



BRW WAVE 1 - FAQ/ERRATA (ENG)

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# Game Phases

## 1. Black Rose Phase

Q - Immediate Events goes on the Event board?

A - No, they are placed directly into the discard pile.

Q - Does the Black Rose earn Power Points for all discarded Quests or only for those discarded voluntarily by a player in the Black Rose Phase, at the start of each turn?

A - Only for those discarded voluntarily by a Player in the Black Rose Phase of each turn.

## 2. Study Phase

## 3. Preparation Phase

## 4. Action Phase

Q - The "discard an unactivated Spell card for a move" timing. Unclear when and exactly how to do it.

A - Discard a card to make a step is an action of the Action Phase. So it counts as one of the 2 actions that you can do when it's up to you.

Q - Can you discard an activated Trap or Protection to move, and can you discard a Spell at any time? Does this count as your action for the round or can you combine it?

A - Yes, you can discard Traps and Protections not yet triggered to move 1 step during your round in the Action Phase. It counts as one of the 2 actions you can perform.

Q - If you're in the Mages starting Cell and you only have Trap or Protection spells that have tokens on them, can you discard them to move?

A - Yes you can: until triggered you can discard them to make 1 step.

Q - If you discard a Standard Spell to move 1 step can you still play a Quick Spell? If so, can you also discard a Standard Spell and play a Standard Spell?

A - Yes, and yes.

Q - Does the discarding an unactivated Spell for 1 move count as a Physical Action?

A - No.

Q - Can I skip a Round (let's say, do nothing on my first round) and act on the second Round?

A - Nope, you are obliged to do something during the Action Phase rounds, either cast a Spell, use a Physical Action or discard a Spell to move

Q - Can I choose to terminate the Action Phase if I still have Action tokens or Spells available?

A - Nope, you need to use everything, you may cast Spell without applying its effects (the Instability is always generated).

## 5. Evocation Phase

Q - If an Evocation is summoned as part of another Evocation's action (for example a player using Andromeda to activate the Cemetery or Summoning Room), would the resulting Evocation be able to immediately take their action after being summoned?

A - Yes, it can act immediately!

Q - Does summoning an Evocation in a Room count as "entering a Room" for this Evocation? And so can it trigger a Trap that targets a Model or an Evocation?

A - Yes it does, and yes if the Trap can target an Evocation as well.

## 6. Clean-up Phase

# Rules

## Game Rules

Q - What is the difference between Round and Turn?

A - The Turn consist in all the six phases (from Black Rose Phase to Clean-up Phase). A Round is a Round of Actions (1 or 2 Actions per Round) during the Action Phase.

Q - Inhibition Tokens (can't move or activate). I know these are cleared if a Mage

gets sent back into his Cell. I assume they are cleared also during the Clean-up Phase?

A - Yes they are.

Q - In two player games, do you still get 5 Power Points for a solo kill?


A - Yes.

## Rooms

Q - If you use the Mirror Room to activate the Cemetery, where does the Landsknecht spawn? Similarly with other Rooms do you use the Mirror Room as though it was the other Room or do you use the original Room? (Garden, Abyss, etc.)

A - Since it replicates the effect the Landsknecht spawns in the Mirrors Room. The same for all the effects, the Mirrors Room copies the effect so it means that it originates from the Mirror Room. You cannot solve Quests for another Room with the Mirrors Room, you may only copy the effect.

Q - Room activation. Does it only occur when you move using a Physical Action or a Spell that specifies it activates or just whenever you move?

A - No, it occurs every time there is an effect with the  icon in it.

Q - If you finish your movement in a Room and can't activate it, like the Black Rose Room, does the Room Activation token still gets flipped?

A - Nope, you need to activate and resolve the effect to mark the Room as activated by flipping the token

Q - Can you decide not to activate a Room?

A - Yes, you are not forced to do everything that is written on the Physical Action.

Q - If you're in your own Cell, can you cast a Spell to get out of the Room (Eg. Fire Dash)?

A - You cannot cast Spells in the Cell, no exceptions. You can either use a Physical Action or discard a not triggered (traps, protections) Ready Spell to make one step out. If you don't have either Physical Actions or Spells do discard, you are stuck in the Cell.

Q - Arena: Does the player activating the Room need to have a Spell to cast in order to resolve the Room? In a similar vein, do you need to have everything required in order to resolve the Room? (i.e. Observatory needing a Quest to

swap?)

