

Mage Avatars

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Mage Avatars act as additional automated Mages simulating a School's playstyle in a regular game of Black Rose Wars Rebirth.

A fan-made supplement for Black Rose Wars Rebirth (v1)

Mage Avatars

Mage Avatars are designed to replace real players (in their absence) in a regular game of **Black Rose Wars Rebirth**. Each one represents a prominent **Mage** from **Black Rose Wars**, along with a matching **School of Magic**. The first set of 4 **Mage Avatars** is based on **Mages** and **Schools** from the core box: Rikkart (Agony), Arianna (Technomancy), Baron Doria (Nightmare) and Angela (Alchemy).

You may include one, two, or all **Mage Avatars** in a game. They can even play without any real players. In that case, you take on the role of a **Game Master** and make all decisions that would normally be made by the **Crown Holder** or holder of the **Ruler Token**. In games with **Mage Avatars** you use the **Standard Event Deck**.

Alternatively, you can include **Mage Avatars** alongside a regular **Avatar** who represents the **Black Rose** . In that case, you must of course use the **Avatar Event Deck** instead.

Mage Avatars and their **Evocations** follow all the rules that apply to regular **Avatars** unless stated otherwise in this supplement. However, they do **not** represent the **Black Rose**. As a result, they are **not** immune to effects originating from the **Black Rose**. They must endure every surprise the **Black Rose** has prepared and they compete with the **Black Rose** for the win.

Mage Avatars use **Command Decks** and an **Avatar Card** similar to regular **Avatars**. However, a **Mage Avatar's Command Deck** consists of only 10 cards, which are used across all three **Moon Phases**. This deck is shuffled at the same occasions a regular **Avatar Deck** would be shuffled.

Per default the **Difficulty** of a **Mage Avatar** starts at **3**, increases to **4** with the **Second Moon**, and rises to **5** with the **Third Moon**, following an overall progression of **3–4–5**. This **Difficulty** increase takes effect immediately when the **Moon Phase** changes. Unless the **Mage Avatar** has already completed its final **Mage Activation** for the current **Game Turn**, it will gain an additional **Mage Activation** as a result of this change. This **Difficulty** level is expected to yield average scores between **30–40** , but—as always with **Black Rose Wars**—you never know for sure.

If this challenge feels like too much, you may reduce the **Difficulty** to **3–4–4**, **3–3–4**, or even **3–3–3**—the latter being considered the "chicken mode.". If you are looking for a real challenge, then **4–5–5**, **4–5–6** or even higher are feasible.

Automation

Although **Mage Avatars** are designed to handle most game situations autonomously, certain scenarios may still require a decision on their behalf. Since **Mage Avatars** can hold the **Crown Token**, a **Ruler Token** is introduced. This token is passed clockwise to the next real player whenever the **Crown Token** changes ownership.

If a decision must be made for a **Mage Avatar** in an ambiguous situation, the current holder of the **Ruler Token** makes the final call instead of the **Crown Holder**. Otherwise, the **Crown Token** is used as defined by the rules.

Also, the **Mage Avatar's Rule Card** holds valuable information on how to handle likely game situations for this **Mage Avatar**.

Dominion

All **Mage Avatars** have the **Dominion Avatar** skill noted on their **Mage Avatar Card**. When a **Mage Avatar** would activate while in a **Cell**, it is not activated. Instead, place it in the **Black Rose Room**. If the **Avatar's Dominion** keyword is followed by one or more **Room** icons, you must check to place it in a **Room** of one of those types **instead**. Choose the **Room** as follows:

1. Among the eligible types, select the **Room** with the **most** but at least 1 **Instability Cubes** () and at least one empty **Instability Slot**.
2. If multiple **Rooms** are tied, choose the one **closest** to the **Black Rose Room**.
3. If still tied, the holder of the **Ruler Token** decides.

If no eligible **Room** meets the first criteria, place the **Mage Avatar** in the **Black Rose Room**.

