

REBIRTH



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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.**



A FAINT VOICE, ALMOST A WHISPER,
ECHOES IN THE AIR LIKE A DISTANT CALL.
A MAGICAL FORCE STILL PULSATES
FROM THE RUBBLE.



A GENERATION HAS PASSED SINCE THE COMING OF
LUCIFER, AND HIS DEFEAT IS AN EVENT THAT ONLY
A FEW REMEMBER: ONLY THE WIZARDS INVOLVED,
THOSE FEW LEFT ALIVE, KNOW WHAT HAPPENED
INSIDE THE ONCE GRAND PALACE.
ORDINARY MORTALS TRACE THE EVENTS BACK TO
A MASSIVE EXPLOSION THAT TOOK PLACE IN A
COLD WINTER NIGHT, PROBABLY CAUSED BY SOME
CLANDESTINE DISTILLERY. LITTLE DO THEY KNOW...

GAME COMPONENTS



1 POWER BOARD



1 EVENT BOARD



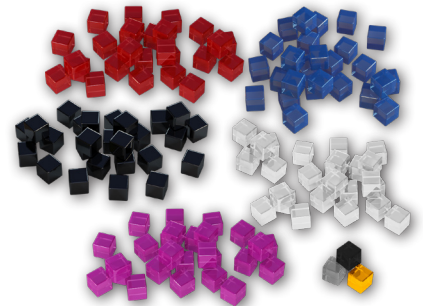
19 ROOMS AND 4 CELLS



4 MAGE SHEETS



4 MAGE CARDS



130 DAMAGE/INSTABILITY CUBES
+ 3 MOON CUBES



19 ACTIVATION
TOKENS



1 CROWN TOKEN



1 RUBEDO TOKEN



5 POWER TOKENS



8 PHYSICAL ACTION
TOKENS



16 TRAP/
PROTECTION
TOKENS



16 PERSISTENCE
TOKENS



28 TROPHY
TOKENS



11 REFERENCE CARDS



226 SPELL CARDS



12 CUSTOM SPELLS



22 EVOCATION CARDS



9 NIGHTMARE CARDS



18 UPGRADE CARDS



18 JINX CARDS



40 QUEST CARDS



36 EVENT CARDS



Arianna

Rikkart

Gramigna

Baron Doria

4 MAGE MINIATURES
31 EVOCATION MINIATURES
16 EVOCATION BASES



Evocation Bases



8 Cadaver



5 Totem



9 Umbrax



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 that you can't see their color) and place them randomly as shown in the figure, 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 Lodge.
- 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** **L**, the **Third Moon Cube** **M**, and the **Black Rose Cube** **N**, in the slots with stars matching the corresponding color on the Power Board.
- 7 Place the **Damage / Instability Cubes** **O** and the **First Moon Event Cards** **P** on the Event Board **E** in the designed 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** **Q**.
- 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 **R**. The player then chooses a **Mage**, and takes the matching **miniature**, **Mage Card** and that Mage's 3 **Custom Spells S**. Place the Power Tokens, including the one for 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 T** 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 Custom Spells and shuffles them. This deck of 7 cards is his starting **Grimoire U**, and is placed to the left of the Mage Sheet, near the  slot.

Put the other 2 Custom 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 **T** under the Schools of Magic decks so as to distinguish the various decks, as shown in the image. These 6 decks form the **Library V**.

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

Place the Summon 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 in favor of the owner.

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 phase begins. With the exception of the Action Phase, after all players have completed a phase, the game moves on to the next phase; note that the Study phase and the Clean-up Phase may be completed simultaneously by all players to save time.

1. Phase of the Rose Black
2. Study phase
3. Preparation Phase
4. Action Phase
5. Evocation Phase
6. Cleaning 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. 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 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. Each Mage in turn order can discard one of his Quest Cards. The Black Rose gains Power Points based on the Moon of that Mission: 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.
4. Each Mage without any Quest Cards, in turn order, must draw one from the current deck on the Power Board.



