

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



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.

## Divine ۲Ū

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. Exhausted dice Place this die in your exhausted pool at the end of the round.



Active dice

Illusion

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

Natural

Deal 1 damage to a target unit.



Sympathy

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

Time Ć,

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



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



Charm

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.

Divine ۲Ū 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. Exhausted dice Place this die in your exhausted pool at the end of the round.

## Illusion

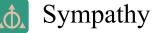
Lower 2 dice in a target opponent's active pool one level (power to class, class to basic).



Deal 1 damage to a target unit.



Active dice



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



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



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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.

## Divine

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. dice Place this die in your exhausted pool at the end of the round.





Exhausted

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



Deal 1 damage to a target unit.

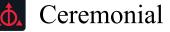


Draw 1 card. You may choose 1 card in your hand and place it on the top or bottom of your draw pile.



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





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



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.

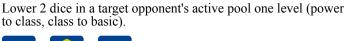
Divine

JU)

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

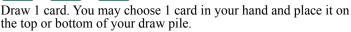




Deal 1 damage to a target unit.



Sympathy





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