

QUARRIORS!

THE GAME OF UBER STRATEGIC
HEXAHEDRON MONSTER COMBAT
MAYHEM!!

(Basically, it's a Dice Building Game™)
(Some Lawyers' Copy)

Designed by Mike Elliott and Eric Lang • For 2 to 4 players, ages 14 and up

You are a mighty Quarrior—a magical warrior with knowledge of the mysterious powers of Quiddity and the art of capturing Quarry. Your Quarry (also known as “dice”) are powerful Creatures and magical Spells that you can use in your quest to amass the most Glory!

But your rivals plot against you! They will send their own Creatures and Spells to destroy your Quarry before you can deliver them to the Empress Quiana and claim your reward! Summon your Creatures and protect them from your foes and you will earn Glory for yourself. The first player to earn enough Glory will be hailed as the Champion of the Empress!

GAME COMPONENTS

130 QUARRY DICE



53 POWER CARDS



GLORY TRACKER

1	2	3	4	5
10	9	8	7	6
11	12	13	14	15
20	19	18	17	16

GLORY TRACKER

DICE BAG



MARKERS



1 RULEBOOK: YOU'RE READING IT NOW!

SETUP

Find the 3 Basic Resource Cards (Assistant, Quiddity, and Portal) and place them face up in the middle of the table. This creates an area we call the “Wilds.” Put 2 Assistant Dice on the Assistant Card and 5 Portal Dice on the Portal Card.

Divide the rest of the cards into two stacks: Creature Cards and Spell Cards.

Shuffle the 30 Creature Cards. Turn over the first card and place it face up in the Wilds next to the Basic Resource Cards.

Continue to turn over cards, one at a time. Each card has a “class” (such as “Scavenging Goblin”) and a “type” (such as “Strong”). For each card, see if it matches the same **class** as any of the cards already in the Wilds. If it does not, then add that card to the Wilds. If it does match, put it the card back in the box and turn over the next card.

Example: If the first card turned over was the Scavenging Goblin, and a Mighty Scavenging Goblin card is turned over later. Put the Mighty Scavenging Goblin card back in the box, since they are the same class.

Keep turning over cards until there are 7 **different classes** of Creature Cards in the Wilds. Then, shuffle the Spell Cards and repeat the process until there are 3 **different classes** of Spell Cards in the Wilds.

Find the 5 Quarry dice that match the color of each Creature Card and Spell Card in the Wilds. Place those dice on the matching card. Any leftover cards and dice can be returned to the box: they won’t be used in this game.

Finally, each player chooses a bag and Glory marker. Place your Glory marker next to the Glory Track.



A TYPICAL GAME SETUP

Give each player 8 Quiddity Dice and 4 Assistant Dice. Put all 12 of your dice in your bag and mix them up. Any leftover Quiddity and Assistant Dice are returned to the box.

Choose which player will begin the first turn. Your quest is ready to begin!

QUARRY DICE

Before we go into detail about how to play **Quarriors**, let's take a look at your dice:

The dice have a variety of symbols on the different faces. When you roll a die, the symbols on the top of the die tell you what you can use or "spend" that die to do:



Quiddity: When you roll this symbol, you can spend this die to gain the amount of Quiddity shown. Often there will only be 1 Quiddity, but sometimes you will get 2 or more from the same die!



Draw and Roll: When you roll this symbol, you may spend this die to draw the number of dice shown from your bag and roll them. These dice are then added to your Active Pool. This is always an Immediate Effect.



Re-roll: When you roll this symbol, you may re-roll this die. This is always an Immediate Effect.



Creature Icon or Spell Icon: Creature Dice and Spell Dice show a unique symbol on one or more faces, called the Icon. The Icon is different on each class of die! When you roll the Icon, you may move that die to your Ready Area, converting it into a Creature or Spell (see "Ready Spells and Summon Creatures").

Around the Icon on the Creature Dice are numbers that tell you the Creature's **level**, its **attack** (the amount of damage it adds to your attack total), and its **defense** (the amount of damage it can take before being destroyed).





Burst: Some dice have special effects that only occur when certain faces are rolled. These special faces show one or more Burst symbols. The Power Card lists the effects that occur when the matching Burst symbol is rolled. Any effect created by a Burst is in addition to the normal effects of the die roll.