Setup

Set up a game with **Mage Avatars** by assigning each **Mage Avatar** a random color and placing the matching **Mage Sheets** next to the **Lodge**. For each **Mage Avatar**, place the **Mage Avatar Card** in the area for the **Mage Card** and the **Mage Avatar Rule Card** in the **Quick Spell** area. Shuffle their 10-card **Command Deck** and place it face-down in the **Grimoire Slot** ()

The **School of Magic** and **Mage Model** are determined by the **Mage Avatar Rule Card**. Do **not** include their **School** in the **Library** and also ignore the **Personal Spell** cards. These components, along with the **Physical Action Tokens** and the **Mage Card**, can remain in the game box. Put all other game material for **Mages** like tokens, base rings (or roses) and cubes next to the **Mage Sheet**.

You will also need some counters or cubes to track the number of activations each **Mage Avatar** performs during a **Game Turn** near the **Mage Avatar Card**.

Randomly select a player or a **Mage Avatar** to receive the **Crown Token** () and become the **Crown Holder**. Unlike regular **Avatars**, **Mage Avatars** *can* be **Crown Holders**. Then randomly select a real player to receive the **Ruler Token** (use anything at hand).

Place the **Mage Avatar's Mage Model** according to its **Dominion Avatar** skill in a start room.

Other Notes

◆ Persist Tokens

Mage Avatars use numbered **Persistent Symbol I to III** (✿) on some of their **Command Cards**. When such a card is resolved, place the corresponding **Persistent Token** on the **Target**, and keep the **Command Card** face-up in the same numbered **Standard Spell Slot**.

◆ Discarding Command Cards

After resolution, discard **Mage Avatar Command Cards** face-up to the **Memories Slot** (✿). Instead, **Command Cards** showing a **Persistent Symbol I to III** (✿) are *not* placed in the **Memories**, but assigned face-up to the corresponding **Standard Spell Slots** ■ I to ■ III. They are still considered discarded. These **Command Cards** are used to track the **Mage Avatar's Persistent Effects** and are only shuffled back into the deck during the **Clean-Up Phase**.

◆ Shuffle & Reshuffle

Some **Command Cards** can contain the word '**Reshuffle!**'. In that case, after resolving the card, discard it. Then shuffle all remaining cards of the **Command Deck** (✿) with the cards in the **Memories** (✿) to form a new face-down deck in the **Grimoire** (✿). Follow the same reshuffling procedure whenever the **Moon Phase** changes.

Only during the **Clean-Up Phase** you shuffle **all Command Cards**, including those with **Persistent Symbols**, to form a fresh deck.

◆ Turn Order & Activation

Mage Avatars follow the same turn order and activation structure as regular **Avatars**, as described in the core rules.

◆ Command Deck Usage

Command Deck cards are drawn and resolved one by one, following the standard **Avatar behavior rules**. All actions are executed in order unless stated otherwise.

◆ Quests, Triggers & Events

Mage Avatars do not interact with **Quests**, but solve them immediately when instructed to draw them by gaining the (✿), exactly as regular **Avatars** do. Place them face-down in the slot for **Completed/Solved Quests**. **Mage Avatars** do not draw **Quests** in the **Black Rose Phase**. **Mage Avatars** can trigger **Traps**, **Protection Spells** or **Persistent Spells**. If a **Mage Avatar** must activate a **Room**, they will do without generating an effect. If an **Event** asks for a choice, a **Mage Avatar** chooses the first option if possible, even if it has no effect.

◆ Victory Conditions

Mage Avatars can win the game, just like real players and **Avatars**. Ties are resolved as per the core rules.

◆ Compatibility

Mage Avatars are fully compatible with **Black Rose Wars** expansions and should also work with the original **Black Rose Wars**. They are not designed to be used in **Black Rose Wars Duels**.



Dream well, dream dark!

