

Dice

Dice are the magic that let you cast spells and summon units. You will encounter many types of dice in your battles; four types come in the master set.

Each die has three levels: power > class > basic. Higher level dice can be used to pay for lower level costs.

- A power symbol can be used as that die's power, class or basic symbol.
- A class symbol can be used as that die's class or basic symbol.

In addition, each die's power symbol can be spent to activate a dice power effect.^[1]

	Power symbol	Class symbol	Basic symbol
Natural die			
Charm die			
Ceremonial die			
Illusion die			
Sympathy die			
Divine die			
Time die			

Artifice Dice: (power) > (class)

Astral Dice: \square (power) > \square (class)

Red Rains

Behavior Die

The behavior die, along with the behavior cards, dictate the Chimera's actions.



Rage Dice

The Chimera has 5 rage dice that power up over time to generate Red Rains tokens that will eventually trigger its Ultimate effect! Each rage die has 3 power sides and 3 basic sides.

Basic
symbol



Power
symbol



References

1. [Ashes Reborn Rulebook v1.5](#), p4

Revision #9

Created 2023-05-11 02:32:40 UTC by The Treatment

Updated 2025-12-28 14:57:40 UTC by Skaak