SCORE

Victory!

2 Wins

1 Wins

No Wins

RESERVE

Available

Activated

Spellcasters

LIFE

R5	24
	23
R4	22
	21
R3	20
	19
R2	18
	17
R1	16
	15
	14
	13
	12
	11
	10
	9
	8
	7
	6
	5
	4
	3
	2
	1

STORAGE

Deal 1 Damage

After your opponents roll, your opponent needs to reroll a die of your choice

Deal 2 Penetration Damage

Deflect 1 Damage per turn

Deal 4 Poison Damage

Gain 5 Health

Turn any unused die you rolled this turn to any of its faces

DICE POOL

(roll up to 5 dice)