

# 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.<sup>[1]</sup>

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

# Red Rains

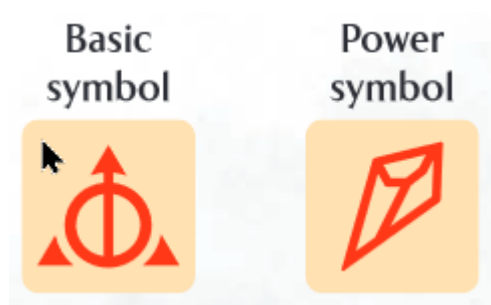
## Behavior Die

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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