

Red Rains Campaign

Tell the story of Argaia by choosing Phoenixborn to play through a three-encounter campaign against an increasingly difficult Chimera. Each player starts by choosing a preconstructed deck. You may customize it by (a) mixing and matching your Phoenixborn's unique cards, (b) substituting up to three copies of Channel Magic instead of cards you do not wish to use, and (c) adjusting your dice pool however you wish. When playing a heroic campaign, you may also (d) substitute up to three copies of any one card from your collection. (Your deck can never violate the deck building rules.)

Example of a Starting Campaign Deck



Phoenixborn



Mix of 3 of the Phoenixborn's Unique Cards



Pre-con Deck

Players can choose to run either a standard or heroic difficulty campaign, using the corresponding difficulty cards when setting up the Chimera. For the first encounter, use the level 1 card of the matching difficulty (standard or heroic). If you are victorious, the next encounter will be level 2. If victorious again, level 3. Defeating a level 3 Chimera will result in a campaign victory!

After each encounter, you may further customize your deck by choosing one other preconstructed deck you own and selecting up to three copies each of three different cards from that deck to build with. You may not choose a new Phoenixborn. You may adjust your dice pool freely between encounters.

Players can check off each Phoenixborn on the back of the Chimera rulebook to chronicle their victories against the Chimera.

Channel Magic

When playing a Red Rains campaign, players may choose to substitute some cards from their preconstructed deck with this spell. Channel Magic may also be used in regular Ashes gameplay. No more than three copies may be used in a player's deck.