Event Board

This board keeps track of important game information.

- A** Space for the current Moon Event Card Deck (see page xxx).
- B** Spaces where in-game Events that affect the turn are placed (as indicated on the Event Card).
- C** Space for the Event Card discard pile (see page xxx).
- D** Space to store Black Rose Damage / Instability Cubes.
- E** Space for Quests acquired 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 BOARD ANATOMY

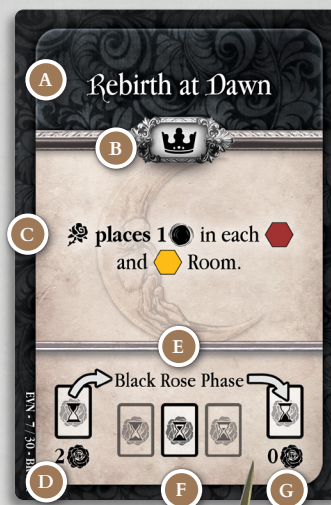


Event Cards

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.

- 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 from 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 or as long as the Card resides on the Event Board.
- D** The number of Power Points earned by the Black Rose when the Event comes into play for the first time.
- E** The phase of the Turn in which the card's Effect is resolved (in this case, the Black Rose Phase).
- 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 the Event is discarded.

EVENT CARD ANATOMY



"The Magisters of the various schools have died or have chosen exile after Lucifer destroyed the Lodge. Nonetheless, 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 Hand in Hand.

No Mage can have more than 2 unsolved Quests at the same time; in the event that a Mage exceeds the maximum limit, he must discard Quest Cards until he only has 2. When also discarded in this manner, the Black Rose gains Power Points as described on page 8 point 3.

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

Once the Mage who own the Quest completes the Task, he reveals the Quest card (unless it already is), applies its Reward Effect **C**, and then gains the Power Point Reward indicated on the card **D**.

Completed Quests must be kept face-up to the right of your Mage Sheet, near the 📄 slot. At the end of the game they will be essential to add additional Power Points!



QUEST CARD ANATOMY

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



Power Board

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

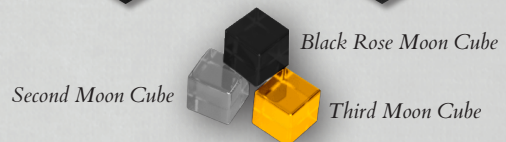
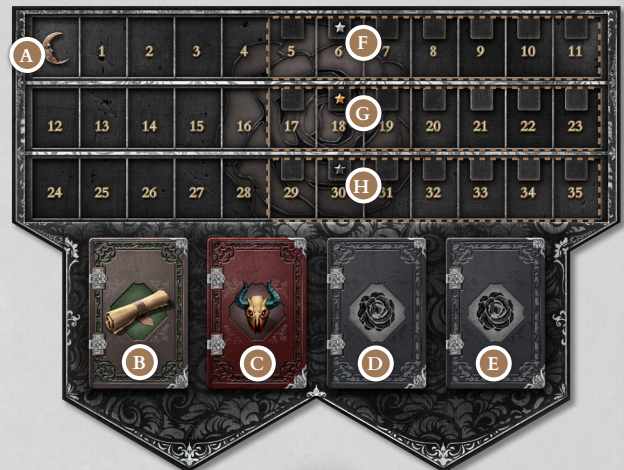
- A** The current level of **Power Points**. Each Mage, including the Black Rose, will place their Power Token on this track. Whenever Power Points are earned, move the appropriate Token along the track.
- B** Quest Card deck.
- C** Evocation Card deck.
- D** Jinx Card deck.
- E** Upgrade Card Deck.

The advancement of the Power Point Token (Mage or Black Rose) that is furthest down the track determines the changing of the Moon Phase whenever the furthest Token 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 (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 xxx).

