

Mage

Mage might be the most dominant late-game class in Arena. In spite of Priest and Warlocks having significantly more powerful cards rotating in, Mage has by far the best late-game of any class in arena. Messenger Raven is going to be one of the best (and most slept on) cards of the set, people are already losing their minds on Conjurer's Calling, and pretty much everyone agrees Power of Creation is busted in terms of value. Oh, and they have Faceless Summoner, a card so powerful it was banned from Arena, back in Arena. And, everyone knows Raven and CC are both going to be misbucketed, pretty badly, so Mage will reap the benefits of that.

In addition to their late-game, while Mage does lose Blastave, they gain a lot of strong mid-ranged AoE clears back. Twilight Flamecaller and Volcanic Potion and access to the other potions via Kabal Chemist or Priest/Warlock AoEs via Cabal Courier are all options Mage has to not get overrun in the mid game. So really, Mage just needs to survive until about T6, which shouldn't be hard, then just start dropping bombs and people won't have the value to compete. From this alone, I have Mage as the #1, #2 at best class in RoS until the micro-adjusts and bucketing hits.

One other thing Mage got, which I'm not sold on, is spell synergy. Now, Mage already has a card, Vex Crow. Everyone has lost to a Vex Crow that's gone off. The thing is, Vex Crow sucks. It's in a bad bucket, and it has a horrible winrate. The reason it sucks, which I go over in my Mana Cyclone review, is you do not actually get all that many spells in Arena. Tracking 10 Kripp runs, I came up with under 5 spells/deck, of which 2-3 of them were large spells that you would not use for comboing purposes. So even with Ray of Frost and Magic Trick around for spell generation on a turn, you really aren't getting that many spells to justify those cards. Really, just go late-game Mage with AoE to get there and you'll roll over the opponents.

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Messenger Raven (2+): Discounting RoS, there will be 24 Mage minions available to be discovered by this card. Of those 24, 3 are great (Antonidas, Twilight Flamecaller, Faceless Summoner) and 6 I would count as good (Sorcerer's Apprentice, Cult Sorcerer, Arcane Keysmith, Water Elemental, Bonfire Elemental, Toki, Time-Tinkerer). So, doing math right, 96% of the time, you're going to get one of these 9 "good" cards, and RoS brings in two more with Kalecgos and Khadgar, and on top of that you can go infinite with more Messenger Ravens. Basically, this is a real good card, which is going to get you real good return on playing it, with a perfectly acceptable statline for T3. Compared to Stonehill, which had a much lower average return + a worse statline, and this is much better.

Ray of Frost (6-): At its absolute worst, it's 2 mana deal 2 damage, which is fine. Splitting up the freeze effects can be powerful, especially when you're fighting for board control, and having two of them in hand is enough to justify this as a card. The Freeze combos aren't great by themselves, but they do exist. The fact that it has a baseline minimum on what it can do makes

it better than a card like Ice Lance for example, and with its potential combos with other Mage cards depending on the rotation, this could be a solid card to pick up from the lower buckets.

Magic Dart Frog (7+): Between Ray of Frost and Magic Trick, Mage will have small spells that will generate other spells. Mage might be able to pull off making Magic Dart Frog a decent card. That's still going to be a tall-ish order. A 1/3 body is horrible on 2, so however good this card is is dependent on however many pings it generates. Really, you'd want 2 pings at least to make it average, and 3 to make it good. Again (this is I think the last spell synergy card I've gone over, touched on this in other spell synergy cards), Vex Crow is the sign of how good this card can be, which is not good. Flamewaker was much more powerful due to the 2 pings per spell, and I think this just requires too much deck synergy to work.

