Dice Mage is a light dueling game between 2 players. Before starting, make sure you have the following components ready :

• 2 Character Sheets and markers
• 6 Unit Capacity Sheets
• 36 Basic Unit Cards
• 36 Mercenaries Cards
• 18 Traps Cards
• 18 Necromancy Cards
• 18 Pyromancy Cards
• 18 Cryomancy Cards
• At least 15 D6 dices
• Tokens to calculate gold

SET-UP

1. Each players starts with 1 Character Sheet, 1 Unit Capacity Sheet, and 5 dices.

2. Separate the 36 Basic Unit cards into 3 stacks of **Guard Infantries, Scout Archers** and **Worthy Knights**. Set them aside face-up within easy reach of either players.

3. Take the 18 Traps Cards, shuffle them face-down and put them on the side. They form the **Traps Deck**.

4. Do the same with the 18 Necromancy Cards, forming the **Necromancy Deck**.

5. Do the same with the 18 Pyromancy Cards, forming the **Pyromancy Deck**.

6. Do the same with the 18 Cryomancy Cards, forming the **Cryomancy Deck**.

7. Do the same with the 36 Mercenaries Cards, forming the **Mercenaries Deck.** Reveal the top 4 cards of the Mercenaries Deck and place them on a row, forming the **Recruiting Pool.**

8. Roll dices to determine the first player. Give the second player 2 gold.

9. Your play area should look like the diagram below. You are now ready to start!

GAMEPLAY

1. Each player's turn will be divided into 3 phases.

2. The first phase is the **Resources Phase.** At the beginning of your turn, you will take all the dices you own and roll them for resources. You gain Gold for each successfull rolls (at the beginning, only rolls of 4, 5 and 6 will earn you Gold). Take Gold tokens from the supply according to the amount of your successfull rolls.

3. The next phase is the **Action Phase.** During this phase you can :
   • Use the Gold you have to purchase **Upgrades** available in your sheet.
   • Once the ability is opened, recruit **Basic Units** from the available pool (**Guard Infantries, Scout Archers** and **Worthy Knights**) and or hire **Mercenaries** from the **Recruiting Pool**.
   • Pay to gain access to one of the three magical branches available (**Necromancy, Pyromancy** and **Cryomancy**).
   • Once you have access to those powerful magic, you can also cast **Spells** and summon powerful magical **Creatures** during this phase.
   • Once the ability is opened, **Set Traps** in preparation for your enemy's attack.
   • Finally, you can commence an **Attack**!
   • You may only attack once each turn, but there are no limits to the other actions available to you, as long as you have the Gold and Mana to pay for them. You may also choose to do your variety of action before and or after your attack.
   • Please note as well that you may only cast spells and or activate abilities outside of your attack. So make sure you prepare your armies and have them ready before attacking.

REMINDER : Once an upgrade is bought, mark them in your character sheet so you don't forget them!

 6. At the end, there is the **Discard Phase**, where all players must discard down to 5 cards in their hand. At the beginning of the game, you do not have any cards in your hand, so there is nothing to do in this phase other than resolve end of turn effects, should there be any.

Each player takes turn playing their turn; rolling dices and purchasing **Upgrades**, accessing powerful magical **Spells** and attacking each other until one player has their life reduced to 0 and is defeated.

EXPLAINING THE CARDS

1. The name of the card

2. There are three types of cards, Creatures, Spells and Traps. Spells and Traps will be specified here, whereas Creatures cards will simply mentioned their Class Type.

In this example, the Class Type of Sengir Vampire are Vampire and Knight. It will count as both, and gain bonuses for Vampires and Knights, should there be any available.

3. There are also colored labels to make the cards easier to sort.
no label = Basic Units
light grey = Mercenaries
pastel brown = Traps
dark grey = Necromancy
red = Pyromancy
blue = Cryomancy

4. The casting cost required to play the card. If the card has a magical symbol on it, it is considered to belong to any one of the 3 magic schools, **Necromancy, Pyromancy** and **Cryomancy**. If there are none, then it will be considered as **Neutral Cards**.

