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RISE OF THE PHOENIXBORN



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A S H E S

RISE OF THE PHOENIXBORN

The Red Rains swept over the world of Argايا, poisoning the creatures that dwelt there, and from these rains the chimera were born. Some say the chimera were a curse upon humanity for their crimes against the children of dragons, but whatever the reason for their birth, the chimera visited destruction upon the world, and civilization shuddered. These monstrous foes slaughtered armies, devoured townships, and despoiled the ground and seas. Humans withdrew to the largest of cities, and these they fortified against the horrors of the world outside.

Ages passed and humanity's future looked bleak. But then a new power arose to confront the chimera. They were called the Phoenixborn - humans capable of wielding magics not previously thought possible, and together they initiated the Great Cleansing, and eradicated the chimera menace. The great cities finally reopened, trade flourished, and the Phoenixborn ushered humanity into a new golden age.

But the mysterious source which the Phoenixborn drew upon was not done with them. Each of these wizard-warriors had been gifted with but a fraction of the true power that blessed them, and that power now desired unification. Slowly but steadily, the Phoenixborn were plagued with a desire to slaughter their own kind, and absorb the abilities of their incinerated kin. Now is the time of the Collection of Ashes, when Phoenixborn must battle Phoenixborn until only one remains to inherit a newborn world.

Object of the Game

In Ashes, you are a Phoenixborn—a powerful magic wielder battling other Phoenixborn in a duel of wits and magical prowess. Cast spells and summon allies in an effort to destroy your opponents and win the game.

Components in this Set

- ◇ 6 – Phoenixborn Cards
- ◇ 241 – Spell/Unit Cards
- ◇ 4 – Phases of Play Reference Cards
- ◇ 16 – Dice Power Reference Cards
- ◇ 26 – Wound Tokens
- ◇ 30 – Exhaustion Tokens
- ◇ 21 – Status Tokens
- ◇ 10 – Charms Dice
- ◇ 10 – Ceremonial Dice
- ◇ 10 – Illusions Dice
- ◇ 10 – Natural Dice
- ◇ 1 – First Player Token
- ◇ 1 – Rulebook



Phoenixborn



1. Name
2. Life Value
3. Battlefield Value
4. Spellboard Value
5. Ability
6. Activation Cost

Spell Cards



1. Name

2. Type

3. Placement

4. Play Cost

5. Activation Cost

6. Effect

7. Inexhaustible Effect

8. Value Bonus

Unit Cards



1. Name

2. Type

3. Placement

4. Play Cost

5. Attack Value

6. Life Value

7. Recover Value

8. Activation Cost

9. Ability

10. Inexhaustible Effect

11. Conjuror Limit

Dice

In Ashes, there are different types of dice (4 types come in this set). Each type has three different symbols, as indicated below:

	Power symbol	Class symbol	Basic symbol
Natural die			
Charm die			
Ceremonial die			
Illusion die			

Dice Power Reference Cards

Dice showing a power symbol can be exhausted as a side action to activate a power effect. These cards describe each die type's power effect.



Tokens



Wound



Exhaustion



Status



First Player



Player 2 play area



Player 1 play area



Game Setup

1. Choose a deck to play with (see page 14-15 for suggested decks). Or build a deck to play with (see page 14 for deck building rules). Or draft a deck to play with (see page 16 for drafting rules).
2. Place your Phoenixborn in your play area with stats side face up.
3. Choose your First Five by taking 5 cards of your choosing from your deck and adding them to your hand. You may not include more than one copy of a card in your First Five.
4. Place your conjuration pile face down in your play area.
5. Shuffle the rest of your deck and form a face down draw pile in your play area.
6. Take the dice power reference cards that correspond to the dice you are using and a phases of play reference card, if needed.
7. Place all 10 of your dice in your exhausted pool.
8. Make 3 separate piles of tokens within reach of all players.

Play Area

As a game of Ashes is played, you will place spells onto your spellboard and units onto your battlefield. Here is an example of what your play area might look like during a game in progress.

1. Phoenixborn
2. Player Discard Pile
3. Player Draw Pile
4. Dice Power Reference Cards
5. Active Dice Pool
6. Exhausted Dice Pool
7. Battlefield
8. Spellboard
9. Conjunction Pile



Round Order

Ashes is played over a series of rounds. Each round is divided into 3 phases that must be resolved in order.

1. Prepare Phase
2. Player Turns Phase
3. Recovery Phase

Prepare Phase

During the prepare phase each player simultaneously resolves the following 3 steps in order.

