

### 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.

Active Dice Pool

Exhausted Dice Pool

### NATURAL MAGIC

Reference Card

Symbol	Can be used as...
	or  or
	or

**Dice Power Effect**

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

Active Dice Pool

Exhausted Dice Pool

### 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).

Active Dice Pool

Exhausted Dice Pool

### 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. The attack value of a unit with a charm die on it is reduced by 1. A unit cannot have more than 1 charm die on it.

Active Dice Pool

Exhausted Dice Pool

### DIVINE MAGIC

Reference Card

Symbol	Can be used as...
	or  or
	or

**Dice Power Effect**

◆◇ 1 : Place this die on a unit you control. The attack value of a unit with a divine die on it is increased by 1. A unit cannot have more than 1 divine die on it.

Active Dice Pool

Exhausted Dice Pool

### 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.

Active Dice Pool

Exhausted Dice Pool

### 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.

Active Dice Pool

Exhausted Dice Pool

### ARTIFICE MAGIC

Reference Card

Symbol	Can be used as...
	or  or
	or

**Dice Power Effect**

◆◇ 1 : Place this die on a card you control. A card with an artifice die on it is considered to be charged (once for each artifice die on it).

Active Dice Pool

Exhausted Dice Pool

### ASTRAL MAGIC

Reference Card

Symbol	Can be used as...
	or  or
	or

**Dice Power Effect**

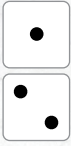
◆◇ 1 : Place this die on a unit or Phoenixborn you control. After a card you control with an astral die on it is dealt damage, exhaust that die to prevent 1 damage from being received. A card cannot have more than 1 astral die on it.

Active Dice Pool

Exhausted Dice Pool

### ILLUSION MAGIC

Dice Conversion Chart



### NATURAL MAGIC

Dice Conversion Chart



### CEREMONIAL MAGIC

Dice Conversion Chart



### SYMPATHY MAGIC

Dice Conversion Chart



### DIVINE MAGIC

Dice Conversion Chart



### CHARM MAGIC

Dice Conversion Chart



### ASTRAL MAGIC

Dice Conversion Chart



### ARTIFICE MAGIC

Dice Conversion Chart



### TIME MAGIC

Dice Conversion Chart



## PHASES OF PLAY

PvP Reference Card


### Prepare Phase

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


### Player Turns Phase

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

### Recovery Phase

1. Recover
2. Remove exhaustion
3. Exhaust dice

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

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## PHASES OF PLAY

PvE Reference Card

### Dragon Phase


1. Cleanse
2. Gain Status
3. Replenish Aspects
4. Progress

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 : Players take their actions on a shared turn.

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