IMPORTANT : If a card is magical, it will not go to your graveyard when it dies (Spells finished casting or Creatures dying). Instead, these magical cards will automatically goes back to the bottom of their respective decks. The same goes for Traps, once they are activated and the effects completed, they will go back to the bottom of the Traps deck. Basic Units and Mercenary Units, however, will go to your own Graveyard stack when they die.

5. If the card is a Creature, it will have an **ATK** and **DEF** value.

6. The ability effect of the card. Some ability effect have keywords, which are in capital letters. Check out the **Help Sheet** for a list of keywords and what they do. Some abilities effect has an activation costs to them, shown by the character ":". These effect can only be activated once each turn.

In this example, the card Crimson Hellkite has an activation which means that you need to T (Tap the unit, turning it sideways), and pay any amount in red mana. Once you do so, Crimson Hellkite will deal that same amount of damage as the amount you pay to target creature. This ability can only be activated once each turn during your turn.

RECRUITING UNITS

1. Once you open the various recruiting abilities, you may recruit the specified basic units as well as units of the specified class from **Recruiting Pool.**

2. When a unit is recruited from the **Recruiting Pool**, immediately reveal a new card from the **Mercenaries Deck** and place in on the empty spot in the **Recruiting Pool.**

3. If there are no more cards in the **Mercenaries Deck**, the game continues, but simply with less options available for each players. The units in each players **Graveyards** do not get shuffled back into the **Mercenaries Deck.**

4. The same is true for the 3 stack sof Basic Units, **Guard Infantries, Scout Archers** and **Worthy Knights**. Once they run out, there is no more left to recruit, you must rely on your magical prowess.

5. Units that are recruited or summoned this turn are unable to attack or use any abilities that requires Tap. This is called "summoning sickness". Those units can still block, and will be able to attack or use any abilities that requires Tapping from your next turn onwards. Units that has the keyword HASTE is unaffected by summoning sickness.

ATTACKING AND DEFENDING

During your Action Phase, you are able to commence an attack. The attack is split into 4 steps.

Beginning of Combat
The attacking player declares that he is going to attack. The defending player has a chance to reveal and activate any of his **Traps**, if there are any.

Declare Attackers
The attacking player declares the **Units** that he is going to attack with. **Creatures** that are Tapped and or affected by summoning sickness is not able to attack. Tap the attacking creatures.

Declare Blockers
After the attacking player declares attackers, the defending player chooses which **Units** he or she will block with. A creature must be untapped in order for it to block. Unlike attacking, the act of blocking does not cause the blocking creatures to tap, and creatures with summoning sickness can block. Each creature can only block a single attacker, but the defending player may choose to block an attacking creature with more than one creature. The defending player has a chance to reveal and activate any of his **Traps**, if there are any. If an attacking creature is blocked by more than 2 players, then the attacking creature will decide how the damage is dealt.

End of Combat
Damages to creatures and players (for unblocked attackers) are calculated, and creatures that are killed will be discarded into their owners' Graveyards or in the case of magical **Creatures**, returned to the bottom of their respective decks.

Each attacking and damaging creatures will deal combat damage equal to its power during combat. If any unit receives damage that is equal or exceeding the value of its DEF in a turn, that Unit is killed. At the of turn, if the Unit survives, the damages received are reset.

For example :

Tom attacks Jean with his Treetop Archer (3/3, RANGED). Jean has a Scout Archer (2/3, RANGED) and a Knight's Squire (2/1, Tap: Target knight gets +1/+1 this turn) that are untapped and is able to block. She chooses to block the attacking Treetop Archer with both her untapped units.

The attacker and blocker both deal damages at the same time. Tom's Scout Archer receives a total of 4 dmg (2 from Scout Archer and 2 from Knight's Squire), so it will die.

Tom has a choice to deal 3 damage from his Treetop Archer. He can choose to deal 3 dmg to the Scout Archer (killing him) or 1 dmg to Knight's Squire and 2 dmg to the Scout Archer. In the second case, the Knight's Squire will die, while the Scout Archer will survive.

