

Page	Before (v1.0):	After(v1.1):
9	<p>8 Starting with the Crown Holder and proceeding clockwise, each player chooses a color and takes the Mage Sheet, Damage/Instability Cubes, Physical Action Tokens, Trap/Protection Tokens, Persistence Tokens, Mage Base and Evocation Bases matching that color (P). The player then chooses a Mage, and takes the matching Model, Mage Card and that Mage's three Personal Spell Cards (Q).</p>	<p>8 Starting with the Crown Holder and proceeding clockwise, each player chooses a color and takes the Mage Sheet, Damage/Instability Cubes, Physical Action Tokens, Trophy Tokens, Trap/Protection Tokens, Persistence Tokens, Mage Base and Evocation Bases matching that color (P). The player then chooses a Mage, and takes the matching Model, Mage Card and that Mage's three Personal Spell Cards (Q).</p>
9	<p>11 Flip over the Cells and place your Mage Model (C) in the one matching the color of your Mage Sheet.</p>	<p>11 Flip over the Cells and place your Mage Model (C) in the one matching the color of your Mage Sheet. Players take their places around the table so that they are facing the Cell of their own color.</p>
16	<p>WHAT IS AN EFFECT?</p> <p>The game often refers to Effects. Most game components of the game and each Physical Action have Effects, which are composed of one or more icons and/or sentences that allow you to influence the game. Each phrase that makes up an Effect must be applied, starting with the first and proceeding in order. If a sentence cannot be applied, it is skipped and continued to be applied from the next sentence. An Effect is considered resolved when an attempt has been made to apply all the phrases that make up the Effect, even if none of them could be applied.</p>	<p>WHAT IS AN EFFECT?</p> <p>The game often refers to Effects. Most game components of the game and each Physical Action have Effects, which are composed of one or more icons and/or sentences that allow you to influence the game. Each sentence that makes up an Effect must be applied in full, beginning with the first and proceeding in order. If a phrase cannot be applied in full, the parts that cannot be applied (even all of them) are skipped and you continue with the next phrase. An Effect is considered resolved when an attempt has been made to apply all the phrases that make up the Effect, even if none of them could be applied.</p>
20	<p>⚡ PERSISTENTS</p> <p>Persistents are a type of Spell that stays in play for the duration of the turn.</p> <p>Persistent Effects apply whenever the required condition is met. For example: whenever a Mage moves, they suffer 1♥ from the Mage who targeted them with the Persistent Effect.</p> <p>To show that one of these Effects is in play, the Mage who cast the Effect gives the target a Persistent Token corresponding to the spell slot (Quick, I, II or III) where the revealed Spell affecting them is placed.</p> <p>The Persistent Effect ends when the Spell card is no longer in play, after Step 1 of the Clean-up Phase. When this happens, each Mage takes back their Persistent Tokens.</p> <p>When a Persistent Effect resolves it uses the same rules as those described in Trap/Protection Spells Timing and Resolution on page 18.</p>	<p>⚡ PERSISTENTS</p> <p>Persistent are a type of Spell Effects that remain in play for the duration of the Turn.</p> <p>Persistent Effects apply whenever the condition required in their text is met.</p> <p>To show that one of these Effects is active, the Mage who cast the Spell featuring it places on the target their Persistent Token corresponding to the Spell Slot ([QUICK], I, II or III) in which that Spell is located. If the target is a Mage (including themselves), they place the Persistent Token on their Mage Sheet; if it is an Evocation, they place it on their Evocation Card; if it is a Room, they place it in the Room.</p> <p>The Persistent Effect ends when the Spell Card is removed from the Mage Sheet for any reason; when that happens, the Mage regains their Persistence Tokens.</p> <p>Resolution of a Persistent Effect uses the same rules as those described in Timing and Resolution of Traps/Protections on page 18.</p> <p>A Mage who is in the Cell may also resolve a Persistent Effect of a Revealed Card whenever the required condition occurs.</p>

☩ - Evocation Cards

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

- A Name.**
- B Archetype:** Evocations have an Archetype **B** that allows you to target them with specific Effects. These Effects are more powerful as they have a more specific target.
- C Evocation Skills.**
- D ⚔ Speed value:** the Evocation can perform a number of consecutive "Move 1." Effects equal to this value.
- E ⚔ Strength value:** Evocations inflict damage equal to this value when attacking a target. An Evocation attack is considered a Physical Attack. When an Evocation inflicts Damage, place the Damage **Cube** of its controller's **color onto the damaged** Mage Sheet or Evocation Card; this damage is considered as **inflicted by both the Evocation and the Mage controlling it.**
- F ♥ Health value:** When an Evocation has a number of Damage Cubes on its card equal to its Health value **F**, it **is removed from play.** Remove **the** Model from the Lodge, then return its card to the proper Evocation Deck. Then return its base ring to its owner.