Baron Doria

Assign an *Umbral* only if there are fewer than 3 *Umbras* on target.

Assign *Umbras* from left to right on evocation slots without an *Umbral*. Among those slots, assign to the leftmost slot with a non-*Nightmare* evocations in it FIRST. Whenever Baron Doria activates an *Umbral*, it is assumed to be 'under' his control. Activate them from left to right. When several targets are affected by an effect, apply the effect in play order, like for example assigning or activating *Umbras*.

The 'enter room' traps of Baron Doria trigger when a ♀ enters a red ✘, yellow ⚡ or purple ☫ room.

Baron Doria commands the shadows between sleep and death, forging pacts with the Umbra—nightmarish wraiths born of the Black Rose. With whispered orders, he unleashes them upon the minds of his enemies, warping reason and sowing terror. Sanity shatters where he walks, for

Doria bends nightmares to his will—and makes them real.

Dominion ☦.

◆ ♀: -Umbral ▶ +∅ ▶ +∅.
◆ ♀: +∅ ▶ -∅ ▶ +∅.
◆ ∅: +∅ ▶ +∅ ▶ +∅.

TORN MAG-001-VI



No fear of failure.

Angela

Angela, alchemist supreme, twists flame, metal, and acid into weapons of precise destruction. She summons the Nigredo—dark, elemental evocations born of corruption and transmutation. These living manifestations of decay and rebirth strike at her command, turning the battlefield into a seething crucible of alchemical war.

Dominion ☣.

◆ ♀: +∅ ▶ -∅ ▶ +∅ ▶ +∅.
◆ ∅: -∅ ▶ +∅ ▶ +∅ ▶ +∅.
◆ ∅: +∅ ▶ +∅ ▶ +∅ ▶ +∅.

TORN MAG-001-VI

TORN MAG-007-VI



From the grave!

Arianna

Arianna bends steel and soul through the art of Technomancy, battling to claim her rightful place as Magister of the Lodge. With sparks flying and gears grinding, she summons reanimated Cadavers and unleashes the towering might of the Colossus, crushing all who dare defy her ascent.

Dominion ☦.

◆ ♀: +∅ ▶ -∅ ▶ +∅.
◆ ∅: -∅ ▶ +∅ ▶ +∅ ▶ +∅.
◆ ∅: +∅ ▶ +∅ ▶ +∅ ▶ +∅.

TORN MAG-001-VI

Arianna (alpha)
Technomancy

TORN MAG-001-VI



Pain, sweet pain...

Rikkart

Rikkart bleeds willingly, siphoning agony to awaken forbidden magic from the Black Rose. With every lash and scar, his power deepens.

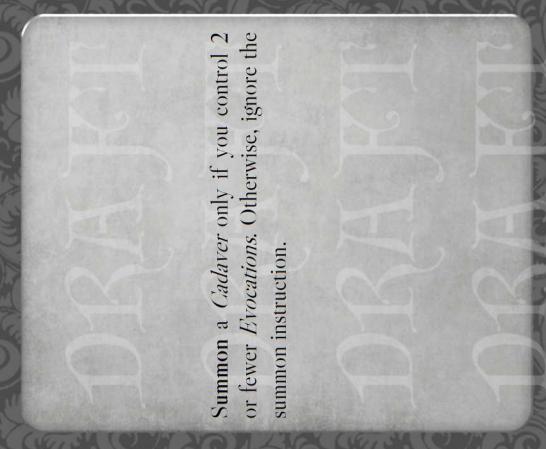
He summons alluring Succubi, creatures of desire and death, to seduce, torment, and annihilate his foes. Pain is his pact, and suffering his spellcraft.

Dominion ✘.

◆ ♀: +∅ ▶ -∅ ▶ +∅ ▶ +∅.
◆ ∅: -∅ ▶ +∅ ▶ +∅ ▶ +∅.
◆ ∅: +∅ ▶ +∅ ▶ +∅ ▶ +∅.