Tom finds the ability of the Knight's Squire to be especially annoying, so he chooses the second option, to kill the Knight's Squire and let the Scout Archer survive.

And he has a surprise! After the attack ends, Tom summons an Ember Pyromaniac (1R, 2/2, SUMMON : Deal 2 dmg to target creature). He chooses to deal an additional 2 dmg to the Scout Archer. This 2 dmg alone is usually not enough to kill the Scout Archer, but because the unit has received 2 dmg previously from defending, it now dies and is destroyed.

Note that this is only possible because Tom summoned the Ember Pyromaniac at the same turn he attacked. If he waited until his next turn, the 2 dmg from Ember Pyromaniac will not kill the Scout Archer.

DETAILED EXPLANATION OF CHARACTER SHEET

1. At the beginning, rolls of 4, 5 and 6 will earn you Gold.
    • You may pay 5 Gold to make all future rolls of 3 earn you Gold.
    • You may pay 7 Gold to make all future rolls of 2 earn you Gold.
    • You may also pay Gold to earn additional dices.
    • To add additional dices, you must pay Gold equal to the amout of your dices currently – 1. *(If you currently have 5 dices, you need to pay 4 Gold to add 1 dice).*

2. You may pay 2 Gold to give you the ability to recruit **Infantries** units. Once marked, you are able to recruit the basic infantry unit **Guard Infantry**, as well as any other units classed as **Infantry** on the **Recruiting Pool.** Do note that the number of basic infantry unit **Guard Infantry**, is limited to 15 units. Once the stack runs out, you are no longer able to recruit **Guard Infantry.**
    • You may pay 2 Gold to upgrade the **ATK** and or **DEF** of all **Infantries**.

3. You may pay 3 Gold to give you the ability to recruit **Archer** units. Once marked, you are able to recruit the basic archer unit **Scout Archer**, as well as any other units classed as **Archers** on the **Recruiting Pool.** Do note that the number of basic archer unit **Scout Archer**, is limited to 12 units. Once the stack runs out, you are no longer able to recruit **Scout Archer.**
    • You may pay 3 Gold to upgrade the **ATK** and or **DEF** of all **Archers**.

4. You may pay 4 Gold to give you the ability to recruit **Knights** units. Once marked, you are able to recruit the basic knight unit **Worthy Knight**, as well as any other units classed as **Knights** on the **Recruiting Pool.** Do note that the number of basic knight unit **Worthy Knight**, is limited to 9 units. Once the stack runs out, you are no longer able to recruit **Worthy Knight.**
    • You may pay 4 Gold to upgrade the **ATK** and or **DEF** of all **Knights**.

5. You may pay 6 Gold to give you access to **Necromancy**. The first time you do so, you must choose a number from 2 to 6. That chosen number will now provide you with **Black** Mana when you are **Rolling for Resources**. If that number previously gives you Gold, it no longer does. Then, draw 3 cards from the **Necromancy Deck.**
    • After you have accessed **Necromancy**, you may pay 6 Gold to shuffle the **Necromancy Deck** and draw 3 cards from it.

6. You may pay 6 Gold to give you access to **Pyromancy**. The first time you do so, you must choose a number from 2 to 6. That chosen number will now provide you with **Red** Mana when you are **Rolling for Resources**. If that number previously gives you Gold, it no longer does. Then, draw 3 cards from the **Pyromancy Deck.**
    • After you have accessed **Pyromancy**, you may pay 6 Gold to shuffle the **Pyromancy Deck** and draw 3 cards from it.

7. You may pay 6 Gold to give you access to **Cryomancy**. The first time you do so, you must choose a number from 2 to 6. That chosen number will now provide

you with **Red** Mana when you are **Rolling for Resources**. If that number previously gives you Gold, it no longer does. Then, draw 3 cards from the **Cryomancy Deck.**

> • After you have accessed **Cryomancy**, you may pay 6 Gold to shuffle the **Cryomancy Deck** and draw 3 cards from it.