1. **Roll Dice:** Roll all of the dice in your exhausted pool and place them in your active pool. On the first round of the game, the player who rolls the most basic symbols during this first roll receives the first player token. If there is a tie, those players must reroll until that tie is broken.
2. **Discard Cards:** You may discard any number of cards from your hand.
3. **Draw Cards:** Draw cards until you have 5 cards in your hand. If your draw pile is empty, your Phoenixborn receives 1 damage for each card that you should have drawn but could not.

Note: A Phoenixborn does not receive damage if you must draw a card outside of the prepare phase and cannot.

Player Turns Phase

During the player turns phase you and your opponents will alternate taking turns, starting with the player that has the first player token. On your turn you must take 1 main action and may choose to take 1 side action. These may be taken in any order. The main actions available to you are:

- ◆ **Pay a ⚔ cost:** Some cards require a main action be taken to play or activate that card.
- ◆ **Attack a Phoenixborn:** Attack an opponent's Phoenixborn with your units. Your opponent may block with his units.
- ◆ **Attack a Unit:** Attack an opponent's unit with your units. Your opponent may guard with his Phoenixborn.
- ◆ **Pass:** If you cannot perform any other main action, or choose not to perform any other main action, you must pass as your main action.

The side actions available to you are:

- ◆ **Pay a ✨ cost:** Some cards require a side action be taken to play or activate that card.
- ◆ **Meditate:** Discard cards to change the facings of your dice.
- ◆ **Activate Dice Power Ability:** Pay the activation cost of a Dice Power ability and carry out its effect.

After you have taken both a main action and side action (or have taken a main action and chosen not to take a side action) play passes clockwise to the next player. Play continues to pass clockwise until all players have consecutively chosen pass as their main action. When that happens, the player turns phase is over and players move on to the recovery phase.

Recovery Phase

During the recovery phase resolve the following 4 steps in order.

1. **Recover:** Remove a number of wound tokens from each unit in play up to that unit's recover value.
2. **Remove Exhaustion:** Remove 1 exhaustion token from each card in play that has 1 or more exhaustion tokens on it.
3. **Exhaust Dice:** Each player may move any number of dice from her active pool to her exhausted pool.
4. **Pass First Player Token:** The player that has the first player token passes it to the player on her left.

After resolving these 4 steps the round is over. Begin a new round starting with the prepare phase.

Main Actions

Pay a Cost

If the  symbol appears on a play cost or activation cost, part of the cost to play or activate that card is that it takes up your main action for the turn (see page 10 for details on playing cards and paying costs).

Attack a Phoenixborn

Attack a target Phoenixborn with 1 or more of your units. When you attack a Phoenixborn, resolve the following steps in order (see 'Example: Attacking a Phoenixborn' on page 7):

1. **Declare Attackers:** You (*the attacking player*) choose any number of your unexhausted units to attack with by pushing them forward on your battlefield.
2. **Choose Target:** Choose an opponent's Phoenixborn to attack. All of your attacking units will attack this targeted Phoenixborn.
3. **Declare Blockers:** The defending player may declare up to 1 blocker for each attacking unit. To declare a blocker, the defending player places 1 of her unexhausted units in front of an attacking unit to show that her unit is blocking that attacker. Each attacking unit cannot be blocked by more than 1 unit.
4. **Resolve Damage:** One at a time, in an order of your choosing, resolve each attacking unit's damage. If the attacking unit is unblocked, deal an amount of damage equal to its attack value on the defending player's Phoenixborn. Then place 1 exhaustion token on the attacking unit. If the attacking unit is blocked, the defending player may now choose to counter with his blocking unit.
 - A. **If the defending player chooses not to counter with his blocking unit,** the attacking unit will deal damage equal to its attack value to the blocking unit. Then place 1 exhaustion token on the attacking unit. The blocking unit does not become exhausted if it did not counter.
 - B. **If the blocking unit counters,** both units are now considered to be in battle. Units in battle will simultaneously deal an amount of damage equal to their attack values on each other. Then place 1 exhaustion token on each unit involved in that battle that was not destroyed.



Example:
Attacking a Phoenixborn



1 Player 1 declares both of his Iron Workers and his Iron Rhino as his attackers.

Targeted Phoenixborn!



2 Player 1 chooses player 2's Phoenixborn, Maoni Viper, as his target.

Targeted Phoenixborn!



3 Player 2 blocks an Iron Worker with her Silver Snake and the Iron Rhino with her Gilder. The other Iron Worker's attack will make it through to Maoni.

Targeted Phoenixborn!



4 Maoni receives damage from the unblocked Iron Worker, the countering Gilder is destroyed. The Iron Rhino receives damage from the countering blocker. Player 1's attackers all receive 1 exhaustion.