TORN MAG-001-VI

TORN MAG-005-VI



Summon a *Cadaver* only if you control 2 or fewer *Eruptions*. Otherwise, ignore the summon instruction.

Damage which is redirected to your *Succubi* is spread equally from left to right among all your *Succubi*.

If several *Succubi* are tied for activation, activate the leftmost of those or if several activate from left to right.

After being defeated, continue resolving the Command Card. Parts of the effect may not be applicable when in your cell. Those are ignored.

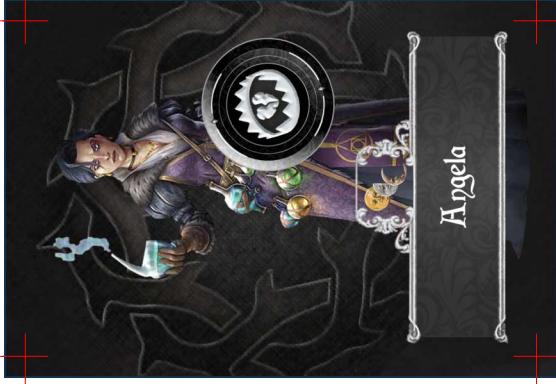
The 'enter room' trap of Rikkart triggers when a ♀ enters a blue ☦, gray ☡ or green ☣ room.