IMPORTANT : Each players are free to access as many branches of magic as they so wish. However, they must be wary of overcommitting their dice rolls to no longer provide adequate Gold. They must also be wary of having too much cards at the end of their turn, where every players must discard down to 5.

8. You may pay 6 Gold to give you access to **Traps**. Once you do so, you may now pay 3 Gold to pay **Set Traps.** When **Setting Traps**, you shuffle the Traps Deck and draw 3 card from it. Choose 1 of that and put it face-down in front of you. Return the remaining 2 cards to the bottom of the **Traps Deck. Traps** provides a variety of effects which you can activate during your opponent's turn. To activate a trap, simply reveal them and follow the effect, and then discard it. Discarded traps are returned to the bottom of the **Traps Deck.**

DICE ⚡ MAGE

⚅ ⚄ ⚃ = ①	

○ ⑤	⚂ = ①	
○ ⑦	⚁ = ①	

Pay 🪙 (number of your dices - 1) to add a dice to your dice pool.

○ ②	You can now recruit **Infantries**.
○ ②	All infantries 👑+1
○ ②	All infantries 🛡+1

○ ③	You can now recruit **Archers**.
○ ③	All archers 👑+1
○ ③	All archers 🛡+1

○ ④	You can now recruit **Knights**.
○ ④	All knights 👑+1
○ ④	All knights 🛡+1

○ ⑥	You can now access **NECROMANCY**. Shuffle the **NECROMANCY** deck and draw 3 cards from it.

❓ ___ = 💀	You can't choose ⚀	

⑥	Shuffle the **NECROMANCY** deck and draw 3 cards from it.

○ ⑥	You can now access **PYROMANCY**. Shuffle the **PYROMANCY** deck and draw 3 cards from it.

❓ ___ = 🔥	You can't choose ⚀	

⑥	Shuffle the **PYROMANCY** deck and draw 3 cards from it.

○ ⑥	You can now access **CRYOMANCY**. Shuffle the **CRYOMANCY** deck and draw 3 cards from it.

❓ ___ = ❄️	You can't choose ⚀	

⑥	Shuffle the **CRYOMANCY** deck and draw 3 cards from it.

○ ⑥	You may now access **TRAPS**.
○ ③	Shuffle the **TRAPS** deck and draw 3 cards from it. Choose 1 and **SET IT**. Discard the rest. Maximum 3 traps.

DICE ⚡ MAGE

🎲 🎲 🎲	=	🪙 1

○ 5	🎲 (3)	=	🪙 1

○ 7	🎲 (2)	=	🪙 1

Pay 🪙 (number of your dices - 1) to add a dice to your dice pool.

○ 2	You can now recruit **Infantries.**
○ 2	All infantries ⚔+1
○ 2	All infantries 🛡+1

○ 3	You can now recruit **Archers.**
○ 3	All archers ⚔+1
○ 3	All archers 🛡+1

○ 4	You can now recruit **Knights.**
○ 4	All knights ⚔+1
○ 4	All knights 🛡+1

○ 6	You can now access **NECROMANCY**. Shuffle the **NECROMANCY** deck and draw 3 cards from it.

? ___ = 💀	You can't choose	⚀

🪙 6	Shuffle the **NECROMANCY** deck and draw 3 cards from it.

○ 6	You can now access **PYROMANCY**. Shuffle the **PYROMANCY** deck and draw 3 cards from it.

? ___ = 🔥	You can't choose	⚀

🪙 6	Shuffle the **PYROMANCY** deck and draw 3 cards from it.

○ 6	You can now access **CRYOMANCY**. Shuffle the **CRYOMANCY** deck and draw 3 cards from it.

? ___ = ❄️	You can't choose	⚀

🪙 6	Shuffle the **CRYOMANCY** deck and draw 3 cards from it.

○ 6	You may now access **TRAPS**.
○ 3	Shuffle the **TRAPS** deck and draw 3 cards from it. Choose 1 and **SET IT**. Discard the rest. Maximum 3 traps.

