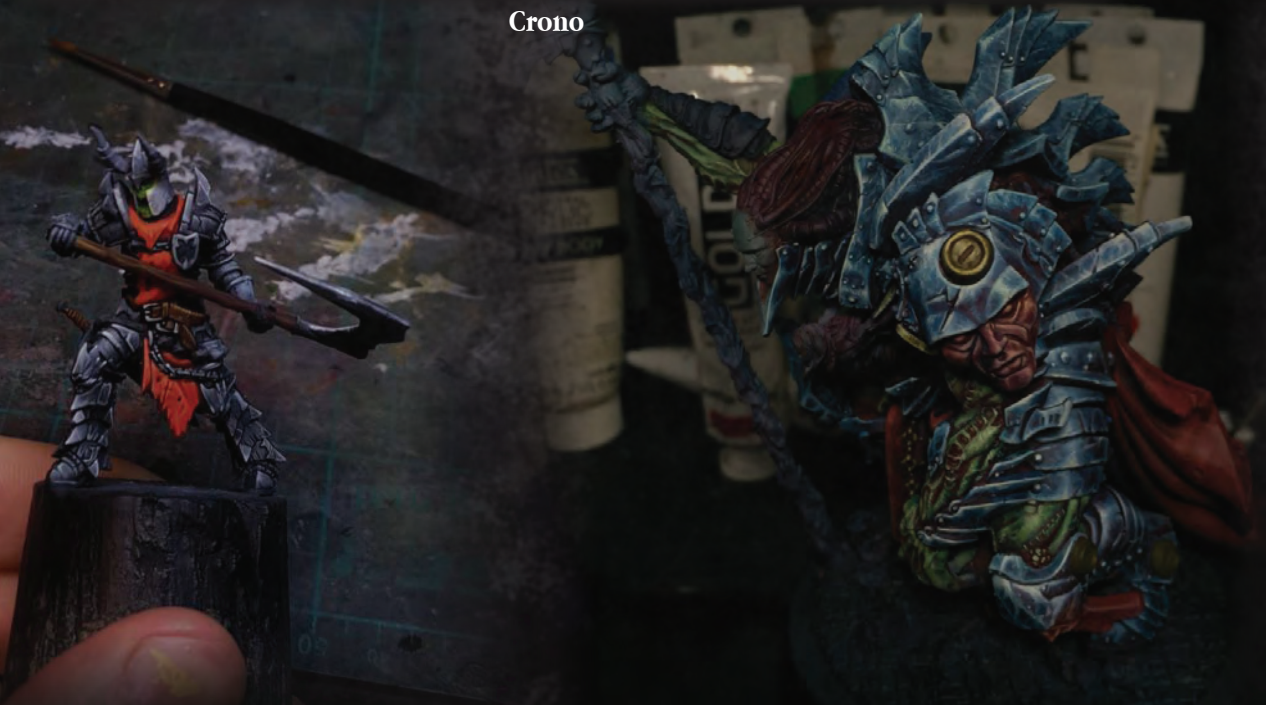
Landsknecht



Andromeda



Crono





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Black Rose wars Codex Arcanum v.1.5

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