**Example:
Attacking a Unit**



1 Player 1 declares both of his Iron Workers as his attackers.



2 Player 1 chooses player 2's Silver Snake with 4 status tokens as his target.



3 Player 2 has two potential guards in her Phoenixborn and Gilder conjuration unit, but decides not to declare a guard.



4 Player 2 counters and evenly splits up the amount of 4 damage on the Iron Workers, destroying them both. The Iron Workers combined damage of 4 destroys the targeted Silver Snake.

Attack a Unit

Attack a target unit with 1 or more of your units. When you attack a unit, resolve the following steps in order (see 'Example: Attacking a Unit' on page 8):

- 1. Declare Attackers:** Declare which of your units are attacking by pushing them forward on the battlefield.
- 2. Choose Target:** Choose a single unit to target on an opponent's battlefield. All of your attacking units will attack the targeted unit.
- 3. Declare a Guard:** The defending player may choose to have her Phoenixborn guard the unit being targeted by moving her Phoenixborn in front of that unit. The Phoenixborn is now the target of the attack.

Note: A Phoenixborn can guard even if it is exhausted.

An unexhausted unit the defending player controls with the 'Unit Guard' ability can be declared as a guard in the same way. Only a single unit can be declared as a guard for any given attack.

- 4. Resolve Damage:** If the final target of the attack is a Phoenixborn, total each attacking unit's attack values and deal that amount of damage to the target Phoenixborn. Then place 1 exhaustion token on each attacking unit. If the final target of the attack is a unit and that unit is unexhausted the defending player may now choose to counter with that unit.

A. If the target unit does not counter or cannot counter because it is exhausted, total each of the attacking unit's attack values and deal that amount of damage on the target unit. Then place 1 exhaustion token on each attacking unit. The target unit does not get an exhaustion token if it did not counter.

B. If the target unit counters, the attacking player's units and the defending player's unit are now considered to be in battle. Total each of the attacking unit's attack values and deal that amount of damage on the defending player's unit. Simultaneously the defending player's countering unit will deal an amount of damage equal to its attack value to the attacking units. If the defending player is countering multiple units, the defending player may choose how to split up her unit's damage among the attacking units. Then place 1 exhaustion token on each unit involved in that battle that was not destroyed.



Pass

If you cannot take any other main action, you must choose to pass as your main action. You may also choose to pass even if there are other main actions you could perform. When you pass, your main action is to do nothing. If all players pass on consecutive turns, the player turns phase ends and players move on to the recovery phase of the round.

Note: If a player passes and 1 or more of her opponents do not, the player turns phase continues and the player who passed may pass again or take any other main action (if able) on her next turn.

Side Actions

Pay a ✧ Cost

If the ✧ symbol appears on a play cost or activation cost, part of the cost to play or activate that card is that it takes up your side action for the turn (see page 10 for details on playing cards and paying costs).

Meditate

When you meditate, discard any number of the following:

- ✧ cards in your hand
- ✧ cards from the top of your deck
- ✧ ready spells from your spellboard.

For each card discarded, change a die in your active die pool to a side of your choice.

Activate Dice Power Ability

You may exhaust a die in your active pool that is power side up to carry out its power effect. The effect for each type of power symbol in this set is detailed on the dice power reference card belonging to that die.

Playing a Card

Many turns in Ashes consist of playing a card or activating a card that was played on a previous turn. While there is no limit to the number of cards you may play on your turn, many cards require a main action to play or activate and players only get 1 main action per turn. Thus it is common for your entire turn to consist of playing or activating a single card.

Cards are played from your hand. To play a card you must first pay its cost (1), then put it into play (*or discard it*) as directed by the card's placement (2). If it is an action or reaction spell, immediately carry out its effect.



Paying Costs

Cards have a cost to play. Most ready spells have a cost to activate their effect. Some units and Phoenixborn have a cost to activate their ability. These costs must be paid to play that card or activate that effect or ability. See 'Example: Paying Magic Costs' in next column.

There are 5 different types of costs:

-  **Exhaust:** To pay an exhaust cost, you must place an exhaustion token on this card.
-  **Main Action:** To pay a main action cost, you must spend your main action for the turn.
-  **Side Action:** To pay a side action cost, you must spend your side action for the turn.
-  **Discard:** To pay a discard cost, you must choose and discard a number of cards from your hand equal to the number shown.
-  **Magic:** To pay a magic cost, you must exhaust dice of the appropriate type and number by moving them from your active pool to your exhausted pool. See example at right.
-  **Important note:** As illustrated on the dice power reference cards, a class side of a die can be used as the symbol showing, or as a basic symbol. A power side of a die can be used as the symbol showing, or as the class symbol represented on that die, or as a basic symbol.

Examples: How to Play a Card

There are 5 different types of cards that can be included in a player's deck. Below are examples of how to play each card type. For these examples we are going to refer to the player as 'Doug'.

