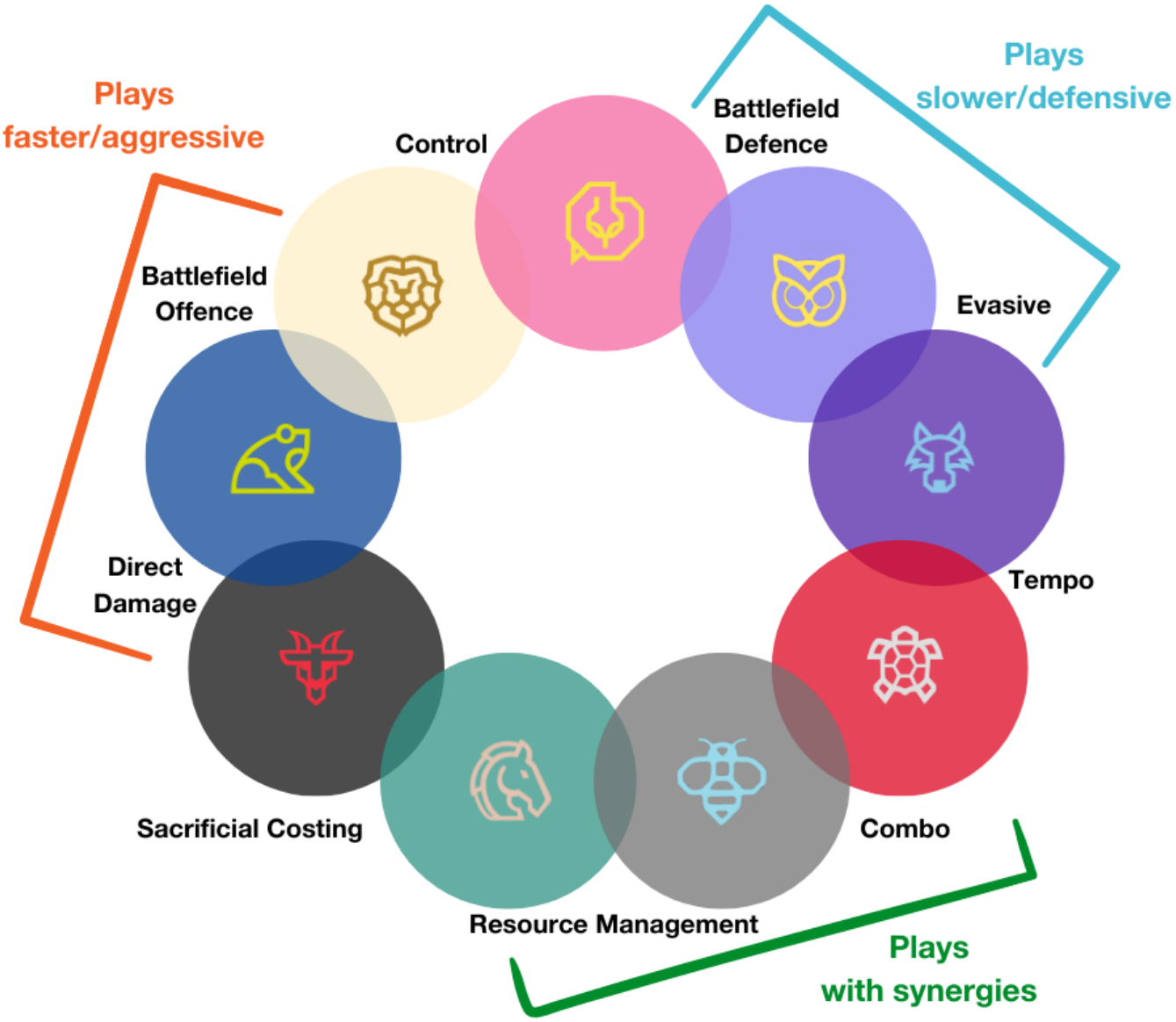
Magic/Dice Flavours

Magic Types

Each of the 9 dice/magic types has a certain flavour in terms of the card pools they support, but there is also a lot of overlap between them as well.

This graphic by UnderRugSwept outlines what makes Ashes magic types both distinct and similar. Be aware these are generalisations, and this isn't suggesting that magic types don't overlap with more than the 2 either side of them, or that the listed attributes only apply to the corresponding 2 magic types. It's just designed to capture the overall focus of each magic type, including the most prominent similarities between them and the things that set them apart.

Players who enjoy big units and epic battlefields (known by some as 'Timmys') are probably going to prefer Divine/Natural/Ceremonial, players who enjoy card interactions and engines (known by some as 'Johnnys') are probably going to prefer Time/Artifice/Sympathy, and players who enjoy slower win conditions (e.g. fatigue/mill) or just generally outlasting whatever their opponent throws at them are probably going to prefer Charm/Astral/Illusion.



Here is another overview from UnderRugSwept (with help from KillerCactus) that outlines the magic types in a different way:



If you enjoy reading, here's an article by ImpossibleGerman on the foundations of deck-building which includes some information on some cornerstone cards of each type and what the types are like. Note that it is over 3 years old, before many major cards were released and before the introduction of Artifice and Astral altogether.

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

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