DICE⚡MAGE

This is a **unit capacity sheet**, which allows you to field 3 units. You can purchase additional sheets by paying 🪙 (number of sheet you own * 3). There is a cap of 3 sheets for each players.

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DICE⚡MAGE

DICE⚡MAGE

DICE MAGE

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

Guard Infantry
Basic Infantry

2

2 | 2

DICE MAGE

Guard Infantry	2	Guard Infantry	2	Guard Infantry	2
Basic Infantry		Basic Infantry		Basic Infantry	
	2 2		2 2		2 2

Guard Infantry	2	Guard Infantry	2	Guard Infantry	2
Basic Infantry		Basic Infantry		Basic Infantry	
	2 2		2 2		2 2

Scout Archer	3	Scout Archer	3	Scout Archer	3
Basic Archer		Basic Archer		Basic Archer	
RANGED.		RANGED.		RANGED.	
	2 3		2 3		2 3

DICE MAGE

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

Scout Archer
Basic Archer
3

RANGED.

2 3

DICE MAGE

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

Worthy Knight
Basic Knight

ARMOR.

3 3

DICE MAGE

Swiftwing Infantry — 3
Infantry

SWIFT.

2 / 3

Swiftwing Infantry — 3
Infantry

SWIFT.

2 / 3

Swiftwing Infantry — 3
Infantry

SWIFT.

2 / 3

Armored Infantry — 3
Infantry

ARMOR.

2 / 3

Armored Infantry — 3
Infantry

ARMOR.

2 / 3

Armored Infantry — 3
Infantry

ARMOR.

2 / 3

Infantry Elite — 3
Infantry

Other **Infantries** you control gets +1/+1.

2 / 1

Infantry Elite — 3
Infantry

Other **Infantries** you control gets +1/+1.

2 / 1

Infantry Elite — 3
Infantry

Other **Infantries** you control gets +1/+1.

2 / 1

DICE ⚡ MAGE

Slingshot Infantry
Infantry

ATTACK : deals 1 dmg to target creature.

3
2 / 2

Slingshot Infantry
Infantry

ATTACK : deals 1 dmg to target creature.

3
2 / 2

Slingshot Infantry
Infantry

ATTACK : deals 1 dmg to target creature.

3
2 / 2

Support Infantry
Infantry

T : Target creature gets +1/+0 this turn.

3
2 / 1

Support Infantry
Infantry

T : Target creature gets +1/+0 this turn.

3
2 / 1

Support Infantry
Infantry

T : Target creature gets +1/+0 this turn.

3
2 / 1

Treetop Archer
Archer

RANGED.

4
3 / 3

Treetop Archer
Archer

RANGED.

4
3 / 3

Treetop Archer
Archer

RANGED.

4
3 / 3

Steadfast Archer
Archer — 4

RANGED. SENTINEL.

2 | 3

Steadfast Archer
Archer — 4

RANGED. SENTINEL.

2 | 3

Steadfast Archer
Archer — 4

RANGED. SENTINEL.

2 | 3

Surefire Archer
Archer — 4

RANGED.
T : Deal 1 dmg to target creature.

1 | 3

Surefire Archer
Archer — 4

RANGED.
T : Deal 1 dmg to target creature.

1 | 3

Surefire Archer
Archer — 4

RANGED.
T : Deal 1 dmg to target creature.

1 | 3

Archer Captain
Archer — 4

RANGED. Other **Archers** you control gets +1/+1.

2 | 2

Archer Captain
Archer — 4

RANGED. Other **Archers** you control gets +1/+1.

2 | 2

Archer Captain
Archer — 4

RANGED. Other **Archers** you control gets +1/+1.

2 | 2

Dark Knight 5
Knight

ARMOR. SWIFT. HASTE.

4 3

Dark Knight 5
Knight

ARMOR. SWIFT. HASTE.

4 3

Dark Knight 5
Knight

ARMOR. SWIFT. HASTE.