Action Spell

Seal is an action spell (1). To play Seal, Doug first pays its cost (2) of 1 main action, 1 magic, and 1 heart. The main action symbol is the star, so Doug is using up his main action for the turn to play Seal and must also exhaust a die showing the heart symbol and a die showing the heart symbol. Doug then discards Seal as directed on the placement section (3) of the card. Since the card was an action spell, he immediately carries out Seal's effect (4). Doug chooses a ready spell on a player's spellboard and places an exhaustion token on it and each of its copies.



Reaction Spell

Shadow Counter is a reaction spell (1). A reaction spell can only be played as directed on its card. Doug has Shadow Counter in his hand. Doug's opponent attacks his Phoenixborn, causing his Phoenixborn to receive damage. Doug responds by playing Shadow Counter. To play Shadow Counter, Doug first pays its cost (2) of 1 magic and 1 heart. Doug then discards Shadow Counter as directed on the placement section (3) of the card, and since the card was a



Example: Paying Magic Costs



To place "Summon Iron Rhino" on her spellboard, player 1 must use a main action and exhaust 1 magic die.



To activate this card's effect and place an Iron Rhino onto her battlefield, player 1 must pay the cost of a main action, put an exhaustion token on this card, and exhaust 6 magic dice.

reaction spell, immediately carries out its effect (4). Doug chooses a unit his opponent controls and deals 6 damage on it. Each player may only play 1 reaction spell per turn. Players may play reaction spells during other player's turns as well as their own.

Ally Unit

Hammer Knight is an ally unit (1). To play the Hammer Knight, Doug first pays its cost (2) of ♠ , 1 ⚔ , 1 ⚔ , and 1 ⚔ . Doug is using his main action for the turn to play the Hammer Knight and must also exhaust a die showing the ⚔ symbol, a die showing the ♠ symbol and a die showing the ⚔ symbol. Doug then places the Hammer Knight on his battlefield as directed on the placement section (3) of the card. Doug now has a Hammer Knight on his battlefield that he can use in the future.



Alteration Spell

Root Armor is an alteration spell (1). To play Root Armor, Doug first pays its cost (2) of ♣ and 1 ⚔ . ♣ is the side action symbol, so Doug is using his side action for the turn to play Root Armor and must also exhaust a die showing the ♠ symbol. Doug then attaches Root Armor to a Unit as directed on the placement section (3) of the card. To attach an alteration spell to a unit, place that alteration spell underneath the chosen unit card. Doug chooses to attach Root Armor to his Hammer Knight. As long as Root Armor remains attached to that Hammer Knight, that Hammer Knight's life value is increased by 2 (4).



Ready Spell

Summon Silver Snake is a ready spell (1). To play Summon Silver Snake, Doug first pays its cost (2) of ♠ , using his main action for the turn to play Summon Silver Snake. Next, Doug places Summon Silver Snake on his spellboard as directed on the placement section (3) of



the card. Most ready spells do not have an immediate effect when they are put into play. Rather, once they are played, they remain in play and can be activated later. After his opponent is done taking a turn, on his next turn Doug chooses to activate Summon Silver Snake by paying its activation cost (4) (using up his main action, placing an exhaustion token on Summon Silver Snake and exhausting a die showing the ♠ symbol and a die showing the ⚔ symbol).

Next, Doug carries out the activation effect (5) on the card by removing a Silver Snake from his conjuration pile and placing it on his battlefield.

Focusing a Ready Spell

When a player puts a ready spell into play on a spellboard, if there are already 1 or more copies of that ready spell on that spellboard, then the spell becomes focused. The new copy of the spell is placed below the current copy. The new copy does not take up an additional spellboard slot (see page 12 for 'Battlefields and Spellboards'). Many ready spells are exhausted as part of their cost to activate, meaning they can no longer be activated during that round, so having multiple copies of a spell in play allows a player to activate that spell more than once per round (exhausting a new copy of that ready spell each time).

Some ready spells have effects that say **Focus 1** or **Focus 2**. A spell's Focus 1 effect becomes active when the spell has been focused once (meaning you have 2 copies of that spell on your spellboard). A spell's Focus 2 effect becomes active when the spell has been focused twice (meaning you have 3 copies of that spell on your spellboard). See 'Example: Focused Cards' below.

Example: Focused Cards

Player 1 has 2 copies of the ready spell, "Summon Silver Snake" on her spellboard. Therefore, the Focus 1 effect on both of those cards becomes active. Each time she pays the cost to activate a copy of the Summon Silver Snake spell, she gets the Focus 1 effect listed on that copy of the spell.