Example: One face of the Assistant die shows a Re-roll symbol and a Burst. If you roll this face, you get to re-roll the Assistant die **and** re-roll another die (as shown on the Power Card).

Note: Some dice show two symbols on the same face, separated by a line. If you get this result when you roll the die, you must choose one of the two options shown. If the die shows two symbols without a line, then you can use both abilities.



Example: This Quake Dragon die shows two symbols on this face with a line. If you get this result, you must either choose to spend this die for 3 Quiddity, or you can spend it to re-roll this die.



This Victory Spell die shows the re-roll and draw symbols without a line, so you can spend this die to both draw (and roll) one die and re-roll the Victory Spell die.

DICE LOCATIONS

Any dice in the middle of the table are said to be “in the Wilds.” No one controls any of these dice, and you cannot use them until you capture them.

We call all of the dice you currently control your “collection.” Only you can use the dice in your collection (and you can’t use dice in the other players’ collections!). Each of the dice in your collection will normally be in one of four places:

Your Bag: Dice that are not currently “in play” are kept in your bag. These dice can’t be used for any purpose, and they cannot be the target of any Creature ability or Spell effect. Each turn you will draw dice out of your bag to bring them into play, adding them to your Active Pool.

USED PILE



READY AREA



DICE BAG



ACTIVE POOL

Your Active Pool: These are the dice you will roll during your turn. You can use these dice to ready Spells, summon Creatures, gain Quiddity, or create Immediate Effects. Any effect or ability that allows you to re-roll dice can only be used to re-roll dice in your Active Pool.

Your Ready Area: This is where you put readied Spells and Creatures that you have summoned. You can use these dice to attack your opponents or cast spells. Creatures in your Ready Area can earn Glory if they survive until your next turn.

Your Used Pile: Any time you “spend” dice, or when dice in your Ready Area are “destroyed,” they go to your Used Pile. Also, any Quarry dice you capture from the Wilds are placed here. Dice in your Used Pile are still “in play,” so they can be targeted by abilities and effects, but you cannot spend them for any purpose.

SPENDING DICE

Most of the time, if you want to get the benefit of a die (such as gaining Quiddity or casting a Spell) you must “spend” that die. When you spend dice, they are moved to your Used Pile. You can only spend dice that are in your Active Pool or Ready Area.

POWER CARDS

Power Cards are always placed in the Wilds. They provide a place to store the Quarry dice that can be captured during the game. Each Power Card also shows three important pieces of information:

- **Quiddity Cost**—In the top left corner: You must spend this amount of Quiddity to capture one matching Quarry die from this Power Card.
- **Glory Award**—In the top right corner: You receive this amount of Glory if you summon a matching Creature and protect it until the beginning of your next turn.
- **Abilities and Effects:** When you roll a Creature Icon or Spell Icon, you may use the abilities or effects listed on the Power Card. To use a Creature ability, you must roll the matching Creature Icon and summon it to your Ready Area. To use a Spell effect, you must roll the Spell Icon and spend the die.

Some abilities and effects are listed next to a Burst symbol. You can only use these if the matching Burst is on the top face of the die. If the result of rolling the die does not show a Burst, you cannot use that ability.



Example: The Power Card to the left shows the stats and abilities for the Scavenging Goblin.

You must spend 2 Quiddity to capture 1 Scavenging Goblin die from the Wilds. If you summon the goblin and keep it alive, you will earn 2 Glory.

The possible results you will get when you roll the Scavenging Goblin die are listed on the bottom of the card. The 3 possibilities are:

The first face gives you 1 Quiddity.

The second allows you to summon a Scavenging Goblin, but since there is no Burst symbol you cannot use its special ability.

The third face allows you to summon the Scavenging Goblin. Since it also shows the Burst symbol, you can use the special ability on the Power Card, which gives you 1 additional Quiddity to spend this turn.

QUIDDITY

Quiddity is the source of all magic in **Quarriors**. You gain Quiddity by spending dice with the Quiddity symbol during your turn. You can also gain Quiddity from some Spell effects or Creature abilities.



Most dice with the Quiddity symbol give you 1 Quiddity when you spend them. But some dice provide 2 or more. The number inside the Quiddity symbol is the amount of Quiddity that die provides when you spend it.

