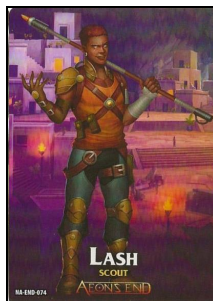
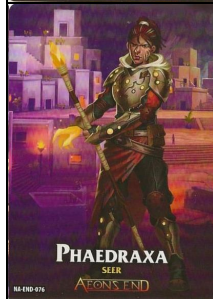


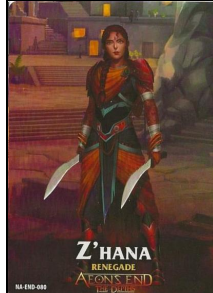
	<p>Brama is a straightforward healer, though her breach IV position gives her a bit of damage potential.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Jian is a damage dealer. Her breach setup and four sparks provide early game minion control, while her Moonstone Shard gets her economy going to buy some big spells and get double mileage out of them with her ability.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Mist is a support biased generalist. Her breach and deck setup allows her to effectively focus on either economy or damage, and her ability provides a major power boost to any ally's turn.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Kadir is an all around powerhouse. Her Emerald Shard can provide a surprising amount of healing over the course of a game, and her ability allows her to rapidly cycle spells for herself or an ally, significantly increasing damage output.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Adelheim's ability makes him one of the most unique mages in the original Aeon's End wave, allowing him to negate two thirds of the nemesis deck (if you can figure out how to buy that many charges). Games tend to revolve around him if he's in the match.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Xaxos is a good all around mage. He has solid but inconsistent damage output early game, and his turn order stacking ability can be used to great effect late game, eliminating one of the primary sources of uncertainty for the players.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>



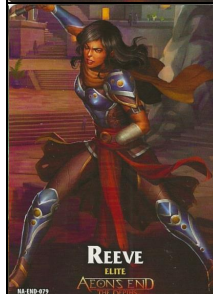
Lash's breach IV position allows for decent damage potential, and his Quartz Shard and ability allow him to serve dual roles as defense and support. Understanding when an extra turn is worth one damage is key to taking full advantage of Lash.



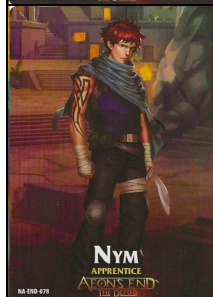
Phaedraxa's primary role is damage prevention, but she has enough offensive and support potential to give her options.



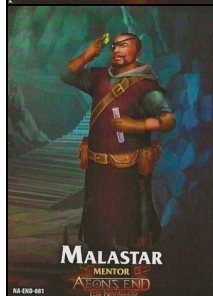
Z'Hana is the strongest Gravehold healer in the game, and her Breach IV position provides lots of early game damage potential. Eternal Ember is as strong as the strongest spell you have prepped, giving it more longevity than most other starting cards.



At higher player counts where mage life is less important, Reeve can abuse her Obsidian Shard to make up for the economic hit she takes from having four Sparks in her deck. At lower player counts, she's much more situational.



Nym has a tough breach setup, but careful play can allow a 7\$ purchase on turn two, giving him more utility than would be expected with his highly specific ability. His primary use is for decking the nemesis by shortening tier 3, but he can be viable with other strategies.

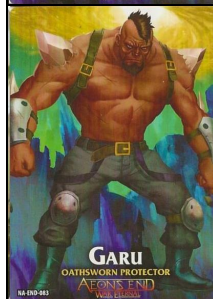


Malastar is the support mage of all support mages. He starts off with tons of aether, he charges himself up when he takes damage, and he can use all of that to hand out high cost spells like candy. His Breach III position gives him the ability to put out a bit of damage, but he really wants to be making other mages stronger.

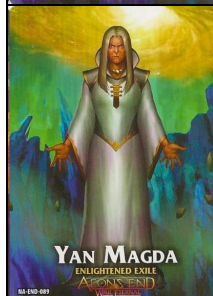




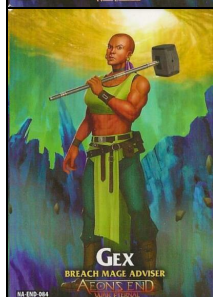
Dezmodia loves to buy charges and give everyone Sigil Breaches all game long. Alternatively, she can buy a pair for herself and become a damage dealer.