Rikkart (beta)
Agony

TORN MAG-005-VI









TORN ARL-005-VI



TORN ARL-004-VI



TORN ARL-003-VI



TORN ARL-002-VI



TORN ARL-001-VI



TORN ARL-010-VI



TORN ARL-009-VI



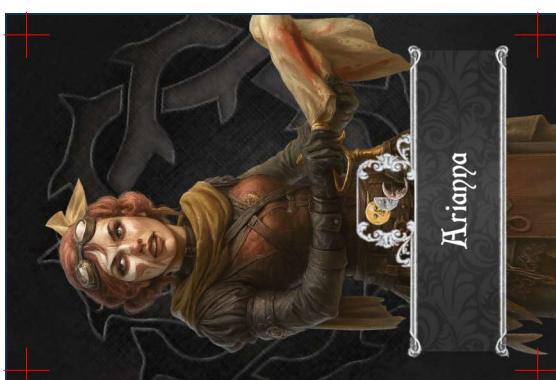
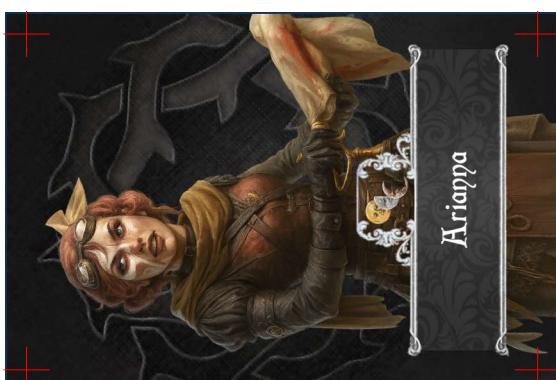
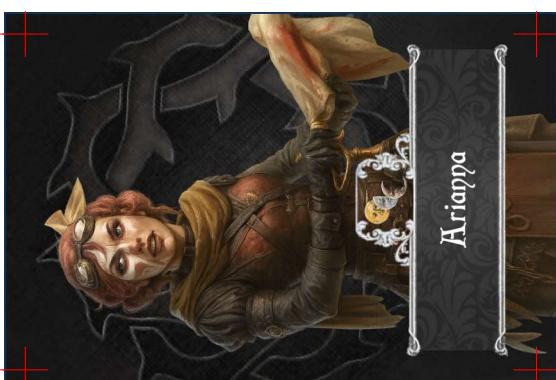
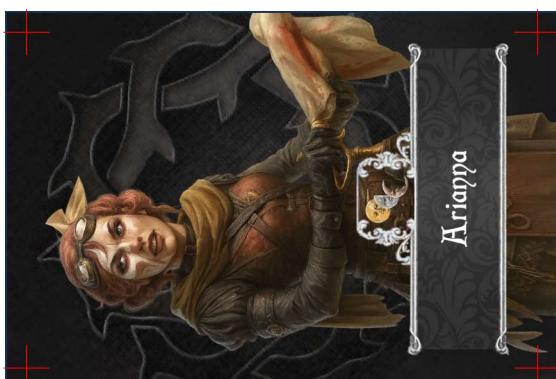
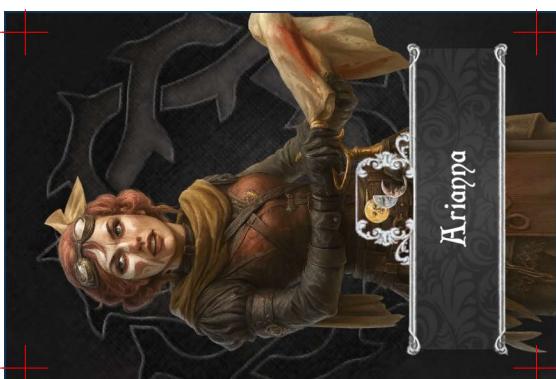
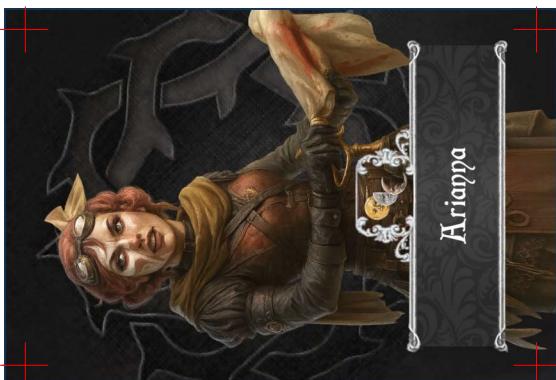
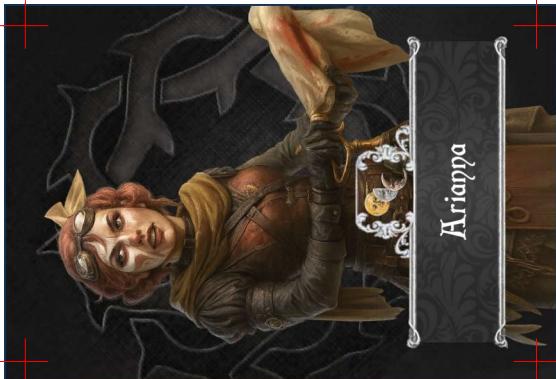