A - Most of the Room's effects have the word "can", which means that you are not obliged to perform it.

For the Arena: the target Mage must reveal their next Spell, if he/she doesn't have a next Spell, it will not resolve it, so you may select a target Mage that doesn't have any Spell to resolve.

Q - Sanctuary: Can I activate the Sanctuary to heal 2 if I have no Damage?

A - Yes you may activate the Sanctuary.

Q - Do you shuffle Quests you don't keep from the Observatory?

A - No, you put them back on top of the deck they belong to, in any order you like.

## Spells

Q - One of my Spells triggers multiple protections from different Mages, in which order do they activate?

A - They may trigger their Protection in order of play clockwise starting from you. They can trigger their Protection only if the effect is still available (a Protection might undo the effect of the Spell).

Q - Rulebook says that a player cannot Damage himself/herself, HOWEVER the "Defeat" section of the Rulebook says that a player may participate in his/her own defeat. How can I do that, if I cannot damage myself?

A - There is a Spell in Divination (and other schools) that will make you convert damage on yourself to your own color. In that case you participate in the defeat but you will not take the points.

Q - If a Spell has 2 effects in the same sentence (ex: Maelstrom that does both damage and Room Instability to the target) is it all considered simultaneous or is it in the written order?

Ex1: I am in the Garden which has 3 Instability on it (Room for 1 more). I have Magic Eruption cast (Protection Spell that when I take damage, I will add that amount of Instability). Player 2 casts Maelstrom into the Garden. Which happens first, my Eruption triggering off me taking damage or his Maelstrom instability in the target Room?

Ex2: Instead my protection Spell kills the caster in retaliation. Is any of his Spell effects nullified or does it all still occur?

A - It is considered in the order it is written, if an effect is stuck in the middle (like

a Trap or a protection) please refer to page 27 of the manual.

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

Q - When you cast a Spell that moves you while in a Room, where is the Instability placed?

A - The Instability for the Spell is placed immediately as you cast the Spell and all the other effects are resolved.

Q - Does Forgotten count as a School?

A - Yes, but you can't use Spells or Room effects to draw from it unless clearly specified.

Q - When someone casts a Spell in a Room you're in, are you the eligible "target" for Protections Spells?

A - Yes you are.

Q - Can your Spells trigger when you're dying? Like retaliatory Damage or other effects?

A - Yes, if the triggering conditions are met.

Q - Are Equipments taking damage in Place of a Mage or in addition for Area Spells?

A - They work like regular Evocations, so they take Damage normally and they are considered models.

Q - When you die as an Abomination do you go back as a Mage?

A - No, you keep your Abomination form. This is always true when you are transformed into an Evocation.

## Quests

Q - When do you resolve Quests that say revealed x Spells of x Element/School? When the last card is revealed or at the end of Turn?

A - As soon as you reveal/use all the Spells requested, you can solve your Quest immediately.

Q - To complete a Quest, do not-triggered Traps/Protections count as being revealed at the end of turn when you discard them?

A - Nope, Protections and Traps don't count if they are not triggered.

Q - Can you clarify the “Expert Student” Quest requirement?

A - You need to draw and add 3 cards from the same School to your hand. So either you pick 2 of the 4 in the Study Phase plus the activation of the Bibliotheca Room or with the help of some Spells.

Q - First Moon Quest card “Source of Youth”: how does it work?

A - You heal only 1 Damage. It less powerful than the original Room.

Q - A Quest tells me that I can complete it by being attacked by 2 Combat Spells. In one Turn? Over more than one turn? How do you count the quest progression? Similar question for “cast a Spell with Element XY”: In one turn? Over more than one Turn?

A - All Quests must be completed within the Turn (from Black Rose Phase to Clean-up Phase).

Q - Can you complete a Quest without taking the reward?

A - No.

Q - “Mental Connection” Quest: can it activate an activated Room effect?

A - Yes, since it copies the effect of a Room.

Q - “The Power of the Rose” Quest. Do I need to have 4 Spell cards in my hand to activate the Black Rose Room and solve the Quest?

A - No, you don't need to pay the usual Black Rose Room activation cost to solve this quest.

Q - “Mimic Room” Quest: may I target my Mage with this quest Reward?

A - Yes.

## Events

Q - Suffocating Rooms: :When does this trigger? Once at the start of the action phase? Once at the end? Every single time a Mage performs an action? Does moving through one of these rooms deal damage or just ending in it?