Damage and Wound Tokens

When a Phoenixborn or unit receives damage, place a number of wound tokens on that Phoenixborn or unit equal to the amount of damage it received. When a Phoenixborn or unit has a number of wound tokens equal to or greater than its life value that unit or Phoenixborn is immediately destroyed. When a unit is destroyed it is discarded. When a Phoenixborn is destroyed, its controlling player loses the game. Wound tokens do not decrease a Phoenixborn or unit's life. Life is constant unless changed by an ability, dice power or card effect. When a Phoenixborn or unit receives damage, it will have wound tokens placed on it. However, some spells can place wound tokens directly on a unit without first dealing damage on that unit. So a spell that blocks damage could not prevent a spell that directly places wound tokens on a unit.



Exhaustion Tokens



Some game effects add exhaustion tokens to cards in play. When an exhaustion token is added to a card that card is considered to be exhausted.

A unit that is exhausted has no ability text and cannot attack, block or counter. A Phoenixborn that is exhausted has no ability text. A spell that is exhausted has no effect text.

Note: Some cards have *inexhaustible effects or abilities*, as seen on the Butterfly Monk conjuration unit. These effects or abilities remain even if the card has been exhausted.



Inexhaustible ability

Status Tokens

Status tokens only come into play when a card brings them into play. That card will detail how status tokens are used in that instance.



Battlefields and Spellboards

You have a battlefield and a spellboard as part of your play area. Playing cards or activating card effects or abilities may cause cards to be placed on your battlefield or spellboard. As long as a card is on your battlefield or spellboard, it is considered under your control. There are a limited number of slots on your battlefield and spellboard, limiting the number of cards that can be played there. The number of slots on your battlefield and spellboard is determined by the spellboard and battlefield values on your Phoenixborn.



Battlefield and Spellboard values

Discarding Cards

When a card that is in play is discarded or otherwise removed from play, remove all tokens that are on that card, placing those tokens back in their respective piles. Discard any cards that were attached to that card. When a card is discarded, place it in its owner's discard pile.

Exception: When conjuration cards are discarded, they are not placed in a discard pile but instead returned to their owner's conjuration pile. The owner of a card is the player who started the game with that card in their deck, not necessarily the player that currently controls that card.

Respark

Some cards can be resparked. During the player turns phase, when a card that can be resparked would be discarded from play, its owner may pay that card's respark cost to add that card to his hand instead of to the discard pile.

Note: Cards that have been discarded by meditating cannot be resparked.



Respark ability

Phoenixborn vs. Unit

A Phoenixborn is not a unit. Example: The Anchornaut's ability – Throw I – reads, 'Deal I damage to a target unit.' A Phoenixborn could not be targeted by this ability, as a Phoenixborn is not a unit.

Card Effects and Timing

When a card effect contradicts the rulebook, the card effect takes precedence. If any game effects would ever seem to trigger simultaneously, the player whose turn it is decides in which order they will resolve. If it isn't any player's turn, the player with the first player token decides.

Winning and Losing the Game

If a player's Phoenixborn has a number of wounds on it equal to or greater than its life, that Phoenixborn is destroyed. When a player's Phoenixborn is destroyed he is out of the game. When there is only 1 player remaining, that player wins.



Credits

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Deck Building

To build a deck, you must do the following:

1. Choose a Phoenixborn.
2. Choose exactly 30 cards to be included in your deck. You may only include up to 3 copies of any 1 card in your deck.

You cannot include conjuration unit cards in your deck. Conjurations are only brought into play by the effects and abilities of other cards.

You can only include Phoenixborn unique cards in your deck if you chose the associated Phoenixborn. The Phoenixborn unique icon is located in the lower right corner of cards unique to that Phoenixborn.



*Maeoni Viper
unique icon*

3. Choose 10 dice to be included in your dice pool. You may choose a variety of dice types to be in your dice pool.

Example: 3 Natural dice

3 Charm dice

3 Illusion dice

1 Ceremonial die

10 total dice

4. Some effects or abilities on cards are capable of bringing a conjuration unit into the game. Each conjuration unit has a conjuration limit value placed in the lower left corner of that unit's card. If you have one or more effects or abilities in your deck that can bring out a conjuration unit, you must collect a number of copies of that conjuration unit equal to that conjuration unit's conjuration limit. Do this for each different conjuration your deck is capable of producing by forming a conjuration pile out of these conjurations and keeping it separate from your deck.



Pre-built Deck Suggestions

Here are lists of deck builds we suggest. Note that 1 copy of the **cards highlighted** are suggested for your First Five.



Bring the merciless punishment of Coal Roarkwin to the battle, and slay your foes with the fury of 100 slashing blades!

