


























































































- Instructions -	- Apocalypse Feats -	- Channelling + - 1 ♥	- Charge + - 1 ♥	- Study + - 1 ♥
Group drafts 1 to 2 of these Feats. Place them on the Mage Sheet. Modify mage's ♥ value accordingly.	Feats from or based on the tournament mode from BRW-R Apocalypse expansion.	You may ♣. Place 1 ♣ in (0). Place 1 ♣ in (1) but not (0).	You may ♣. You may ♣.	Draw 1 ♣. Activate (0).
- Dominion + - 1 ♥	- Horde + - 1 ♥	- Teleportation + - 3 ♥	- Speed up - 1 ♥	- Quest up - 1 ♥
Activate one of your ♣ with ♣+1. At the end of the activation the ♣ inflicts 1 ♥ to it.	At the beginning of the clean up phase, heal all ♥ suffered by your ♣.	Place yourself in (♣). Activate (0).	Your ♣ is 3.	Your quest limit ♣ is 3.
- SATOR Feats -	- Job -	- Dodge -	- Unstable -	- Ruler -
Feats from or based on the asymmetric Mages from the original BRW.	As an action, discard 1 Ready ♣. If you do, ♣ a ♣0.	As an action, discard 1 Ready ♣. If you do, ♣.	Whenever you can ♣, you place 1 ♣ in your room instead.	If you possess the ♣ at the end of the game, you gain 3 ♣ instead of 1 ♣.
- Peasant - +1 ♥	- Trophy Hunter - 1 ♥	- Regenerate + - 1 ♥	- Questor - 1 ♥	- Hunted - +1 ♥
You cannot possess the ♣. If you earn it, you must immediately give it to another player.	During end game, you are awarded 1 ♣ for every 2 ♣ tokens in your possession.	Heal yourself for 3 ♥. Activate a (0).	During end game, you are awarded 1 ♣ for every 2 solved quest cards ♣ in your possession.	During end game, you lose 1 ♣ for each ♣ token in your possession.
- Summoner - 2 ♥	- Beastmaster - 2 ♥	- Demonologist - 2 ♥	- Lich - 2 ♥	- Elementalist - 2 ♥
Your ♣ have +1 ♥. For remove effects they count as having 3 ♥.	Your <i>beasts</i> can ♣ for +1 ♥.	Your <i>demons</i> can ♣ for +1 ♥.	Your <i>undead</i> can ♣ for +1 ♥.	Your <i>constructs</i> can ♣ for +1 ♥.
- Indestructible - 3 ♥	- Unbreakable - 3 ♥	- Destructor - 1 ♥	- Squatter - +1 ♥	- Layabout - +1 ♥
You do not take ♥ from spells targeting (0).	You do not take ♥ from spells targeting ♣.	When you rank first on rebuilding a room, you gain +1 ♣.	When you rank first on rebuilding a room, you gain -1 ♣.	During end game, you lose 1 ♣ for each solved quest card ♣ in your possession.
- Champion - 1 ♥	- Elusive - 1 ♥	- Brute + - 2 ♥	- Adaptable - 1 ♥	- Priest - 1 ♥
When you are defeated, you do not award a ♣ token to the Mage that defeated you.	When you are defeated, you may place yourself in any Room in the Lodge or in your opponents' cell.	♣ a ♣0. You may discard a ♣. If you do, ♣ a ♣0.	As an action, you may lose 1 ♣ to rotate one of your readied spells to the opposite side.	Your <i>altars</i> have +1 ♥. For remove effects they count as having 3 ♥.

- Weaponmaster -  -1	- Pet Trainer -  -1	- Custom Feats - 	- Mindlayer -  -2	- Overarchiever -  -2
Your <i>equipments</i> have +1  . For remove effects they count as having 3  .	Your <i>familiars</i> can  for +1  .	Feats created by myself for larger variety and fun.	Nightmares you control  for +1  .	If you would place a token on  * or in a  , you may place 1 more token of the same type.
- Hesitant Evoker -  +1	- Wounded Leg -  +1	- Curse of the Rose -  +1	- Rotten Flesh -  +1	- Scurvy -  +1
At the start of the evocation phase,  inflicts a number of  to you equal to the number of your  .	Every time you take a physical action to  or you use momentum,  inflicts 1  to you.	To activate the Black Rose Room, you must discard 1 extra  from your hand.	Any time an effect heals you or an  you control, heal 1  less. When you ignore  , ignore 1 less.	Any time an effect heals you, heal 1  less.
- Summoners' Sickness -  +1	- Introvert -  +1	- Broken Fists -  +1	- Foreign Language -  +1	- Lazy -  +1
Every time you start to resolve an effect containing the <i>summon</i> keyword,  inflicts 1  to you.	When your Mage enter a room,  inflicts 1  to you.	You  for -1  .	During end game, your award for solved quest cards  is reduced by 2  (to a minimum of 0).	When receiving  for rebuilding a room, gain 1 less  .
- DrunK -  +1	- Foreteller -  -2	- Seeker -  -1	- Grimorian -  -1	- Remembrand -  -1
Inflict 1 less  when inflicting  to targets in  .	When you draw one or more Forgotten  , draw 1 more. Put one of them under the deck.	When you draw a Quest, draw 1 more. Put one of them under the deck.	When you draw one or more  from your  , draw 1 more. Put one of them under the deck.	When you draw one or more  from your  , draw 1 more. Put one of them under the deck.
- Instigator -  -1	- Shapcaster -  -1	- Preserver -  -1	- Forerunner -  -1	- Scapeskiller -  -1
In the action phase, before the first player activates, you may resolve a Ready   .	In the action phase, before the first player activates, you may activate a Ready   .	In the action phase, before the first player activates, you may activate a Ready   .	In the evocation phase, before the first player activates their first  , you may activate one of your  .	After you have suffered  , you may move 1.
- Pathseeker -  -1	- Bladewalker -  -1	- Flashblade  -  -1	- Conductor  -  -1	- Warden  -  -1
After you put an advancement cube on a Quest, you may move 1.	After you  , you may move 1.	You may  or  . One of your non-forgotten  * may do the other of the two actions.	You may  or activate  . One of your  * may do the other of the two actions.	You may  or activate  . One of your non-forgotten  * may do the other of the two actions.