Quiddity is used to summon Creatures from your Active Pool to your Ready Area. You also use Quiddity to capture new Quarry dice from the Wilds.

You cannot save Quiddity from turn to turn. Any Quiddity that you do not spend is lost at the end of your turn!

THE PLAY OF THE GAME

Quarriors is played in turns, starting with the first player and continuing clockwise around the table. Keep taking turns until one player earns enough Glory to win the game, or until there are 4 empty Creature Cards in the Wilds (see “Winning the Game” on page 15).

Your turn is divided into 6 phases, which you must complete in this order:

1. Score Creatures
2. Draw and Roll Dice
3. Ready Spells and Summon Creatures (optional)
4. Attack Your Rivals
5. Capture One Quarry Die From the Wilds (optional)
6. Move Dice to Your Used Pile

Phases 3 and 5 are optional. You may skip these phases if you don't want to take that action. The other phases are required: you cannot skip them even if you want to!

ON YOUR TURN

PHASE 1: SCORE CREATURES

If you have any Creatures in your Ready Area, you **must** score them now.

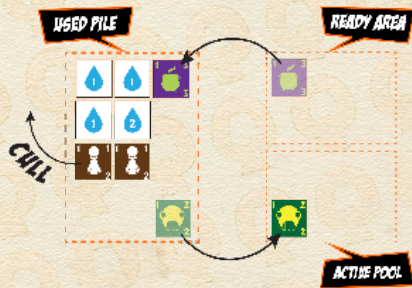
Find the matching Power Card for each Creature in your Ready Area. The number in the top right corner tells you how much Glory you earn for that Creature. Move your token on the Glory Track up that many spaces. If you now have enough Glory to win the game, the game immediately ends and you win!

Next, you **must** move **all** Creature Dice (and Spells attached to them) from your Ready Area to your Used Pile.

After scoring, you **may** choose to “cull” your collection. Each Creature that scores allows you to cull **one** die from your Used Pile. When you cull a die, return it to the matching Power Card in the Wilds. That die is again available for any player to capture. Culling dice allows you to modify your collection by removing dice you don't want any more.

Note: Some Creatures have a special ability that you can use when it scores. You **may** choose to use these abilities at this time.

Example: Quinn starts his turn with one Creature in his Ready Area: a Strong Witching Hag. He scores 3 Glory for the Creature and moves it to his Used Pile. The Strong Witching Hag has an ability that allows Quinn to move a different Creature Die from his Used Pile to his Active Pool when the Strong Witching Hag scores. He chooses to move his Scavenging Goblin to his Active Pool (he will roll that die with the others in Phase 2). Then he decides to cull the Assistant Die from his Used Pile, returning it to the Wilds.



PHASE 2: DRAW AND ROLL DICE

Shake your bag to mix the dice inside. Then (without looking!) draw out 6 dice and add them to your Active Pool. Now roll **all** of the dice in your Active Pool. If there are less than 6 dice left in your bag, draw all of the dice that are left and add them to your Active Pool. Then take **all** of the dice in your Used Pile and return them to your bag, mix them, and continue drawing until you have drawn a total of 6 dice.

Example: Quinn draws 6 dice out of his bag and adds them to the Scavenging Goblin die already in his Active Pool. He then rolls all 7 dice.

IMMEDIATE EFFECTS

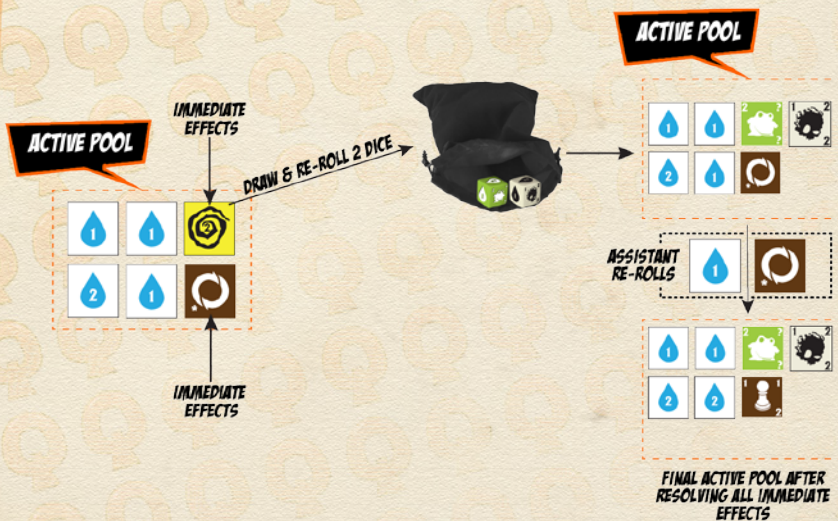
Some dice, such as Portals, have an “Immediate Effect” when you roll them. These effects might allow you to add more dice to your Active Pool, or re-roll dice, or some other benefit. Usually, you must spend the dice to get the effect.