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- D ⚔ Speed value:** the Evocation can perform a number of consecutive "Move 1." Effects equal to this value.
- E ⚔ Strength value:** Evocations inflict damage equal to this value when attacking a target. An Evocation attack is considered a Physical Attack. When an Evocation inflicts Damage, place Damage **Cubes** of its controller's **Color on the target** Mage Sheet or Evocation Card; this Damage is considered as **dealt** by the Evocation Model.
- F ♥ Health value:** When an Evocation has a number of Damage Cubes on its card equal to its Health value, it **is defeated.** Remove **its** Model from the Lodge, **place its Evocation Card in the Evocation Card Deck.** The owner takes back the Evocation Base attached to the defeated Model.

Some game Effects allow you to remove an Evocation from the Lodge. When a Mage resolves one of these Effects they must comply with these points:

- A non-Forgotten Spell cannot remove another Mage's Forgotten Evocation.
- A non-Forgotten Spell cannot remove another Mage's Evocation with a Health value greater than 3. Note that some Effects may change the Health value of an Evocation from that printed on the Evocation Card.
- An Effect that removes your own Evocation allows the Mage to ignore the previous points; therefore you can remove your Evocation with any Health value even if it is a Forgotten Evocation.
- A Forgotten Spell that removes an Evocation ignores the previous points; therefore you can remove one of your own (or another Mage's) Evocation with any Health value even if it is a Forgotten Evocation.

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ACTION to exit it. If they cannot do so, they remain in the Cell.

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- It is not possible to enter a Cell voluntarily, but some game Effects may place a Mage into a Cell.

to exit it if they cannot do so they remain in the Cell.

- You cannot move your Mage or another Mage into a Cell, however some Game Effects may place a Mage into their Cell.

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It is possible to choose a **Dummy Model** as the target of an Effect that **targets Models** (☩☩☩). This Model is not physically in the Lodge, and its purpose is to allow a Mage to apply as much of an Effect as possible. **A Dummy Model does not take any Damage. It is not possible to choose a Dummy Model as the target of a Physical Attack (⚔).** Cells and Mages in the Cells cannot be selected as targets.

It is possible to choose a **Dummy Target** as the target of an Effect that targets Models ☩☩☩. The **Dummy Target** counts as a Model, even if it is not physically in the Lodge; the purpose of choosing it as a target is to allow Mages to cast a Spell and resolve as much of its Effect as possible, even when there are no Models available as targets.

27	-	<p>The Dummy Target has the following characteristics:</p> <ul style="list-style-type: none"> • It has no archetype, so it cannot be chosen as the target of Effects that require a specific archetype. • It ignores Effects that inflict Damage, steal Power Points or involve components owned by a Mage (such as Trophies). • It is not represented by a Model, so it cannot be moved, cannot be removed and is never considered to have entered a Room. • It has no values; any Effect that refers to a Dummy Target value is ignored. • It is not possible to choose a Dummy Model as the target of a Physical Attack.
27	-	<p>MOVE A MODEL IN THE LODGE When a Model performs "Move," its controller moves it to an adjacent Room; they repeat this operation a number of times equal to the number indicated after the word "Move."</p> <p>PLACE A MODEL IN THE LODGE When a Model places itself (or is placed) in a Lodge Room, if it is not already in the Lodge, it is taken from the reserve. If that Model is already in the Lodge its position changes from the Room it was in directly to the Room in which it is placed, without passing through other Rooms.</p>
27	-	<p>A Room where all Instability Slots are filled with Instability Cubes will be rebuilt during the Clean-up Phase and will be flipped to its other side (see page 31). When a Mage (or 🌹) places Instability they must place cubes on the vacant slots starting from the left.</p>
28	-	<p style="text-align: center;"> - Damages</p> <hr style="width: 100%; border: 0.5px dotted black;"/> <p style="text-align: center;">DAMAGE AND DEFEAT</p>
28	-	<p>Some Effects Heal the Damage that has been inflicted on a model. When Healing Damage the Mage chooses a number of Damage Cubes equal to or less than the amount indicated by the Effect, among those inflicted on the target Model (or Models). Healed Damage Cubes must be returned to their owners. You can choose any color combination of Damage Cubes to Heal from those assigned to the target. When an Avatar Heals Damage on themselves or another Mage they choose the Damage cubes placed on the target's Mage Sheet starting from the right.</p>
28	<p>5) The Mage that dealt the last damage to a defeated Mage (or the Mage who resolved the Effect that automatically defeated the Mage regardless of the Damage it possessed) takes a Trophy from the defeated Mage. The same is true if the Black Rose deals the last Damage. If an Effect allows a Mage to directly defeat another Mage, the Mage that performed the Effect takes a Trophy Token. Keep in mind that collecting Trophy Tokens is important, because they will grant you Power Points at the end of the Game.</p>	<p>5) The Mage (or the Black Rose) who inflicted the Damage that caused the Mage to be defeated (or who resolved the Effect that automatically defeated the Mage) gains 1 Trophy Token of the defeated Mage. Gaining Trophy Tokens is important, because these grant additional Power Points at the end of the game.</p>
28	<p>inflicted at least one Damage. Tie: Tied Mages (or the Black Rose) take one fewer Power Point of their resulting rank (including the "participation" rank worth one Power Point).</p>	<p>inflicted at least one Damage. Tie: In the event that multiple Mages (or the 🌹) have inflicted the same number of Damage, those Mages gain the corresponding amount of 🎲 reduced by 1. In the case of 1 🎲 or less, this amount is not reduced.</p>