The Iron Men

Phoenixborn

Coal Roarkwin

Dice Pool

5 x Natural, 5 x Ceremonial

Cards

3 x Expand Energy
3 x Strengthen
3 x Protect
3 x Chant of Revenge
3 x Summon Iron Rhino
3 x Anchornaut
3 x Iron Worker
3 x Hammer Knight
3 x 100 Blades
3 x Spiked Armor

Conjurations

5 x Iron Rhino



Unleash your superior technique with Maeoni Viper, and use it to shield your warriors. Conjure magical pets and watch them grow!

The Snakes in Silver

Phoenixborn

Maeoni Viper

Dice Pool

5 x Charm, 5 x Natural

Cards

3 x Call Upon the Realms
3 x Summon Silver Snake
3 x Refresh
3 x Empower
3 x Hypnotize
3 x Open Memories
3 x Molten Gold
3 x Transfer
3 x Golden Veil
3 x Summon Gilder

Conjurations

5 x Gilder
3 x Silver Snake



Conjure a horde of creatures to fight for you, then strike from out of the swirling mists with **Aradel Summergaard!**

The Mist Guardian

Phoenixborn

Aradel Summergaard

Dice Pool

 5 x Natural,  5 x Illusion

Cards

3 x Shifting Mist

3 x Summon Mist Spirit

3 x Summon Blue Jaguar

3 x Reflections in the Water

3 x Mist Typhoon

3 x Out of the Mist

3 x Root Armor

3 x Steady Gaze

3 x Massive Growth

3 x Summon Butterfly Monk

Conjurations

5 x Blue Jaguar

10 x Mist Spirit

5 x Butterfly Monk



Veil your true power behind charity and hospitality, then crush your enemy's psyche with **Saria Guideman's** mental magic!

The Cloudsea Siren

Phoenixborn

Saria Guideman

Dice Pool

 5 x Charm,  5 x Illusion

Cards

3 x Purge

3 x Abundance

3 x Summon Three-Eyed Owl

3 x Summon Seaside Raven

3 x Hidden Power

3 x Seal

3 x Strange Copy

3 x Sympathy Pain

3 x Rose Fire Dancer

3 x Enchanted Violinist

Conjurations

5 x Three-Eyed Owl

2 x Seaside Raven



Rule the battlefield through fear! **Jessa Na Ni's** blood magic protects her own warriors while terrorizing her opponent!

The Bloodwoods Queen

Phoenixborn

Jessa Na Ni

Dice Pool

 5 x Charm,  5 x Ceremonial

Cards

3 x Fear

3 x Blood Transfer

3 x Summon Blood Puppet

3 x Cut the Strings

3 x Undying Heart

3 x Redirect

3 x Final Cry

3 x Blood Archer

3 x Living Doll

3 x Leech Warrior

Conjurations

5 x Blood Puppet



Show your disdain for humanity with **Noah Redmoon**. Call wolves from the shadows and make deadly pacts with vile fiends!

The Shadows of Viros

Phoenixborn

Noah Redmoon

Dice Pool

 5 x Illusions,  5 x Ceremonial

Cards

3 x Small Sacrifice

3 x Summon Masked Wolf

3 x Summon False Demon

3 x Sleight of Hand

3 x Bound Soul

3 x Bring Forth

3 x Summon Sleeping Widows

3 x Shadow Counter

3 x Fade Away

3 x Stormwind Sniper

Conjurations

5 x Masked Wolf

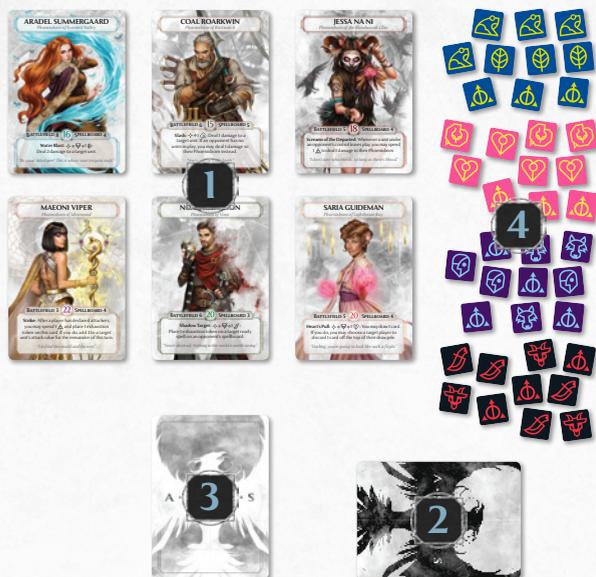
5 x False Demon

6 x Sleeping Widow

Drafting

Instead of playing with a pre-built deck or bringing a custom built deck to a game of Ashes, you and your friends may draft your decks. 2 - 4 players can participate in a draft using this master set. By adding additional Ashes sets more players can join in on a draft.