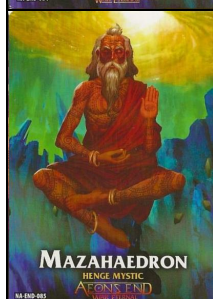
Garu is an offensive powerhouse, and his ability to split his ability damage makes him an excellent choice against any minion heavy nemesis.



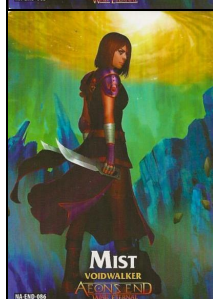
Yan Magda is ideally suited to provide early game damage and late game support. She wants to buy gems to focus breaches early game, then start handing out market cards late game when her breaches are all opened.



Gex works best as a little bit of everything support, thinning starter cards from allied decks with her Geode and destroying them with her ability, but her breaches and deck are balanced enough that you can use her Geode to let another support mage buy her cards instead.

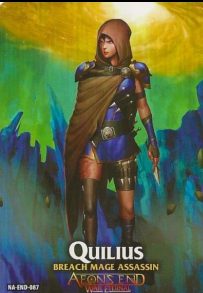


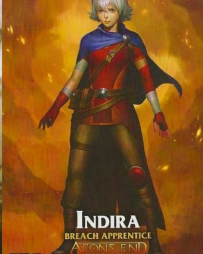


Mazahaedron is a solid support mage with decent Gravehold healing. Balancing card purchases for others with building your own deck requires a stronger understanding of game mechanics than many mages.


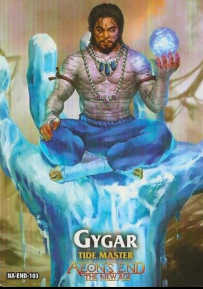


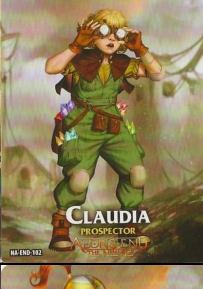



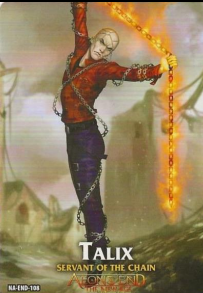
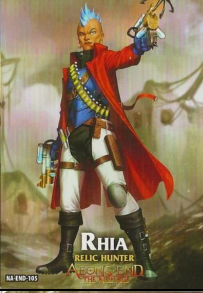
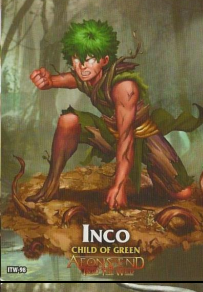
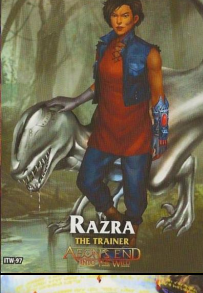
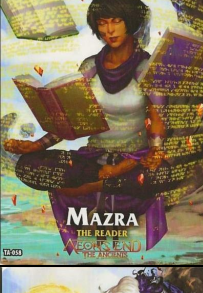

Mist excels at speeding other mages' spell cycling. It's much easier to effectively utilize her ability at higher player counts, otherwise you'll wind up giving away spells as fast as you can buy them.