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IMMUNITY

Unless specified by the Effect, a Mage and their Evocations are immune to any Effect generated by any game components owned by that Mage that inflicts Damage to or converts Damage on themselves and/or their Evocations. An Evocation cannot inflict Damage or perform Physical Attacks by targeting 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 places Damage Cubes of the Mage who temporarily controls it, see page 20).

IMMUNITY

Unless specified by the Effect, a Mage and the Evocations they control ignore all Damage inflicted or converted by any Effect resolved by that Mage.
An Evocation does not inflict Damage on the Mage that controls it or the Evocations controlled by that Mage (see page 20 control an Evocation).

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Sheet and retrieve those assigned to other players.
All the Evocations become available again (turn the Evocation Cards upright if you used the Crown of the Summoner alternative on page 30).
Each Mage flips their Physical Action Tokens to their

All Mages then discard each Persistent Token on their Mage Sheet and retrieve those assigned to other players.
If the optional Crown of the Summoner rule is used, each Mage rotates all their Evocation Cards horizontally.
Each Mage flips their Physical Action Tokens to their

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- 3 Check if there are any Rooms that must be Rebuilt (see page 27).
Assign Power Points (⊙) to the Mages who contributed to rebuilding the Room, based on the rankings shown under the Room's banner:
 1. The ⊙ on the leftmost flag to the Mage (or ♁) who placed the most Instability Cubes. If all the Instability Cubes on the Room are from the same Mage (or ♁), that Mage gains 1 additional ⊙.
 2. The ⊙ on the central flag to the runner-up Mage (or ♁).
 3. The ⊙ on the rightmost flag to all other Mages (or ♁) that contributed at least one Instability Cube.
 In the event of a tie, all tied Mages (or ♁) receive 1 ⊙ Power Point fewer than they would according to their ranking.
- Then the First Mage removes all Instability Cubes from the Room (returning them to their respective owners), flips the Room Tile to the Rebuilt side and places the Room Activation Token on it.
- When a Room is Rebuilt, nothing happens to Mages and Evocations inside it; simply put their Models back inside the Room once it has been flipped. Once a Room is Rebuilt, it can never flip back to the destroyed side.

- 3 Check if there are any Rooms in the Lodge that must be Rebuilt (see page 27).
 1. For each Room that must be Rebuilt, count the Instability Cubes of each color and assign Power Points ⊙ as described below and based on the quantities indicated by the banner of the Rebuilt Room:
 2. If there are only Instability Cubes of one color, the Mage of that color gains ⊙ equal to the amount indicated by the leftmost banner increased by 1.
 3. The Mage (or ♁) who has placed the greatest number of Instability Cubes gains ⊙ equal to the quantity indicated by the leftmost banner.
 4. The Mage (or ♁) who placed the second highest number of Instability Cubes gains ⊙ equal to the quantity indicated by the central banner.
 5. Every other Mage (or ♁) who has placed at least one Instability cube gains ⊙ equal to the amount indicated by the rightmost banner.

Tie: in the event that multiple Mages (or ♁) have placed the same number of Instability Cubes, those Mages gain the corresponding amount of ⊙ reduced by 1. In the case of 1 ⊙ or less this amount is not reduced.

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MOST SOLVED QUESTS

- 4 ⊙: 1st place (Mage with the most Solved Quests)
 - 2 ⊙: 2nd place
 - 1 ⊙: Participation (any other Mage with one or more Solved Quests)
- If tied, players sharing first or second place gain one fewer Bonus Point than shown above.

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- Tie: in the case in which multiple Mages (or the ♁) have the same number of Solved Quests, those Mages gain the indicated amount of ⊙ reduced by 1. In the case of 1 ⊙ or less this amount is not reduced.

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MOST TROPHIES OBTAINED

- 4 ⊙: 1st place (Mage or Black Rose with the most Trophies obtained)
 - 2 ⊙: 2nd place
 - 1 ⊙: Participation (any other Mage or Black Rose with one or more Trophies obtained)
- If tied, players sharing first or second place gain one fewer Bonus Point than shown above.

MOST TROPHIES OBTAINED

- 4 ⊙: 1st place (Mage or Black Rose with the most Trophies obtained)
 - 2 ⊙: 2nd place
 - 1 ⊙: Participation (any other Mage or Black Rose with one or more Trophies obtained)
- Tie: in the case in which multiple Mages (or the ♁) have the same number of Trophies obtained, those Mages gain the indicated amount of ⊙ reduced by 1. In the case of 1 ⊙ or less this amount is not reduced."