A - Events are checked at the beginning of the indicated Phase, this one at the beginning of the Action Phase. So at the beginning of the action phase all mages in the indicated rooms suffer 3 damage from the Black Rose.

## Evocations

### Cerbero

Q - What are the correct stats for Cerberio? The stats card and the Codex are different. The Codex says he has 3 HP and moves 2, while the stats card says he has 2 hp and 3 move.

A - The ones on the Evocation Card are correct.

## Traps & Protections

Q - When a movement or action triggers multiple peoples Traps how are they resolved? We had a specific instance of one person completing a Quest, I triggered the Trap and stole the Reward, but then someone else triggered a Trap and they couldn't complete it, how would this play out normally?

A - The Traps are resolved clockwise from the Mage next to the one that triggered the Trap. If the second Trap needs a trigger that has been completed by another Trap the Mage cannot trigger it since there are no more conditions to trigger it. So if 2 Mages have 2 Traps that steal the Quest after it has been completed only the first one is getting the stolen Quest.

Same happens for Protections, if a Protection Spell erases the effect of an Area Spell the second Mage cannot Trigger their Protection to reduce the Damage.

Q - Can I trigger my own "when a model enters" Traps by moving into the Room type specified to hit other occupants with the Area Damage?

A - No, you cannot trigger your own Traps. Please always refer to the Target of the Spell. The Target must be "Yourself" or specified on the card.

Q - When a Trap says "You can use this Trap against a Mage that has just resolved a Physical Action" and a player uses his Physical Action token to move and then activate a Room, would you trigger the Trap after the move but before he activates the Room?

A - After the Room is activated. "Resolved" means that you need to complete all of the game elements, in this case the Physical Action.

Q - When a Trap says "When a Mage enters the Room, you may..", does it mean passing-by or moving through it? Or should it be the Room when you end the movement? And when this Trap triggers, will it stop all the action?

A - It should trigger the moment you enter the Trap target Room. If the Mage makes two steps, the Mage should explicitly show where it passes, because oftentimes with 2 steps, he/she just moves into a Room at once. In the worst case,



the Mage can step in multiple Traps.

## **Crono Expansion**

Q - If some effect can move other models, can it move Crono?

A - Nope, Crono cannot be moved by any effect. It is blocked in the central Room, which is inaccessible.

Q - If Crono is out of play for the rest of the Turn, is the Revenge Room still blocking line of sight?

A - Yes it does, Crono is still there.

Q - If I stand in one of the four rooms of the Revenge Room, and the 7 boxes of that small Room are full of Instability, can I remain in that Room and put my Instability cubes in the other 3 Rooms? Or I have to go there first to be able to do that?

A - The Revenge Room is considered one large Room only for instability. So it means that you can place instability everywhere you wish.

Q - How about a card referring Black Rose Room: does it still work for the Revenge Room?

A - The Revenge Room (in all its 4 rooms) is considered always also as the Black Rose Room (i.e. for a Trap affecting the Black Rose Room).

## **Schools of Magic**

### **Myth School**

#### **Bow of Athena**

Q - When the Bow of Athena says "Instead of moving" does it only apply to movement from your Physical Action, and can you move 1 instead of 2 and still trigger it?

A - Instead of the movement means every time you need to move 1 or 2 steps. Not only with the Physical Actions (I.e. some Spells from Transmutation will make you move).

#### **Gorgon Poison**

Errata: Reverse effect must have the target "single at distance of 2".

## **Equipment Archetype**

Q - Are Equipment affected by Spells that do damage to all models in a Room?

A - Yes, they are regular evocations that go with the Mage. You can target them with single target Spells or hit them with Area Spells. Just remember that some of the equipment are immune to Area Spells.

## **Destruction School**

### **Lighting Storm**

Q - “Inflict 3 Damage to all models in play”: Does this count as targeting every enemy for purposes of them triggering a Protection Spell (ex: Multiple Images) that takes effect if targeted by damage?

A - Yes.

### **Mighty Whirlwind**

Q - Reverse effect is: “For this Turn, Mages in the target Room cannot leave the Room using Physical Actions or Spells.”

1.) Does this affect the Mage directly or the Room?

2.) What spells does this affects?

A - 1) It affects the Mages hit by the Spell. Use the Inhibition Token to mark it down.

Remember that the Inhibition Token is discarded when the Mage is sent back to their Cell.