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 that has most points on the Power Board, belonging 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 the 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 Custom Spells left aside during the Preparation (see page xxx). If, due to a loss of Power Points, a Token moves back on the Power Board, the game remains in the last Moon Phase and remains unlocked.

For the End Game trigger, see page xxx.

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, according to your preferences or needs.



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 Second Moon Phase begins

Add to your Hand

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 xxx). Whenever a Spell must be discarded (from the Mage Sheet or Hand) it is placed face-up in their owner 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 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, except for the Forgotten Spells (be careful not to initially mix the cards drawn from schools with those in your Hand). Then 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 and add them 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.

Custom Spells, on the other Hand, are set aside, so that they can be added back to the player's Hand when the Power Moon changes (see page 18).

Remember that removing cards from your library in this way can be an excellent way to "lighten" it from Spells less useful to your strategy, making future draws more efficient.

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 will have 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.



☞ - 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 Custom Spells (3 copies for each) belonging to the respective Wizards: refer to the Setup (see page xxx) to know how to assign them.



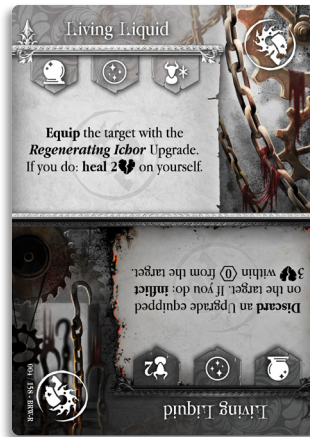
AGONY



ALCHEMY



HEX



TECHNOMANCY



SHAMANIC



NIGHTMARE

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 Magic is used in specific situations that may occur during the game, for example to solve a Quest or during some Events.
 - ⚡ Any, 🌬️ Air, 🌍 Earth, 🔥 Fire, 💧 Water, ☪️ Sacred, ☩️ Profane.
- F The Target of the Magic must be declared when the card is activated, also specifying the distance it can reach (see page xxx).
- 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 Effect of the spell.

TRAP/PROTECTION CARD STRUCTURE

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

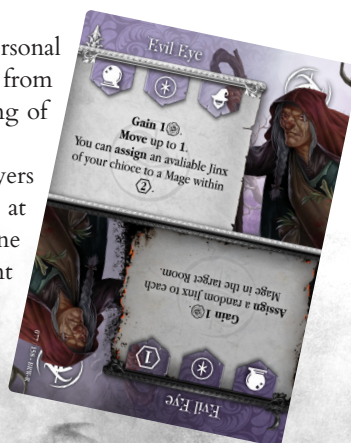


The Trap Spells that are aimed at specific Rooms have only one Side.

PERSONAL SPELLS

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

Forgotten Spells can never be drawn during the Study Phase like normal Spells.



SPELL TYPES

The first symbol of the Spell indicates its type:

⚡ Combat

These Spells deal Damage to other Mages and their own Evocations.

👁 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 Magic 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 Effect of Magic. 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.

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.



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 the Mage Sheet. He then takes the base with the same number of roses and clips it to the model's base (see page xxx). This is to remind you to whom that miniature belongs in case there are any more models of the same type oin the Lodge. Also, if a Mage has 2 or more identical models among his summons, the number of roses 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.





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.

As you may recall, 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**.