Magic Trick (6-): Pulling a Frostbolt or AI or Forbidden Flame can be great, but that's 3 spells out of 22, a 38% chance of getting those. Otherwise, this becomes effectively a Secret Plan for Hunter, only for Mage secrets. That's.... not great really. It doesn't have the impact you'd want a Discover card to have, and it puts a 1 mana cost on getting a spell when you'd rather have the spell to begin with. Now, with Mana Cyclone, there is combo potential going Trick to Ray of Frost to 2nd Ray to Cyclone and paying 3 mana to draw 3 random spells off the Cyclone, which..... AI would just be better than that combo. Not a fan of the card, I think it's fine, but not really powerful enough for what you'd want.

Conjurer's Calling (2+): In a pinch, it can be used to remove an enemy taunt to possibly get lethal. In reality, in general, the average stats you're going to get off a minion are worth 1 mana less. So, for example, if you use this on a 4-drop, you'll get on average two 3-drops, which is +2 mana, but then you're spending 3 mana, so it's worth on average -1 mana if you use it on a normal 4-drop. So, for this to be worth it for a regular minion, you should target a 5-drop or higher. Or, you can use it on battlecry minions that tend to be understatted, or minions that traded in and are damaged. And, because of twincspell, you can generate a large board if you get a single big minion to stick, then summon random minions twice with it, and you have the option to reroll your first summon if it's a bad roll. Basically, this is going to be a real powerful card, but it doesn't have the immediate impact to be a 1st bucket card. Combine this with Power of Creation, and you get a ton of power in late-game cards for Mage.

Kirin Tor Tricaster (6+): Compare this to Cosmic Anomaly. You're paying 1 attack for one extra spellpower and one less mana on your spells. Does going from 2-3 spell power matter enough to justify making your spells cost one more, especially spells like Secrets that don't use spell power? And, doing this with a much worse body on 4? I say no, that it's worse than Cosmic Anomaly. With the right deck, this could be real powerful with Shooting Stars and Arcane Explosions and Blast Waves (if it's in rotation), but in general it will be only an ok card.

Power of Creation (1-): Consider the reliable low-roll for this card, you discover a 5/5, of which the 3 Mage minions in the Arena Set all are. You're still summoning 2 5/5s for 8 mana, which is well above value for what you would want. The absolute worst case scenario is summoning 2

4/4s for 8 mana, which is about average, and you're going to consistently do much better than that. It's similar to Free from Amber without the game-winning high-roll, or A New Challenger in power level. This also provides Mage with a decisive finisher in the late-game, as they have plenty of AoE tools to get there, and this cements that you won't be able to beat them in the late-game. Really powerful card that moves the barriers on what Mage can do.

Mana Cyclone (5+): Using Kripp's last 10 mage runs, counting all spells and ignoring minions that can generate spells, I came up with 4.7 spells/run. On top of that, most of those spells were bigger spells like Blastwave or Blizzard or such, so really, you can estimate maybe 3 spells per deck which are cheap enough to combo with Mana Cyclone. You could coin out the Cyclone and get a free spell from there, which is fine, but if you don't have a follow-up 2 play that spell might not be as valuable as the coin. Ray of Frost works real well if you can have both in your hand. But, I see this ultimately like Vex Crow, where occasionally you can go off and win the game, but most of the time it's going to be a dead card. This is between Flamewaker and Vex Crow in the "cast spells to do something cool" cards.

Kalecgos(1+/100): Obviously real powerful. Mages don't get nearly as many big spells, but discovering a Greater Arcane Missiles or a Cabalist's Tome for free really make this powerful, even ignoring whatever big stuff they get in RoS. Just a real powerful late-game card with board-swinging potential, in addition to its permanent effect if left up.

Khadgar (3+/39): So, not Ixlid where it summons copies, but requires you to have a minion/spell that summons a minion. This is actually very rare. While Power of Creation is the obvious example, the only other Mage cards that summon minions are Mirror Image and Vex Crow, which means you're relying on Neutral cards that summon cards for this to be effective, and you need that combo to work with Khadgar. Constructed viable, but not reliable enough in Arena to draft the combo or get the combo to work in hand.