











CEREMONIAL MAGIC

Reference Card










Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect


✧ ◇ 1 : Search your discard pile for an ally and place it into your hand. Deal 1 damage to your Phoenixborn.

NATURAL MAGIC

Reference Card










Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect


✧ ◇ 1 : Deal 1 damage to a target unit.

DIVINE MAGIC

Reference Card










Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect


✧ ◇ 1 : Place this die on a target unit you control without a divine die on it. While this die is on that unit, its attack value is increased by 1. Place this die in your exhausted pool at the end of the round.

ILLUSION MAGIC

Reference Card










Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect


✧ ◇ 1 : Lower 2 dice in a target opponent's active pool one level (power to class, class to basic).

CHARM MAGIC

Reference Card










Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect


✧ ◇ 1 : Place this die on a target unit an opponent controls without a charm die on it. While this die is on that unit, its attack value is reduced by 1. Place this die in your exhausted pool at the end of the round.

TIME MAGIC

Reference Card










Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect


✧ ◇ 1 : Place 1 status token on a target unit you control. Then, you may remove 1 status token from a target unit or spell.

SYMPATHY MAGIC

Reference Card

Symbol	Can be used as...
	 or  or 
	 or 
	

Dice Power Effect

✧ ◇ 1 : Draw 1 card. You may choose 1 card in your hand and place it on the top or bottom of your draw pile.

PHASES OF PLAY

Reference Card


Phase 1: Prepare

1. Roll dice 2. Discard cards 3. Draw cards

Phase 2: Player Turns

Starting with the first player, alternate taking turns. You **must** take 1 main action during your turn. You may also take 1 side action.

Main Actions:

- ✧ Pay a  cost
- ✧ Attack
- ✧ Pass

Side Actions:

- ✧ Pay a ✧ cost
- ✧ Activate a dice power
- ✧ Meditate

Phase 3: Recovery

1. Recover 2. Remove exhaustion 3. Exhaust dice

After the end of the round, pass the first player token, and begin the next round.