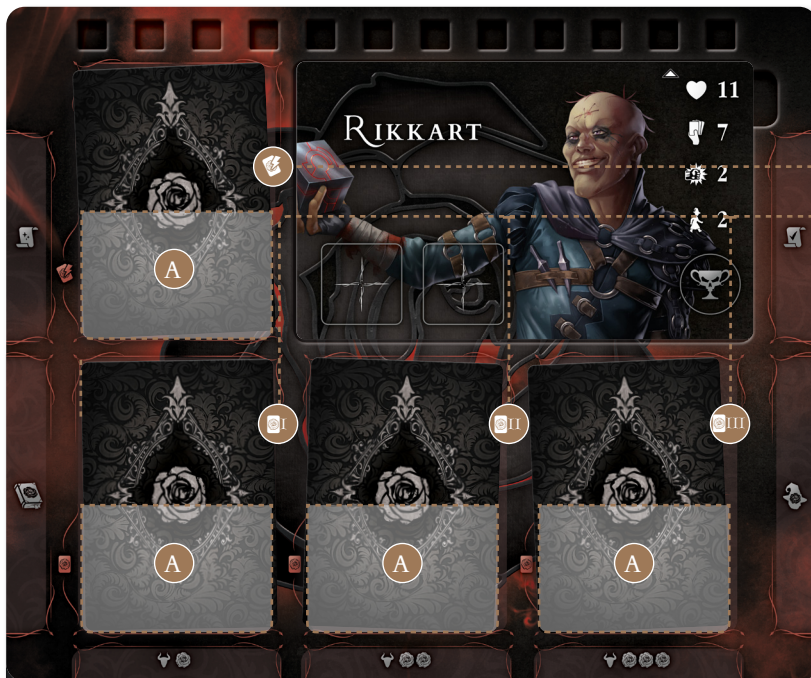
Each Mage can place a Spell Card in the Quick Spell position (👉) while the rest of the cards are placed in the spaces numbered 1 to 3 (with Roman numerals). The Preparation Phase ends when all Mages have placed Spell Cards on their Mage Sheet.

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, in figure 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

EXAMPLE

Rikkart secretly prepared a Protection as his first Spell (📄I), two Combat Spells as a second (📄II) and third (📄III), 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

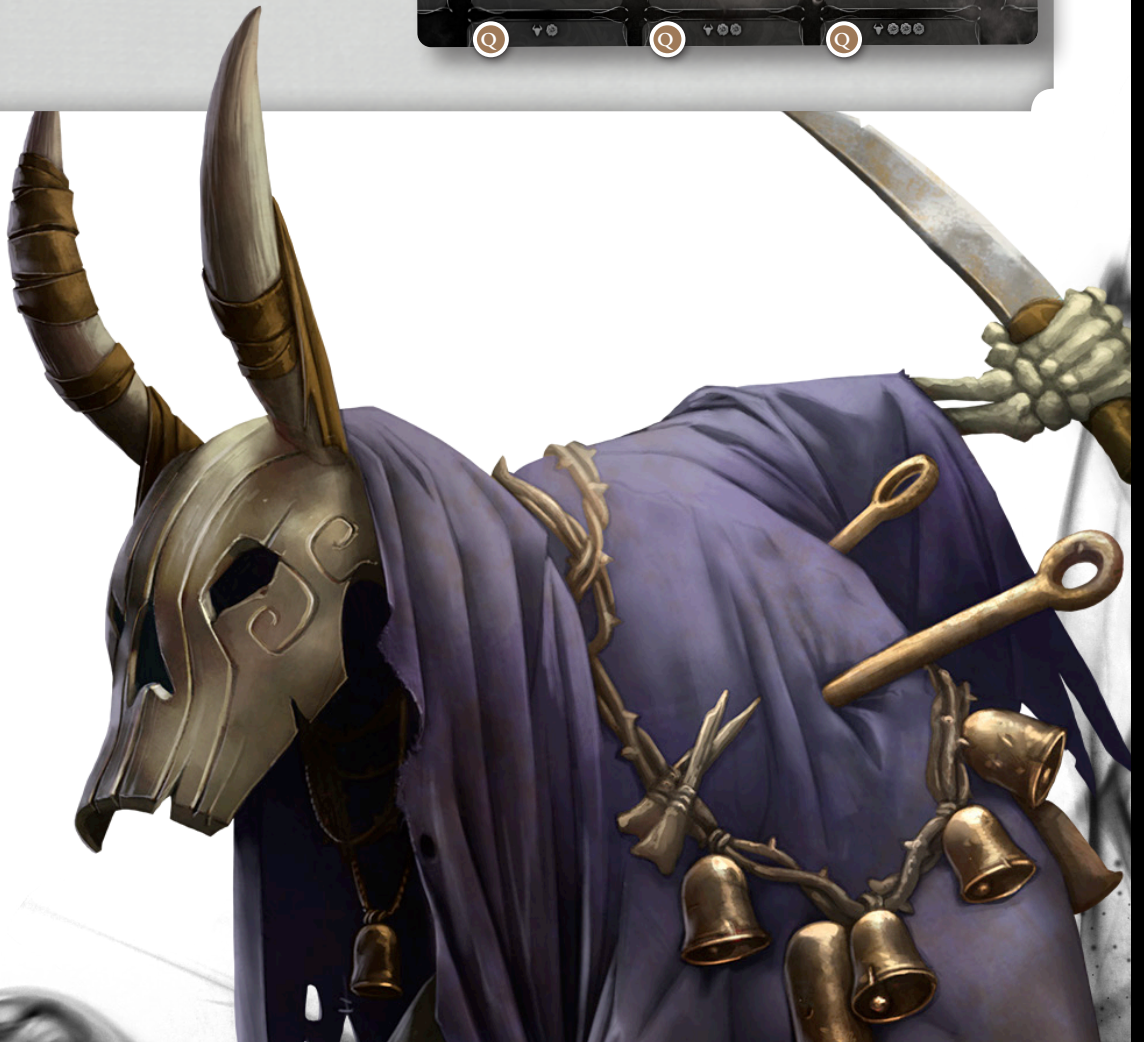
- A** Name of the Mage.
- B** Mage Health Points.
- C** The maximum number of Spell Cards a Mage can hold in his Hand.
- D** The amount of damage a Mage deals when attacking using a Physical Action.
- E** This is the maximum number of Rooms a Mage can cross with a Movement Action.
- F** Position for the Trophy tokens.
- G** Position for the Physical Action Tokens.



