⚡ BrickQuest Mage Core Class Quick Reference

⚡ Mage Core Class 🔮 Magic ⚡ Actions 🛡️ Shield

⚡ Mage Core Class Overview

Stat	Bonus	Special Ability
Energy	+2	Draw extra card when playing energy cards
Movement	+1	Extra program cards
Focus	Energy manipulation	

🤹 Mage Core Class Actions

Action	Cost	Effect	Duration
Energy Surge	2E	Gain 3 Energy next turn	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	Energy Cost	Energy Gain	Net Effect
Energy Surge	2E	+3E next turn	+1E net gain
Spell Weaving	1E	-1E on next spell	Efficient casting
Arcane Shield	2E	4 damage absorption	Defensive value

⚡ Mage Core Strategy Tips

Energy Flow

1. **Energy Surge** - Boost next turn's energy
2. **Spell Weaving** - Enhance expensive spells
3. **Arcane Shield** - Protect against incoming damage
4. **Standard Actions** - Use enhanced energy efficiently

Spell Synergy

- **Spell Weaving** + High-cost spells = Maximum efficiency
- **Energy Surge** + **Spell Weaving** = Powerful combo turn
- **Arcane Shield** + **Energy Surge** = Safe energy building

Timing Considerations

- **Energy Surge**: Use when at low energy, not at max
- **Spell Weaving**: Must be used before casting spell
- **Arcane Shield**: Use before taking damage, not after

🛡️ Defensive Magic

Arcane Shield Mechanics

- **Absorbs**: Up to 4 damage before HP damage
- **Regenerates**: Each turn if not fully depleted

- **Duration**: 2 turns total
- **Cost**: 2 Energy upfront

Shield Strategy

- **Preemptive**: Cast before entering dangerous areas
- **Stacking**: Can be recast while active
- **Efficiency**: Best against multiple small hits

🔥 Mage Core Icons

Icon	Meaning	Icon	Meaning
⚡	Energy/Magic	🔮	Spell/Magic
🛡️	Shield/Protection	💫	Arcane/Mystical
💥	Enhancement/Buff	⚡	Power/Energy
🔥	Magic/Spell	🎯	Range/Distance

🎯 Mage Core Win Conditions

Competitive Mode

- **Energy Control**: Dominate with superior energy economy
- **Spell Efficiency**: Use Spell Weaving for powerful combos
- **Defensive Magic**: Arcane Shield for survivability

Cooperative Mode

- **Energy Support**: Energy Surge for team energy needs
- **Spell Enhancement**: Spell Weaving for team spell efficiency
- **Protective Magic**: Arcane Shield for team defense

⚡ Energy Economy (Mage Core Focus)

Base Energy: 8 Energy (6 + 2 bonus)
Turn Income: +2 Energy per turn
Energy Surge: +3 Energy next turn (net +1)
Spell Weaving: -1 Energy cost on next spell
Arcane Shield: 2 Energy for 4 damage absorption

🔮 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

BrickQuest Mage Core Cheat Sheet v1.0 - Print in landscape for best results