4 3

White Knight 5
Knight

ARMOR. SENTINEL.

3 4

White Knight 5
Knight

ARMOR. SENTINEL.

3 4

White Knight 5
Knight

ARMOR. SENTINEL.

3 4

Knight General 5
Knight

ARMOR. Other **Knights** you control gets +1/+1.

3 3

Knight General 5
Knight

ARMOR. Other **Knights** you control gets +1/+1.

3 3

Knight General 5
Knight

ARMOR. Other **Knights** you control gets +1/+1.

3 3

DICE MAGE

Explosive Ambush
Trap

Deal 2 damage to all attacking creatures.

Unsummon
Trap

Return target attacking creature to its owners' hand.

Sureshot Snipe
Trap

Deal 4 dmg to a creature that has just been summoned.

Counterspell
Trap

Counter target Spell.

Sentinel Duo
Trap

Untap 2 target creature.

Vampiric Touch
Trap

Target creature gains LIFELINK this turn.

Spider Web
Trap

Target creature loses FLYING this turn.

Counterattack
Trap

Deal damage to target player equals to the number of attacking creatures.

Savage Punch
Trap

Target creature gains +2/+2 this turn.

DICE MAGE

Explosive Ambush
Trap

Deal 2 damage to all attacking creatures.

Unsummon
Trap

Return target attacking creature to its owners' hand.

Sureshot Snipe
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Deal 4 dmg to a creature that has just been summoned.

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Savage Punch
Trap

Target creature gains +2/+2 this turn.

DICE ⚡ MAGE

Yawgmoth's Shade
Demon

💰 1
💀

At the end of your turn, deal 2 dmg to you.

⚔️ 4 🛡️ 4

Ihsan's Shade
Demon

💰 3
💀
💀

Pay 2 life, Sacrifice a Creature : Put a +1/+1 counter on this unit.

⚔️ 4 🛡️ 4

Sengir General
Vampire

💰 2
💀
💀

FLYING. LIFELINK.

⚔️ 3 🛡️ 3

Demonic Tutor
Spell

💰 1
💀

Pay 2 life : Search the NECRO Deck for any card and put it into your hand.

Blood Moon
Spell

💰 2
💀
💀

Your units gain +1/+1 tokens.

Sengir Vampire
Vampire Knight

💰 1
💀
💀

ARMOR. FLYING. LIFELINK.

⚔️ 2 🛡️ 2

Duress
Spell

💀

Look at target players' hand and choose a card. That player discard that card.

Necro Blast
Spell

💰 1
💀
💀

Destroy target PYRO or NEUTRAL creature.

Soul Drain
Spell

💰 2
💀
💀

LIFELINK. Deal 4 dmg to target creature.

DICE MAGE

Ebon Legion
Vampire Knight
2

ARMOR. When this unit kills another creature, gain a +1/+1 counter.

3 | 3

Ebon Sureshot
Zombie Archer
2

RANGED. SUMMON : Gain a +1/+0 counter for each PYRO creatures opponents' control.

1 | 3

Ebon Gravedigger
Zombie Infantry
3

SUMMON : Return target creature from your graveyard into play.

2 | 2

Ebon Legion
Vampire Knight
2

ARMOR. When this unit kills another creature, gain a +1/+1 counter.

3 | 3

Ebon Sureshot
Zombie Archer
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Duress
Spell

Look at target players' hand and choose a card. That player discard that card.

Necro Blast
Spell
1

Destroy target PYRO or NEUTRAL creature.

Soul Drain
Spell
2

LIFELINK. Deal 4 dmg to target creature.

DICE MAGE

Ball Lightning
Elemental

1

HASTE. TRAMPLE.

6 **1**

Crimson Hellkite
Dragon

3

FLYING. 🗡, pay X : deal X dmg to target creature. You may only spend 🔥 to pay for X.

4 **4**

Fledgling Hellkite
Dragon

2

FLYING. HASTE.
ATTACK : +2/+0 this turn.

