

# Drafting

Instead of playing with a pre-built deck or bringing a custom built deck to a game of Ashes, you and your friends may draft your decks. 2 - 4 players can participate in a draft using this master set. By adding additional Ashes sets more players can join in on a draft.

**To participate in a draft, do the following steps in order:**

## Set-Up

1. Gather each Phoenixborn in your collection and place each into a separate pile along with 3 copies of its corresponding Phoenixborn unique card.
2. Gather 10 copies of each die type in your collection and place them in separate piles. If drafting with 5 or more players you will either need to have a number of die types in your collection equal to the number of players drafting, or you will need to have more than 10 copies of each die type so that there are enough dice available so that each player drafting can draft a full 10 dice.
3. Gather 1 copy of each remaining card in your collection and shuffle them into one big draft deck.
4. Gather all of the conjuration and conjured alteration cards in your collection and put them to the side for later use.
5. Randomly determine a first player and give them the first player token.

## Draft

1. Starting with the first player and continuing clockwise around the table, each player chooses 1 Phoenixborn along with its corresponding Phoenixborn unique cards. Then the first player passes the first player token to their left.
2. Deal each player 9 cards from the draft deck. Each player will choose 1 of the cards they were dealt and pass the other 8 cards to the player on their left. Each player will then choose 1 of the cards they were passed and pass the remaining 7 cards to the player on their left. Players will continue choosing and passing in this way until each player has chosen 9 cards.
3. Starting with the first player and continuing clockwise around the table, each player chooses 2 dice at a time, of any type, until all players have chosen 10 dice. Then the first player passes the first player token to their left.
4. Reveal a number of cards from the draft deck equal to the number of players drafting and place them face up. Starting with the first player, each player may take 1 of the face up cards, putting 1 of their cards face up in its place so it is available to be chosen by another player.
5. Each player collects 2 additional copies of each of the 9 cards they drafted.
6. Each player assembles their conjuration pile as follows:  
Some effects or abilities can bring conjurations and conjured alteration spells into the game. Each conjuration or conjured alteration spell has a conjuration limit placed in the

lower left corner of that card. Identify all such cards your deck is capable of producing and collect a number of copies of each card equal to the conjuration limit of that card.

7. Each player should now have 1 Phoenixborn, 10 dice, 30 cards and, if applicable, a conjuration pile—everything they need to play!
  8. Players can now use their drafted deck in a game or tournament.
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