

Spell Cards

Action and reaction spells are discarded for one-time effects whereas ready and alteration spells have longer lasting effects. The spells in your play area are under your control.^{[1][2]}



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|--------------|-------------------------|
| 1. Title | 5. Activation Cost |
| 2. Type | 6. Effect |
| 3. Placement | 7. Inexhaustible Effect |
| 4. Play Cost | 8. Value Bonus |

Action Spell

Action spells have a one-time effect. Seal is an action spell [1] which will be played to your discard pile [2]. To play Seal, pay its play cost [3], carry out its effect, and then discard it.



Alteration Spell

Alteration spells modify the units they are attached to. Root Armor is an alteration spell [1] which can be played (attached) to any unit in play [2] on either battlefield. To play Root Armor, pay its costs [3], and then target any unit in play and attach the spell by placing it underneath that unit. As long as Root Armor remains attached to the unit, its card text and value bonuses modify the unit. In this case, the unit gains the ability Armored 1 [4] and its life value is increased by 1 [5].



Conjured Alteration Spell

Conjured alteration spells are considered to be alteration spells, not conjurations, while in play. Conjured alteration spells start in a conjuration pile, are brought into play by other card effects, and return to that conjuration pile when they leave play.

Ready Spell

Ready spells usually do not have an immediate effect, but will remain in play to be activated later. Summon Silver Snake is a ready spell [1] which will be played to your spellboard [2]. To play Summon Silver Snake, pay its play cost [3], and then place Summon Silver Snake in an empty slot on your spellboard. The number of spellboard slots is determined by the spellboard value on your Phoenixborn.

If you already have 1 or more copies of the same ready spell on your spellboard, place the new one on top of the existing one(s)—it does not take up an extra slot.

On a subsequent turn you can activate Summon Silver Snake by paying its activation cost [4], taking a Silver Snake conjuration from your conjuration pile and placing it in an empty slot on your battlefield.



Focusing a Ready Spell

If you have placed 2 or 3 copies of a ready spell on top of each other, that spell is focused. Each copy of a ready spell is separate, can have its own exhaustion and status tokens, and can be activated separately, paying all activation costs each time.

Some ready spells have effects that say Focus 1 or Focus 2. A spell's Focus 1 effect becomes active for all copies of that spell when it has been focused at least once (1 additional copy on your spellboard). A spell's Focus 2 effect becomes active when the spell has been focused at least twice (2 additional copies on your spellboard).

Reaction Spell

Reaction spells can be played on any player's turn, when its conditions are met. Reactions can only be played during a player's turn, and each player can only play one reaction per turn. Shadow Strike is a reaction spell [1] which will be played to your discard pile [2]. You have Shadow Strike in your hand when your opponent declares attackers. You respond by playing Shadow Strike, paying its play cost [3], carrying out its effects, and then discarding it.



Other Reactions

Some cards have reaction abilities or effects on them, indicated by a blue box. These cards may be played from your hand as reactions when their conditions are met. Using a reaction ability or effect counts toward your limit of 1 reaction per turn.



References

1. [Ashes Reborn Rulebook v1.5, p4](#)
2. [Red Rains Rulebook p3](#)

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