Immediate Effects are optional. You choose which Immediate Effects to use and which to ignore. You can use Immediate Effects in any order you

choose, but they can only be used immediately after rolling your dice.

Example: Quinn has rolled two dice with Immediate Effects, a Portal and an Assistant: His Portal Die shows a "Draw" symbol for 2 dice, so he spends the Portal Die (adding it to his Used Pile) to draw 2 more dice from his bag, rolls them both, and adds them to his Active Pool.

Quinn's Assistant Die allows him to re-roll the Assistant Die and any one other die. He picks up the Assistant Die and one of his Quiddity Dice and re-rolls them, returning both to his Active Pool. Note that if he rolled the re-roll effect



on his Assistant Die again, he could use it a second time.

Remember: A player can choose which order to resolve any Immediate Effects he rolled. If he wanted, Quinn could have used the Assistant effect

before the Portal effect. The Immediate Effects do not occur simultaneously!

PHASE 3: READY SPELLS AND SUMMON CREATURES

After you are done rolling, look at the dice in your Active Pool. Move any Spell Dice showing the Spell Icon to your Ready Area. These dice become “Spells” that you can later cast (see “Spells” on page 17). You do not have to spend any Quiddity to ready your Spells.

Dice that show a Creature Icon allow you to “summon” that Creature. You must spend Quiddity equal to the Creature’s **level** (in the upper left corner of the die face) to summon it. Spend dice from your Active Pool to get the Quiddity you need. After spending the required Quiddity, move the die to your Ready Area.

It is now a ferocious warrior, ready to attack your foes and earn Glory!

Example: Looking at his dice, Quinn sees that he has one Spell: a Death Cantrip. He moves the die to his Ready Area so it is available to cast later.

Quinn also has two Creature Icons on his dice: the Scavenging Goblin and the Strong Deathdealer. The Scavenging Goblin is level 1, so he can summon it by spending 1 Quiddity. The Strong Deathdealer is level 2, so he’ll need 2 Quiddity. Even though Quinn has plenty of Quiddity available on his Active Pool dice, he wants to capture an expensive Quarry die later. So he only spends 1 Quiddity to summon the Scavenging

Goblin.

Quinn notices that the Scavenging Goblin die shows the Burst symbol: that means that he can use the special ability listed on the Scavenging Goblin card. This ability grants Quinn 1 Quiddity when the Scavenging Goblin is summoned. He points this out to the other players. He plans to use that



Quiddity later in his turn.

PHASE 4: ATTACK YOUR RIVALS

Now is the time to send your Creatures to attack your foes! All of the Creatures in your Ready Area **must** attack **all** of your opponents. To resolve your attack, follow these steps:

1. Count Damage: Add the attack values of all your Creatures together (including any spells you are using). This is your "attack total."

2. Attack: Starting with the player to your left, **each** of your opponents must defend against your attack total:

2a. Choose Defender: The defending player must choose one of his Creatures to defend. The defending Creature takes damage from the attack. If your attack total is less than the Creature's defense value, the attack has no effect. If your attack total is equal to or higher than the Creature's defense value, your opponent's Creature is destroyed! Move it to his Used Pile.

2b. Next Defender: If the defending Creature was destroyed, subtract its defense value from the attack total. The defending player must then choose another Creature to absorb the remaining damage: repeat steps 2a and 2b as often as needed until all of your attack value is absorbed by defending Creatures, or all of your opponent's Creatures are destroyed.