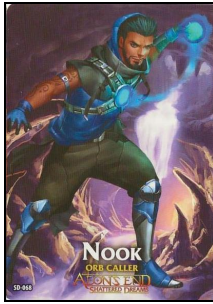


 <p><b>QUILIUS</b> BREACH MAGE ASSASSIN AGE OF MIGHT VOID LORD</p>	<p>Quilius has simple enough mechanics, but getting any mileage out of her is challenging. She needs lots of spells with differing damage to ensure that Extinguish can get in a killing blow, and she needs a nemesis with enough minions in the nemesis deck to reliably gain trophy tokens.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
 <p><b>ULGIMOR</b> SHADOWWIND BEAST AGE OF MIGHT VOID LORD</p>	<p>Ulgimor is a fun but challenging mage to play. He must take enough advantage of the early value he gets from Coal Shard to make up for the frequent healing he'll have to pay for later. At some point, he may want to suicide and play the traditional healer role.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
 <p><b>SPARROW</b> BREACH MAGE SOLDIER AGE OF MIGHT VOID LORD</p>	<p>Sparrow is a pure support mage. She opens mages' breaches, then allows them to cycle through their spells like wildfire. In a four player game, she's never a bad choice. Lower player counts may opt for someone more well rounded.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
 <p><b>XAXOS</b> VOIDBRINGER AGE OF MIGHT VOID LORD</p>	<p>Xaxos is an odd mix of a little bit of everything. He wants to prioritize some early charges to trigger his ability once or twice before it's too risky for an ally to discard a card.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
 <p><b>REMNANT</b> AETHERAL ENTITY AGE OF MIGHT VOID LORD</p>	<p>Remnant's lousy starting breaches are mostly made up for with its Void Shard. Since its ability has a both a support and a healing option, you'll almost never feel like you have to sit on a full charge bar.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
 <p><b>INDIRA</b> BREACH APPRENTICE AGE OF MIGHT VOID LORD</p>	<p>Indira is an offensive powerhouse and a riot to play, but requires a good understanding of the game mechanics to avoid getting stuck with a hand full of unusable spells. She has by far the most unique playstyle of the first two waves of content.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>



	<p>Sahala has a starting economy that lets her get her Celestial Breach open quickly, and an inexpensive ability that can cycle her spells while pumping out a lot of bonus damage. She is straightforward and powerful.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Gygar's Ancient Breach enables absolutely insane amounts of mid to late game damage. If he has access to easy charge generation or cheap Link or Echo spells, he can roll over just about any nemesis.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Taqren is a good all-around mage. On paper, he's a solid support/healer, but wanting to open all of his breaches also gives him some offensive potential. He is able to adapt to fill the role his team needs. You'll have to decide if the bonus damage from his III breach or the Gravehold healing from his IV breach is more valuable.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Soskel is an amplifier. He isn't particularly strong on his own, but he cranks any other mage on his team up to 11. The combos that he enables by handing out Energize tokens are tough to match.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Claudia is a full-blown support mage. Like Brama, her IV breach position gives her more offensive potential than you'd initially expect, but her low Spark count can make it a bit harder to keep that breach full in early game.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Lost can feel a bit on rails, but he's quite powerful when you get his engine going. His upgraded starter cards give you a decent economy without having to buy anything, and dealing 10 damage every turn is unusually consistent and really helps take out late game minions.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>

	<p>Talix is a surprisingly normal mage once you get the hang of him. He has lots of flexibility to focus on damage or economy in the early game, and Furnacium can provide a clutch extra aether or two in the late game to discard that critical power. Add in some Gravehold healing, and you have a unique mage that can wear several hats.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Inco thrives when paired with a good support mage. He wants to get his breaches open, park Rose Thorns in as many breaches as possible, and fire off his ability for huge damage. He's good for early game minion control, and his starting economy allows him to do pretty much anything he wants with the market. Don't forget that Inco can buy Rose Thorns from his personal supply pile.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Razra is a support mage without much potential to be anything else. Her weak starting economy makes it difficult to get going, but she can thin her deck out rapidly to quickly cycle the cards you do buy and her upgraded Rip relics.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Mazra has a very flexible style. Her upgrade deck allows you to choose between offensive and support spells with each upgrade, enabling you to adapt to whatever the game requires.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>
	<p>Qu requires a deliberate approach to the game. If you can set up her Builder and Destroyer turns properly, she is extremely powerful. It's also completely viable to leave her in builder mode all game and enjoy the strongest economy around.</p> <div> <div>Complexity</div> <div>Offense</div> <div>Defense</div> <div>Economy</div> <div>Support</div> </div>



Nook is a powerful mage, but can be market dependent. If he's focused on early damage, he wants to have a few high cost spells that he can trade down and get a lot of value out of an early use of his ability. If his priority is efficiency, he can rapidly open his Ill breach, then start regularly firing off a high cost spell.



**Complexity**



**Offense**



**Defense**



**Economy**



**Support**