To participate in a draft, do the following steps in order:



Set-Up

1. Gather each Phoenixborn in your collection and place each into a separate pile with 3 copies of each of their corresponding Phoenixborn unique cards under them.
2. Gather all of the conjuration cards in your collection and put them to the side for later use.
3. Gather 1 copy of each remaining card in your collection and shuffle them into one big draft deck.
4. Gather 10 copies of each dice type in your collection and place them in separate piles.
If drafting with 5 or more players you will either need to have a number of dice types in your collection equal to the number of players drafting, or you will need to have more than 10 copies of each dice type so that there are enough dice available so that each player drafting can draft a full 10 dice.
5. Randomly determine a first player and give them the first player token.

Draft

1. Starting with the first player and continuing clockwise around the table, each player chooses 1 Phoenixborn along with their corresponding Phoenixborn unique cards. Then the first player passes the first player token to his left.
2. Deal each player 9 cards from the draft deck. Each player will choose 1 of the cards they were dealt and pass the other 8 cards to the player on their left. Each player will choose 1 of the cards they were passed and pass the remaining 7 cards to the player on their left. Players will continue choosing and passing in this way until each player has chosen 9 cards.
3. Starting with the first player and continuing clockwise around the table, each player chooses 2 dice at a time, of any type, until all players have chosen 10 dice. Then the first player passes the first player token to his left.
4. Reveal a number of cards from the draft deck equal to the number of players drafting and place them face-up. Starting with the first player, each player may take 1 of the face-up cards, putting 1 of their cards face-up in its place (*making it available to be chosen by 1 of the other drafting players*).
5. Each player collects 2 additional copies of each of the 9 cards they drafted.
6. Players should now have 1 Phoenixborn, 10 dice and 30 cards – a complete Ashes deck.
7. Some effects or abilities on cards are capable of bringing a conjuration unit into the game. Each conjuration unit has a conjuration limit value. If you have one or more effects or abilities in your deck that can bring out a conjuration unit, you must collect a number of copies of that conjuration unit equal to that conjuration unit's conjuration limit. Do this for each different conjuration your deck is capable of producing, by forming a conjuration pile out of these conjurations and keeping it separate from your deck.
8. Players can now use their drafted deck in a game or tournament.

Glossary

Ability: An effect that a Phoenixborn or Unit has on the game that in some cases is constant and in other cases needs to be activated.

Action Spell: A type of spell card that is played for a 1 time effect.

Activation Cost: The cost that needs to be paid to activate a spell or ability (*cause its effect to happen*).

Active Dice Pool (aka Active Pool): The place where you place your dice at the beginning of each round.

Active Dice: Dice that are currently in your active pool and can be spent to pay a matching magic cost.

Ally: A type of unit card.

Alteration Spell: A type of spell card that can be attached to a unit on a player's battlefield to alter that unit in some way.

Attach: The process of placing an alteration spell underneath a unit and applying its effects and value bonuses to that unit.

Attached Card: A card that has been attached to a unit.

Attacker: An unexhausted unit that has been declared to be attacking when performing the 'Attack a Phoenixborn' or 'Attack a Unit' main action.

Attacking Player: A player that is performing an 'Attack a Unit' or 'Attack a Phoenixborn' main action.

Attack Value: The amount of damage that a unit deals when attacking.

Battlefield: The part of your play area where units are placed.

Battlefield Value: The number of units a Phoenixborn can have on its battlefield.

Blocker: An unexhausted unit that has been declared to be blocking 1 attacking unit.

Cancel: An effect that prevents another spell, ability, or dice power from resolving. When a spell, ability, or die power is canceled, the costs are still paid by the player that used it, but the canceled effects are not resolved.

Conjuration: A type of unit card that starts the game in a conjuration pile and can be brought into play by a card effect.

Conjuration Limit: The number of copies of a conjuration unit card you are allowed to put into your conjuration pile.

Conjuration Pile: A stack of conjuration cards that contains the conjuration units that your deck is capable of producing.

Control: A card is controlled by a player if it is on a player's battlefield or spellboard or is that player's Phoenixborn. A player also controls any card that is attached to a card she controls.

Deck: Each player must build a deck or select a pre-built deck to play Ashes. A deck consists of 1 Phoenixborn, 10 dice and 30 cards.

Defending Player: A player whose Phoenixborn or unit has been declared the target of an 'Attack a Unit' or 'Attack a Phoenixborn' action.

Dice Pool: A collection of 10 dice that is a part of a player's deck.

Dice Power: Each dice type has a unique ability that can be performed by spending a side action and a die of that type that is power symbol side up.

Discard Pile: The place in the play area where you place cards that you are instructed to discard. Cards are placed in the discard pile face up.

