

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			

Red Rains

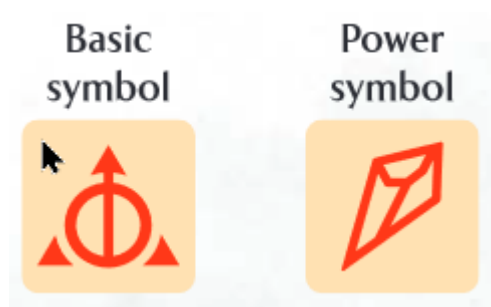
Behavior Die

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.



References

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

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