Place the Mage Card on the Mage Sheet

MAGE SHEET

- H** The Health Bar.
- I** Position of the Ready Quick Spell Card.
- L** Position of Ready Spell Cards.
- M** Position of active Quest Cards (face-down).
- N** Position of completed Quest Cards (face-up).
- O** Location of the Grimoire (draw deck for Spell cards).
- P** Location of Memories (Spell Card Discard Pile).
- Q** 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 with the player who owns the Crown token, each Mage can perform up to 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 have 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 his Action Phase a Mage can perform two of the following Actions:

Explore (Physical Action, ☞): the Mage Exhausts (by flipping it) one of his Available Physical Action Tokens and can move his Model up to a maximum number of Rooms equal to his **Speed** (♣2). Before or after moving, he can activate the **Effect** of the Room he is in (☑).

Fighting (Physical Action, ☞): the Mage Exhausts (by flipping it) one of his Available Physical Action Tokens and can inflict **Damage** (♣) equal to his **Strength** (♣2) to an opposing Model in his current Room. Before or after dealing **Damage** to an opposing Model, he can activate the **Effect** of the Room he is in (☑).

Command (Physical Action, ☞): the Mage Exhausts (flipping it) one of his Available Physical Action Tokens and chooses one of his **Evocations**. That **Evocation** is **Activated** (see **Evocation Phase** p. xxx).

Casting a Spell: the Mage Reveals one of his **Ready Spells** and resolves the **Effect** chosen during the **Preparation Phase** (see page 22 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 number (I, II, III).

Momentum: the Mage chooses any one of his **Ready Spell** and discards it in his **Memories**; if he does, he can move his **Model** to a **Room** adjacent to the one he is in.



