

Magic/Dice Flavours

Magic Types

Each dice/magic type has a certain flavour to them in terms of the card pools they support.

If you enjoy reading, here's an article by ImpossibleGerman on the foundations of deck-building which includes some information on the cornerstone cards of each type and what the types are like:

<https://jaysonsethlindley.medium.com/colorful-cubes-foundations-of-deckbuilding-in-ashes-reborn-c49cd1abbe29>

If you like butts and graphics:

A ♦ S ♦ H ♦ E ♦ S REBORN

MAGIC TYPES



Natural

Battlefield power, boosting units,
raw damage, straightforward play

"I'm gonna kick your butt"



Illusion

Reactive power, hidden knowledge,
unpredictable moves, dice tampering

*"I'm gonna kick your butt and you
won't see it coming"*



Charm

Defensive control power, deck and
hand tampering

"I'm gonna slow your butt down"



Divine

Offensive control power, overruling
opponent, unit control

*"I'm gonna kick your butt and you
don't get a say in it"*



Sympathy

Adaptive power, utility toolbox,
manipulating, converting and repurposing
resources including cards, dice and tokens

*"I'm gonna make use of everything to kick
your butt"*



Ceremonial

Burn power, sacrificial, potent unit
removal and counter removal

*"I'm gonna kick your butt by kicking
my own butt"*



Time

Tempo power, manipulation of the
board state, synergy and combos

"I've already kicked your butt"

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