Dice

Dice are the magic that let you cast spells and summon units. You will encounter many ypes 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]



Artifice Dice: (power) > (class)

Astral Dice: (power) > (class)

Red Rains

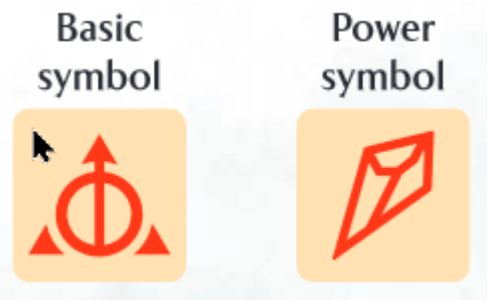
Behavior Die

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.



> References
>
> 1. Ashes Reborn Rulebook v1.5, p4

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