Draw Pile: The pile of cards that you draw from during the game.

Effect: Rules for how a spell or ability interacts with the game.

Exhaust (when referring to a card): The process of placing an exhaustion token on a card.

Exhaust (when referring to a die): The process of placing a die in your exhausted pool because of the result of a card effect or paying a cost.

Exhausted (when referring to a card): A card that has an exhaustion token on it is exhausted. Cards that are exhausted have no ability text and cannot attack or block.

Exhausted (when referring to a die): A die that is currently in your exhausted dice pool is considered exhausted.

Exhausted Dice Pool (aka Exhausted Pool): The place where you place your dice when they are spent to pay a magic cost.

Exhausted Dice: Dice that are currently in your exhausted dice pool and cannot be spent to pay a magic cost.

Exhaustion Token: A token that when placed on a card marks that card as being exhausted.

First Five: A selection of 5 different cards that form your starting hand.

Guard: A Phoenixborn or unit with the 'Unit Guard' ability that has been declared to be guarding a unit that is being targeted for an attack by an 'Attack a Unit' main action.

In Play: A card is in play if it is controlled by any player, (i.e. on a player's battlefield or spellboard, is a player's Phoenixborn, or is attached to a card that is in play). Unless explicitly stated on the card or explicitly allowed by the game rules, a card must be in play for that card's text to be used.

Inexhaustible Effect: Effects that remain even if a card is exhausted.

Life Value: The number of wound tokens that a Phoenixborn or unit can have placed on it before it is destroyed.

Owner: A card's owner is the player whose deck or conjuration pile that card started the game in.

Phoenixborn: Each player controls a Phoenixborn. When your Phoenixborn is destroyed, you lose the game.

Placement: Direction on where a card goes when it is played. *Examples: Battlefield, Unit, Discard, Spellboard.*

Play Cost: The cost that needs to be paid before a card can be put into play.

Reaction Spell: A type of spell card that can only be played if a specific condition is met for a 1 time effect. Each player may only play 1 reaction spell per turn.

Ready Spell: A type of spell that is placed on your spellboard and remains in play. Usually there is a cost to activate the spell once it is in play.

Recover Value: The number of wound tokens that are removed from a unit during the recover step of the recovery phase.

Spell: Any card that has the word 'spell' as a part of its card type. *Example: Ready Spell*

Spellboard: The part of your play area where ready spells are placed.

Spellboard Value: The number of different ready spells a Phoenixborn can have on their spellboard.

Stats: The values displayed on Phoenixborn and unit cards.

Target: A term that is used to identify that the effect of a spell, ability or die power is directly affecting something (*including, but not limited to, an alteration, a unit, a player, or a Phoenixborn*).

Type: Each spell and unit card has a type. *Examples: Ally, Conjuration, Ready Spell, Alteration Spell, Action Spell, Reaction Spell.*

Unexhausted: A card that does not have an exhaustion token on it.

Unit: A card with the type ally or conjuration that is played on a player's battlefield and remains in play until it is destroyed.

Value Bonus: The amount an alteration spell increases or decreases the attack, life, or recovery value of the unit it is attached to.

Wound Token: Tokens that you place on your units and Phoenixborn to track how close they are to being destroyed.



DEAD OF WINTER

A CROSSROADS GAME

**FEAR THE COLD.
FEAR THE DEAD.
FEAR EACH OTHER.**

PLAY IN THE EPIC STRUGGLE FOR POWER AND SURVIVAL!

Dead of Winter is an experience that can only be accomplished through the medium of tabletop games. It is a story-centric game about surviving through a harsh winter in an apocalyptic world. The survivors are all dealing with their own psychological imperatives but must still find a way to work together to fight off outside threats, resolve crises, find food and supplies, and keep the colony's morale up.

Dead of Winter has players making frequent, difficult, heavily-thematic, wildly-varying decisions, that often have them deciding between what is best for the colony and what is best for themselves.



Symbol Guide



Main Action: Spend your main action for the turn.



Side Action: Spend your side action for the turn.



Ceremonial Power: When paying magic cost, can be used as , , or .



Ceremonial Class: When paying magic cost, can be used as  or .



Charm Power: When paying magic cost, can be used as , , or .



Charm Class: When paying magic cost, can be used as  or .



Illusion Power: When paying magic cost, can be used as , , or .



Illusion Class: When paying magic cost, can be used as  or .



Natural Power: When paying magic cost, can be used as , , or .



Natural Class: When paying magic cost, can be used as  or .



Basic Magic: When paying magic cost, can be used as .



Discard: Choose and discard a number of cards from your hand equal to the number shown.



Exhaust: Place an exhaustion token on this card.



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