3. Continue Attacking: Repeat step 2 with each of your opponents (each opponent receives the same amount of damage as the first player!) until **all** of them have defended against your attack. Remember: each opponent must defend against the **full** attack total!

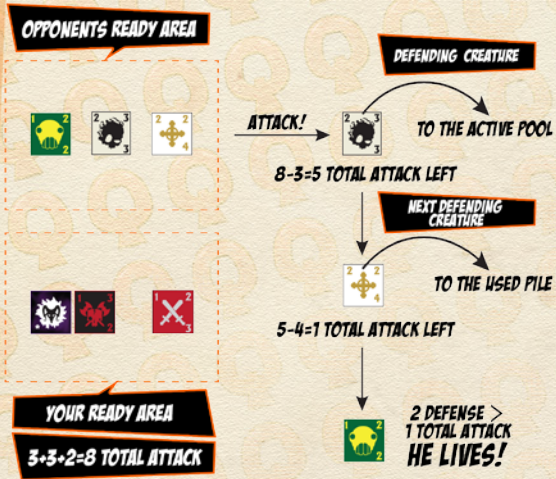
Important: When you defend against an attack, you must choose your defending Creatures **one at a time**. You cannot choose to divide the attack total between your Creatures to keep them from being destroyed!

Note: Some Creatures have abilities that can be used when it is destroyed, or when an opponent's Creature is destroyed. You may use these abilities now.

Example: *Monique is ready to attack her rivals. She has two Creatures in her Ready Area: a Strong Deathdealer and a Warrior of the Quay. She also has*

a Death Charm in her Ready Area. Before starting her attack, Monique decides to attach the Death Charm to her Strong Deathdealer.

Step 1: Count Damage: Thanks to the Death Charm, the Strong Deathdealer has an attack of 6. She adds that to the Warrior of the Quay's attack of 2 for an attack total of 8.



Step 2: Defend: The first defender is Quinn. He has three Creatures: a Scavenging Goblin, a Strong Ghostly Spirit, and a Devotee of the Holy Query.

Quinn decides to defend with the Strong Ghostly Spirit first. It only has a defense of 3, so it is destroyed. But, it has a special ability: instead of going to the Used Pile, the Strong Ghostly Spirit die goes to Quinn's Active Pool. He will get to roll it again on his next turn (in addition to the six he would draw for the turn!).

Monique still has an attack total of 5, so Quinn must choose another defender. He selects the Devotee of the Holy Query, who has a defense of 4.

Like the Strong Ghostly Spirit, the Devotee of the Holy Query is destroyed (it goes to Quinn's Used Pile). But now the attack total is reduced to 1. That's not enough to kill the Scavenging Goblin, so Quinn keeps it in his Ready Area.

Step 3: Now Monique's Creatures get to attack Clark's forces. Even though

they destroyed 7 defense worth of Quinn's Creatures, she attacks with the full attack total of 8!

PHASE 5: CAPTURE ONE QUARRY DIE FROM THE WILDS

After your attack phase is complete, you **may** spend any Quiddity you have left to capture one Quarry die from the Wilds. You are never required to capture dice.

The cost (in Quiddity) of each die is shown in the upper left corner of the matching Power Card. Spend dice from your Active Pool to pay the required cost. In addition, you may have gained Quiddity from your Immediate Effects, Creatures, or Spells. You may also spend this Quiddity now.

All Quarry dice you capture are added to your Used Pile.

If there are 4 (or more) empty Creature Power Cards in the Wilds **after** you capture a Quarry die, the game ends (see "Winning the Game" on page 15)!

Note: Some Creature abilities or Spell effects allow you to capture more than one die on your turn.

Example: *Quinn has a lot of unspent Quiddity. Counting the bonus he received from the Scavenging Goblin's ability and the Quiddity symbols on all of the dice left in his Active Pool, he has a total of 9 Quiddity! That's enough to capture a Mighty Quake Dragon from the Wilds.*

Since Quinn can only capture one die each turn, if he had any Quiddity left over it would be lost.

PHASE 6: MOVE DICE TO YOUR USED PILE

At the end of your turn, you **must** move any dice left in your Active Pool to your Used Pile. You **may** also choose to move any Spells from your Ready Area to your Used Pile.

