Mage Core Class Quick Reference

Class Overview

Starting Stats: HP 20 | Attack 3 | Defense 2 | Energy 7 | Movement 4

Stat Bonus	Effect	
Energy +2	Base stat becomes 7 Energy	
Movement +1	Base stat becomes 4 Movement	

Special Ability	Effect
Draw extra card when playing energy cards	Draws an additional card when playing cards that manipulate energy

Note: The MageCore's +2 Energy bonus applies to their base stat (base 5 + 2 = 7 Energy). The Special Ability draws an extra card when playing energy cards, providing additional card advantage on top of the higher energy pool.

Class Actions

Action	Cost	Effect	Duration
Energy Surge	2E	Gain 3 Energy next turn (+1 net)	Next turn
Spell Weaving	1E	Next spell -1 cost, +1 range	Next spell
Arcane Shield	2E	Absorb 4 damage for 2 turns	2 turns

Energy Management

Action	Cost	Gain	Net Effect	Best Use
Energy Surge	2E	+3E next turn	+1E net gain	When low energy
Spell Weaving	1E	-1E on next spell	Efficient casting	Before expensive spells
Arcane Shield	2E	4 damage absorption	Defensive value	Before taking damage

Strategy Tips

- **Energy Flow**: Energy Surge → Spell Weaving → Arcane Shield → Standard Actions
- Spell Synergy: Spell Weaving + High-cost spells = Maximum efficiency
- Timing: Energy Surge when low energy, Spell Weaving before casting, Arcane Shield before damage
- Base Energy: 8 Energy (6 + 2 bonus), +2 per turn
- Combo Turns: Energy Surge + Spell Weaving = Powerful setup for next turn

Arcane Shield Mechanics

• Absorbs: Up to 4 damage before HP damage

• Regenerates: Each turn if not fully depleted

Duration: 2 turns totalCost: 2 Energy upfront

• Strategy: Preemptive casting, best against multiple small hits

Spell Card Synergy

High-Value Spell Weaving Targets

- Expensive Spells (3+ Energy) Maximum savings
- Range Spells +1 range bonus
- Area Spells Enhanced coverage
- Utility Spells Better efficiency

Energy Surge Timing

Early Game: Build energy advantage
Mid Game: Fuel expensive spell combos
Late Game: Maintain energy superiority

Win Conditions

• Competitive: Energy control, spell efficiency, defensive magic

• Cooperative: Energy support, spell enhancement, protective magic

Mage Core Icons

Icon	Meaning	Icon	Meaning
4	Energy/Magic	©	Spell/Magic
•	Shield/Protection	Ð	Arcane/Mystical
*	Enhancement/Buff	4	Power/Energy
•	Magic/Spell	M	Range/Distance

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