2 **3**

Treasonous Bond
Spell

3

Untap target creature and gain control of it until end of turn. It is unaffected by summoning sickness.

Bloodlust
Spell

2

Your units gain TRAMPLE and +2/+0 this turn.

Dragonrider
Dragon Knight

3

FLYING. ARMOR.
DEATH : Put a 3/3 Dragon Token with FLYING into play under your control.

2 **3**

Lightning Bolt
Spell

🔥

Deal 3 dmg to target creature.

Pyro Blast
Spell

1

Destroy target CRYO or NEUTRAL creature.

Earthquake
Spell

2

Deal 5 dmg to all creatures without FLYING and each players.
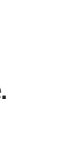
DICE MAGE

Ember Blitzkrieg
Elemental Knight
2

ARMOR.
ATTACK : Deal 2 dmg
to target creature.

3 / 3

Ember Fireslinger
Elemental Arcer
2

RANGED.
SUMMON : Deal 4 dmg
to target CRYO creature.

2 / 3

Ember Pyromaniac
Elemental Infantry
1

SUMMON : Deal 2 dmg
to target creature.

2 / 2

Ember Blitzkrieg
Elemental Knight
2

ARMOR.
ATTACK : Deal 2 dmg
to target creature.

3 / 3

Ember Fireslinger
Elemental Arcer
2

RANGED.
SUMMON : Deal 4 dmg
to target CRYO creature.

2 / 3

Ember Pyromaniac
Elemental Infantry
1

SUMMON : Deal 2 dmg
to target creature.

2 / 2

Lightning Bolt
Spell

Deal 3 dmg to target creature.

Pyro Blast
Spell
1

Destroy target CRYO or
NEUTRAL creature.

Earthquake
Spell
2

Deal 5 dmg to all creatures
without FLYING and each
players.

DICE MAGE

Archivist
Wizard
1

❄ 🔨 : Draw a card from the CRYO Deck.

⚔ **1** 🛡 **2**

Mahamoti Djinn
Djinn
3

FLYING.
SUMMON : Gain +1/+1 for each card in your hand.

⚔ **1** 🛡 **1**

Tempest Djinn
Djinn
2

RANGED.
ATTACK : Tap target creature.

⚔ **3** 🛡 **3**

Mind Over Matter
Spell

Discard X cards : Tap X target creatures.

Control Magic
Spell
3

Gain control of target creature.

Zanam Djinn
Djinn
2

RANGED.
ATTACK : Tap target creature.

⚔ **2** 🛡 **2**

Brainstorm
Spell

Draw 3 cards from the CRYO Deck. Then discard 2 cards.

Cryo Blast
Spell
1

Destroy target NECRO or NEUTRAL creature.

Needle Storm
Spell
2

Deal 5 dmg to all creatures with FLYING.

DICE MAGE

Tidal Charger
Merfolk Knight
2
ARMOR. RANGED.
DEATH : Draw a card from the CRYO Deck.
3 / 3

Wave Runner
Merfolk Archer
2
RANGED. When fighting NECRO creatures, gain +1/+1 this turn.
DEATH : Draw a card from the CRYO Deck.
2 / 3

Mist Caller
Merfolk Infantry
1
RANGED.
DEATH : Draw a card from the CRYO Deck.
2 / 2

Tidal Charger
Merfolk Knight
2
ARMOR. RANGED.
DEATH : Draw a card from the CRYO Deck.
3 / 3

Wave Runner
Merfolk Archer
2
RANGED. When fighting NECRO creatures, gain +1/+1 this turn.
DEATH : Draw a card from the CRYO Deck.
2 / 3

Mist Caller
Merfolk Infantry
1
RANGED.
DEATH : Draw a card from the CRYO Deck.
2 / 2

Brainstorm
Spell
Draw 3 cards from the CRYO Deck. Then discard 2 cards.

Cryo Blast
Spell
1
Destroy target NECRO or NEUTRAL creature.

Needle Storm
Spell
2
Deal 5 dmg to all creatures with FLYING.