After you move any left over dice to your Used Pile, your turn is over. The player to your left can now begin his turn!

WINNING THE GAME

The goal of the game is to earn Glory. The primary way to gain Glory is by summoning and protecting your Creatures until the scoring phase of your next turn. All Glory you gain is recorded on the Glory Track.

There are two ways that the game can end:

1. If any player earns enough Glory to reach the goal shown on the chart below, the game immediately ends and that player wins!

GLORY GOALS

# of Players	Required Glory
2	20
3	15
4	12

2. If there are four or more **empty** Creature Power Cards (cards with no Quarry dice on them) **after** a player captures a Quarry die the game immediately ends. Only Power Cards that match the Creature Dice are counted: empty Spell Power Cards or Basic Resource Cards are **not** counted to determine if the game ends.

If the game ends because of empty Power Cards, the player with the highest Glory wins the game! If there is a tie, the tied player with the most dice in his Ready Area wins. If they are still tied, they share the victory!

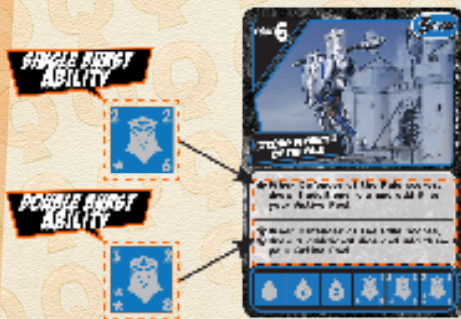
CREATURES

A "Creature" is a die showing the Creature Icon that has been summoned into a player's Ready Area. Dice in your Active Pool or Used Pile are **not** Creatures, regardless of the symbol showing on the die.

When you roll a Creature Icon on a die, you **may** summon that Creature to your Ready Area by paying Quiddity equal to the Creature's **Level** (in the top left corner of the die). Once you move the die to your Ready Area it becomes a Creature and you can use the abilities shown on the die and the matching Power Card.

Most Creatures have a special ability. Some abilities are always in effect while the Creature is in play. Other abilities are only available if you roll a face that has a Burst symbol. Burst abilities will be listed next to the matching Burst symbol on the Power Card.

Note: Some dice have two different burst abilities. One can be used if you roll a single Burst symbol. The other is only available if you roll the double Burst.



Example: *The Defender of the Pale has two burst abilities that he might be able to use:*

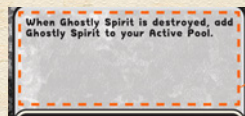
If the single Burst symbol is rolled, the Defender of the Pale allows you to draw 1 die from your bag and add it to your Active Pool when the Defender scores.

If you rolled the double Burst symbol, you get to draw 2 dice when he scores instead!

Some abilities can only be used under special circumstances. You can only use the ability if those conditions are met.

Example: *The Strong Ghostly Spirit has this ability:*

You can only use this ability at the moment this Creature is destroyed.



Occasionally, a die will have a Burst symbol but there will be no special ability listed on the Power Card. If you roll one of these Burst symbols, you should yell "Quarriors!" in your most dramatic voice, but other than that there is no additional effect.

If your Creature survives until the first phase of your next turn, you earn Glory, as shown on the matching Power Card. If the Creature scores Glory or if it is destroyed, move the die to your Used Pile.

SPELLS

A “Spell” is a die showing a Spell Icon in a player’s Ready Area. Dice in your Active Pool or Used Pile are **not** spells, regardless of the symbol showing on the die.

When you roll the Spell Icon on a die, you **may** ready that Spell by moving it into your Ready Area. You do not have to pay any Quiddity to ready a Spell. Once you move the die to your Ready Area, it becomes a Spell and you may cast it to use the Spell effect on the matching Power Card.

Spells in your Ready Area can be cast immediately, or you can save them for use on a later turn. Most spells can only be cast during your turn. You usually have to spend the die in order to cast the spell (and move it to your Used Pile). You can even spend Spells from your Ready Area when your Creatures attack.