CASTING A SPELL: LIMITATIONS

In the same **Action Phase**, 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 xxx).
- The Cell is considered a safe place; the Mage inside cannot be targeted 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 20). These are the only two actions allowed in a Cell (see page xxx).
- It is not possible to enter a Cell of your own volition to find a safe place, but some in-game effects may move a Mage to his Cell. Under no circumstances a Mage may 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 small 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 (●●●●●●). In the game there are 3 different Rooms for each color.
- B** Victory points based on the Instability ranking (see page xxx).
- 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 xxx). 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 Room's power cannot be activated again until the Activation token is turned back to its unactivated side, describing its Effect, during the Clean-up Phase.



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 (the Spell's allowable range).

The types of targets are:

- **Personal**
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**
A single opposing Mage. You cannot target yourself or Evocations in play.
- **Evocation**
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 always need line of sight to cast.

Line of sight is an imaginary straight line between the center Mage current 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.

EXAMPLE: LINE OF SIGHT



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 target.

● - 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 place 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) deals out 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).

Damage will be placed the same way on Evocation cards when they are targeted. When the Damage Cubes on the Life Bar reach the Mage's maximum health points, the Mage is considered defeated and is placed in his Cell; 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).

When a Mage is Defeated, he counts the Damage Cubes of each color and assigns Power Points as follows:

Damage Amount:

- 4 : to the first classified (the one who has inflicted the most damage).
- 2 : to the second classified.
- 1 : to all those who have dealt at least 1 Damage.

If all the Damage was dealt by **only one Mage**, he will receive 5 power points.

In the event of a tie, the Mages will take 1 less power Point than the normal position would give them.

The 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!).

Defeat:

After all players have received their Power Points, all Damage Cubes will be removed and returned to their respective players. Then the Defeated Mage is placed in his Cell where he can start acting again following the normal turn order. Each Mage is forced to leave their Cell with a Physical Action or by sacrificing a Ready Spell (Momentum); 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 his Ready Spells.

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).

ATTENTION!

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

EXAMPLE: RIKKART WAS DEFEATED!

- First classified
- Second classified
- Participation and Trophy token (death blow)
- Participation



Immunity:

Unless otherwise specified by the Effect itself, a Mage and his Evocations are immune to any Effect produced by the Mage, his Spells and his Evocations. Consequently, a Mage cannot voluntarily deal Damage to himself or deal 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).



5. EVOCATION PHASE

During this phase the Evocations will act, starting with the First Turn Player. Mages will be able to activate all their Evocations in the order they prefer.

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

Attack: Evocations deal damage equal to this value when attacking a target **B**.

When an Evocation inflicts Damage, place the Damage Cube, in the color of the Mage who controls it, on the Mage Sheet and the target Evocation card.

Health: 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 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).



♠ - Evocation Cards

This set consisting of 31 cards used as a reference for the characteristics of the Evocations present in the game.

- 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 card 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. Each of these spaces shows a set of roses corresponding to the number of roses indicated by the Evocation base. This helps identify the models under the control of the Mage himself. 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, ignore the Effect of the summoning indicated by the Spell.



6. CLEAN-UP PHASE

This is the final phase of the Turn.

First check if a Mage, or the Black Rose, has earned enough Victory Points to end the game (30 Power Points in a standard game). In this case the game ends immediately and the Power Points are counted to determine who will be the new Grand Master. If neither the Black Rose nor any player has reached the end-of-game score, follow these steps in order:

- 1 The Mages remove their Revealed Spell Cards and place them in the 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, instead, are removed from the game. Each Mage takes back all his used Persistent Tokens. Finally, reset all Physical Action Tokens.
- 3 Check if there are any Rooms that have been Rebuilt. If the Instability Cubes in a Room fills all its Instability slots, that Room is considered Rebuilt. The player who own 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.

- 4 All Activation Markers of the rebuilt Rooms must be turned to show the active side, the one without the red X.
- 5 If no one reaches 30 Power, the game restarts with a new Turn. Each Mage keeps all the cards he had in his Hand.



