

## Ceremonial

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

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

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

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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Active dice

Exhausted dice

Active dice

Exhausted dice

Active dice

Exhausted dice

Active dice

Exhausted dice