Example: *Quinn rolls his Victory Cantrip die and gets the Spell Icon, so he moves it to his Ready Area. Unfortunately, he has no Creatures in his Ready Area to take advantage of the spell, so he leaves the Victory Cantrip in his Ready Area. On a future turn, he can cast the Victory Cantrip (spending the die and moving it to his Used Pile) to gain the benefits of the Spell.*

Some Spell Dice faces show a Burst symbol in addition to the Spell Icon. Usually, these Spells have a different effect depending on which face is rolled. The effect you can use will be listed on the matching Power Card next to the Burst symbol you rolled on the die.

Example: *This Death Charm can be used to give one of your Creatures +3 attack and +3 defense if the single Burst is rolled. But if you rolled the double Burst, it would instead give +5 attack and defense!*



When you cast a spell, you always choose the target of the spell. Spells can target your dice or dice in your opponents’ collections.

ATTACHMENT SPELLS

Some spells are not spent immediately when you cast them. These spells have the word "Attach" in the spell effect. Do not move these dice to the Used Pile when you cast the spell. Instead, you must "attach" the Spell Die to a Creature in your Ready Area.



Simply place the Spell Die next to the target Creature. That die is now attached to that Creature. If that Creature is destroyed or leaves play for any reason (such as scoring Glory), your spell always goes to your Used Pile.

REACTION SPELLS

Normally, you can only cast spells from your Ready Area on your own turn. But a small number of spells can be cast during your opponents' turns. These dice have the word "Reaction" in the Spell effect. You may cast a reaction spell at any time during your opponent's turn, but you may not cast these spells when it is your turn.



Hint: Often, Reaction Spells are most useful if you cast them when another player's Creatures attack you.

DICE ETIQUETTE

Truly awesome Quarriors observe these simple guidelines at all times:

Keep Your Dice In Their Place: Make sure that it is clear which dice are in your Active Pool, Ready Area, and Used Pile. Keep these three areas separate on the table in front of you.

No U-Turns: Don't try to change the face up side of any dice, yours or your opponents. If you do, carefully return the dice to show the proper face.

Hands Off My Dice!: You can only use the dice in your own collection. You cannot use, roll, or spend other players' dice.

No Peeking: While you can look inside your bag to count how many dice you have left, you **MUST** ensure that the dice are completely randomized before you draw any dice from your bag.

That's Too Much: If you ever pull too many dice out of your bag, return all the dice you drew to the bag, shake it, and draw again until you have the correct amount.

On the Table Please: If any dice fall off the table when you are rolling them, pick them up and roll them again, on the table.

Looks Cocked to Me: If you roll a die and it lands on top of something so that it is crooked (or "cocked"), roll the die again.

CREDITS

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WORDS OF POWER

These are some terms that you will find in the rules and on the Power Cards:

Ability: A special power that a Creature can use after it has been summoned.

Attach: A spell that affects a single Creature. You must place this Spell Die with the chosen Creature, where it remains until that Creature scores or is destroyed.

Attack: The amount of damage a Creature does when it attacks.

Capture: The act of purchasing a die from the Wilds by paying Quiddity.

Class: The category that a Creature or Spell Power Card falls under. There can never be two Power Cards of the same class in the game.

Call: To return a die to the Wilds, placing it on the matching Power Card.

Defense: The amount of damage a Creature can take before it is destroyed.

Destroy: When a Creature takes damage equal to or greater than its defense value, it is destroyed. Some Spell effects and Creature abilities can also destroy a Creature regardless of its defense value. When your Creature is destroyed, it goes to your Used Pile.

Effect: What a spell does when you cast it.

Immediate: Immediate Effects are effects that can only be used immediately after you roll dice. Immediate Effects may allow you to draw more dice, re-roll dice, gain Quiddity or some combination of the three!

In Play: All dice in your Active Pool, Ready Area, and Used Pile are "in play." These dice can be the target of Spell effects and Creature abilities.

Level: A rating of a Creature's overall power. You must spend this much Quiddity to summon the Creature.

Reaction: A type of Spell that you can cast during another player's turn.

Re-roll: To pick up a die that you rolled during your turn and roll it again.

Only dice in the Active Pool can be re-rolled. You must accept the result of the second roll, even if it is worse!

Score: To earn Glory for a Creature Die in your Ready Area. The Glory gained is shown on the matching Power Card. The die then goes to your Used Pile.

Spent: When you use a die for any game effect, you must spend that die. Spent dice are moved to your Used Pile.