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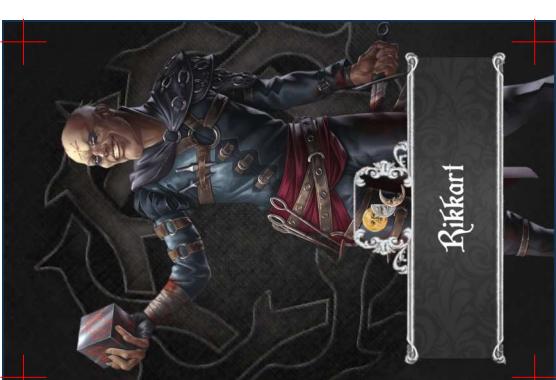
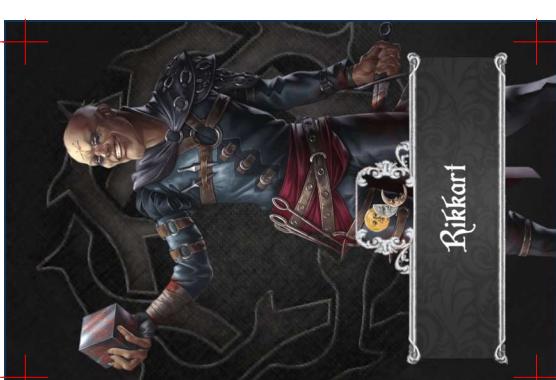
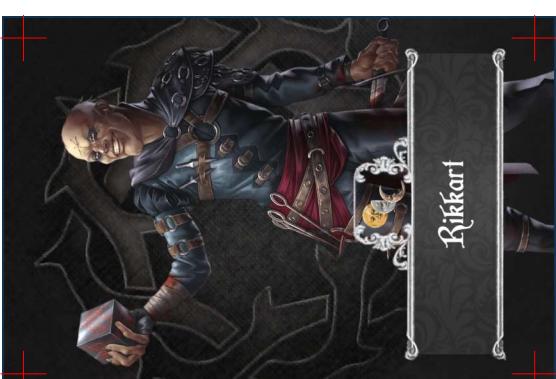
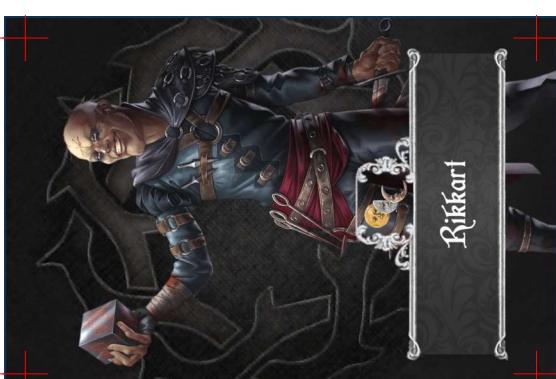
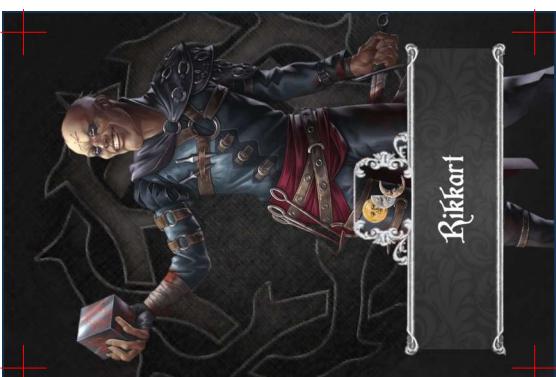
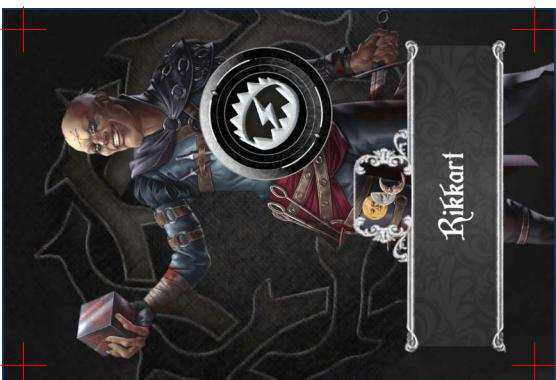
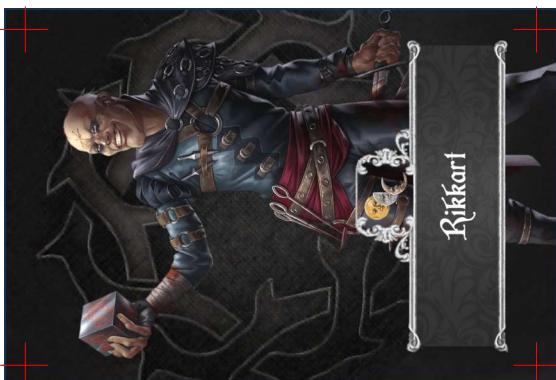
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Barop Doria



Barop Doria



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