





TORCH OF MICEWOOD

Play before Trick:
For this Trick, lower Play Cards trump higher Play Cards.




SCROLL OF REVELATION

Play before Trick:
All players must say their Play Card's Color and Number.



SCROLL OF DISCOVERY

Play before Trick:
All players must say their Play Card's Suit and Number.




JADE STATUE

Play before Trick:
The player that wins this Trick, takes this card as an extra point.



OPAL RING

Play in Trick:
If you win the Trick, take this card as an extra point.



SIGNAL FLARE

Play before Trick:
All players pass two Play Card to the left.



SMOKE BOMB

Play before Trick:
All players pass one Gear Card to the right (if they have one).




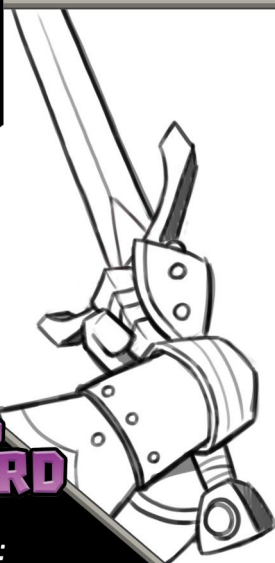
BERSERKER AXE

Play in Trick:
If the "8" of the winning Suit and Color was played, you win.






JAVELIN OF LIGHT

Play in Trick:
When trick is revealed, exchange one of the Play Cards with one Play Card from an opponent's hand (their choice).

BROAD SWORD

Play in Trick:
Your Play Card counts as +2 value and wins ties.

SHORT SWORD

Play in Trick:
All other Play Cards in the Trick count as -1 Value.




SPIKED GAUNTLET

Play in Trick:
Your Play Card counts as +1 Value and select one other Play Card to be -1 Value.




PRISMATIC POTION

Play in Trick:
Shift the Color of your Play Card to the opposite Color (of the same Suit).




SCROLL OF SHIFTING

Play in Trick:
Shift the Suit of your Play Card to the opposite Suit (of the same Color).




PRISMATIC BOMB

Play in Trick:
Shift the Color of all players' Play Cards to the opposite Color (of the same Suit).

PLACEHOLDER ARTWORK




TOME OF SHIFTING

Play in Trick:
Shift the Suit of all players' Play Cards to the opposite Suit (of the same Color).

PLACEHOLDER ARTWORK



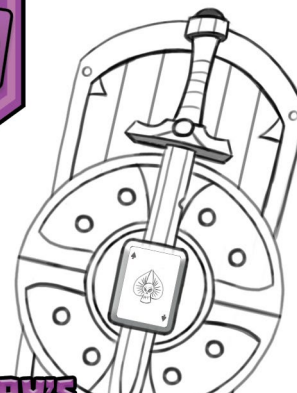
RING OF REVERSAL

Play before Trick:
Play proceeds in the opposite direction for the remainder of the round.



CLOAK OF HIDING

Play before Trick:
Trade one Play Card from your hand for a random Play Card from another player.



SENTRY'S SHIELD

Play in Trick:
No other Gear Cards in this trick have effect. This Card always takes effect first.



VORPAL DAGGER

Play in Trick:
If your Play Card would be worst in the Trick, you win.



HOOK OF TWILIGHT

Play in Trick:
When Trick is revealed, exchange one of the Play Cards with any Play Card in your hand.




MAUL OF MIGHT

Play before Trick:
You become the lead player and draw the Hero to start the Trick. Play proceeds from here.



WARBOW OF WAR

Play before Trick:
Add an extra hero to this Trick, both are won independently.



TOME OF THE CORRUPTED

Play in Trick:
Your Play Card counts as both Colors of its Suit.




TOME OF REDEMPTION

Play in Trick:
Your Play Card counts as both Suits of its Color.




SEER'S AMULET

Play before Trick:
You may look at the Hero Card for this Trick.




FOOL'S GOLD

Play before Trick:
Take a random Gear Card from another player.



ARROW OF TRUTH

Play before Trick:
Choose a player, they must say their Play Card when it is played.



Longblade of Fury

Play in Trick:
Your Play Card counts as +3 value.

WINNING A TRICK

BEST

Color Suit Highest #

Color Highest #

Suit Highest #

Highest #

COLORS AND SUITS



