



START OF TURN

**BUFF PHASE**

1. Handle hero and item effects

2. Rotate buffs

3. Remove expired buffs

4. Trigger instant buff effects

**ACTION PHASE**

You may play 1 combo or take up to 2 of the following actions:

1. Play an action card

2. Use an ability (only one ability per turn)

**DRAW PHASE**

If you played a combo, Draw 1 card.

Otherwise, Draw 1 card for each unspent action.

END TURN



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