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 and Trophies:



COMPLETED QUESTS:

Each Mage counts the number of Quests he completed during the game. Then check the following table to find out how many additional Power Points he gets.

Most Quests Completed:

- 6 🏆: 1st place (Mage with the most Quests Completed)
- 3 🏆: 2nd place
- 1 🏆: Participation (any other Mage with 1 or more Quests Completed)

In the event of a tie, players sharing first or second place will earn 1 less Power Point than do they should have received.



TROPHY TOKENS

Each Mage 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 Power Points he gets.

Most Trophies Obtained:

- 4 🏆: 1st place (Mage with the most Trophies Obtained)
- 2 🏆: 2nd 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 Power Point than do they should have received.



CROWN HOLDER:

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

TIE

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. 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!



FREQUENTLY ASKED QUESTIONS F.A.Q.

If I play 2 identical Traps, and they affect the same Room, can I trigger them both?

Yes, both can be triggered and resolved in the order that you prefer.

I move a model by one step and trigger Different Mages' Traps, in what order should they be resolved?

All Traps are resolved clockwise, starting with the Mage acting after you. If the player has other Traps that can be Triggered at the same time, they can be resolved in the order they prefer.

Can I continue to cast Spells on Mages who have already lost all of their Health?

No, as soon as the Damage suffered by the Mage equals the maximum value of his Health Points the Mage is immediately Defeated. At this point, proceed with the assignment of Power Points.

If I Summon an Evocation inside a Room with one Trap, is the Effect triggered?

Yes, if the Trap can target an Evocation, it can be immediately triggered.

I have multiple Protection Spells active with the same Effect, what happens?

You can choose in which order to trigger them and decide whether to activate them all. The only element to consider is that the trigger condition is present for each activation (eg. If 2 Protection Spells report "avoid the next 3 Damage and gain 1 Power Point" and after the activation of the first card, there are no other Damage to be assigned, you cannot activate the second card to gain more Power Points).

I don't have any other Spell cards to reveal, but I still have one "Quick Spell". Can I play it as the last card?

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

An Area Spell that would affect multiple Mages is canceled by my Protection Spell, do other Mages suffer the effects?

No, if the Spell is canceled, none of the Affected Mages suffer the effects.

An Area Spell that would affect multiple Mages triggers a Protection Spell of mine that says "Avoid Effect". Do the other Mages still suffer the Effect?

Yes, Avoiding the Effect means that you are the only Mage not to suffer from it the effects. Note the difference between "Cancel" and "Avoid".

I returned to my Cell after being Defeated. I have only one ready Spell Card and no unspent Physical Action Token, can I stay in my Room?

No, you are obliged to leave your Room in any way possible. The Spell Card, in this case, must be used to perform a 1-step Move Action (Momentum). You cannot activate a Room at the end of this movement because it is not considered a Physical Action. But in this context, you couldn't use the Spell Card in any other way.

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

As soon as the Spell is triggered. If you do not Reveal the Protection or the Trap, you do not need to place any Instability Cubes.

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

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

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

You can immediately replace one of your Evocations already in play. You cannot add the fourth Evocation, one must be removed.

A Trap that targets Rooms of 2 colors is triggered by one of them. What happens?

If the Trap has already been triggered by a Room of a color, its Effect does not work on Rooms of the other color.

I am the First Player and I want to activate the Throne Room, can I do it?

Sure, it's a tactical move to keep control of the Crown.

A Mage in his Cell resolves a Quest: can I trigger a Trap that targets Quests?

No, a Mage in his Cell is immune to any effects.

I don't have enough Damage / Instability Cubes to resolve all the effects of one of my Spells. Is there a specific order in which I have to use them?

No, you can optimize the placement of your tokens in any way you like. For example, you can resolve a defeat before placing Instability, or vice versa, when you apply the Effect of one single Spell.





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Black Rose Wars Rebirth v.0.1

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