A - 2) It will affect all the Spells and movements (shift is included). Discarding a card to move is blocked as well. The only way to get rid of this effect is by either: Be defeated or Be sent back to its own Cell.

## **Divination School**

### **Change the Past and Future**

Q - Change the past and future - Reverse effect.

Draw 1 Quest from the previous moon. Choose if you want to earn its reward in Power Points or add the card to your completed Quests, only valid towards the tally at the end of the game. This effect cannot be used in the first Moon.

I guess that if I choose to get the reward in points, the quest is discarded but the Black Rose does not earn points, correct?

A - Exactly, the Quest is discarded but the Black Rose does not earn points.

### **Clairvoyance**

Q - If one player has a Protection to nullify the effect, this nullifies the Damage done to everyone and every Evocation at the table?

A - Clairvoyance doesn't nullify the effect (check the manual for "ignore"): It happens only if a Spell Cancels an effect. The cancelled effect vanishes completely, no Models are affected.

## **Illusion School**

### **Jester Hat**

Q - Play the next standard Spell of the target Mage: instantly resolve the effects of the revealed Spell as if they originated from you. What happens if it's a Trap or Protection Spell?

A - If it is a Trap or Protection you look at it and place one of your tokens on that Mage board.

Q - It seems that there is an inconsistency between text on the Spell cards and Codex Arcanum. Which is the source of the Spell for targeting purposes and placing Instability?

A - The codex information is the most accurate. The Spell is yours and it is originated from your Mage.

### **Light Cape**

Q - Straight vs reverse interaction: So we had a situation where Mage A used a Damage Spell against Mage B. Mage B triggered Light Cape straight effect: Redirect and convert Damage onto Mage C. Then Mage C triggered a Light Cape reverse effect: inflict the same amount of Damage on who inflicted it on you. In this case, who is the one who inflicted it on Mage C?

A - It is Mage B, so Mage B gets the damage from Mage C.

Q - Light Cape: straight effect explanation.

A - When you suffer any Damage you can trigger the Trap: redirect the Damage to another target within range 1 from you. Redirected Damages turn into your color, so it is as if you were inflicting them: if you cannot select any target within range, ignore the Damages inflicted by the Spell. You are still subjected to its effects.

### **Shadow Step**

Q - When you cast Shadow Step (Move to a target blue Room and then you can activate) I assume you are moving through other rooms to get to target blue Room and not Shifting (teleporting) to target blue Room?

A - It is a mistake, it should be “shift”. So you take your Mage model from it’s Room and place it into the target Room.

### **Suggestion**

Q - Is revealing a card as casting it? Or revealing it to view it, then putting it back face-down? The card and codex doesn’t specify.

A - Reveal in this case means that the card must be resolved.

## **Conspiracy School**

### **Blade Barrage**

Q - Blade Barrage reverse effect card reads: “When a Mage enters the Room...”

Codex reads : “As soon as a model enters a Green Room...”

Which one is correct ?

A - The Card is the correct one. This Spell targets Mages only.

### **Change the Plot**

Q - The Reverse effect on the card says: target Mage removes one Spell not yet cast (excluding the Quick Spell), which seems to imply a choice. The Codex says to remove the last played Spell in game whether or not it has been cast yet which slightly contradicts the card text. We went with what was on the card and had the mages pick a Spell that had not been cast yet. Which one should we abide by?

A - Each Mage in the target Room needs to choose one of their Spells (not yet used/triggered) and discard this Spell into their Memories. A Quick Spell cannot be discarded this way. If a Mage has all the Spells already used, he/she ignores the effect. You earn 1 Power Point for each Mage hit by this Spell.

## **Custom Spells**

### **Putrefy (Rebecca)**

Q - Putrefy tells you to remove an Undead, can you use your own and opponents?

A - “An undead”, if it must be yours it is specified on the card. So, for Rebecca’s custom Spell it is any Undead.

## **Forgotten Spells**

### **Infamy of Crete**

Q - When I summon ‘Infamy of Crete’ will he do 4 damage when he comes into play, to all models in the Room, when I summon him? It states on his card the

effect 'every-time he enters a Room inflicts 4 (damage) to each model in that Room' or is that only on movement?

Also can he damage me or my other Evocations if I summon him and he moves through a Room with them in it?

A - Yes cause when you summon a model in a Room it is considered as he enters the Room. And no he will not damage you or your own Evocations.