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- Use the power of a territory; all of your pieces occupying it are minions.
- Discard a hand card and use its power; all of your pieces on the board are minions.
- Orient one of your pieces.
- Discard any or none of the cards from your hand and draw until you have 6.



Cup: Create a small piece in target space (without exceeding three piece limit); or create a 1-point territory from your hand into the wasteland (but not under enemy).



Rod: Move minion or push target piece or territory, up to 1, 2, or 3 spaces according to minion size. Abide by 3-piece limit. May not move or push into void; may not push enemy territory.



Sword: Shrink target piece or territory by up to 1, 2, or 3 pips, according to minion size. If not destroyed, replace piece with smaller one from stash, or discard territory and replace from hand. (May not change enemy territory.) **Disc:** Grow target piece or territory. Switch piece with next larger size from stash, or discard territory and replace it with 1 point higher card from hand. May not change enemy territory.

Fool



Twice, draw a card and use it.

Magician



Use as cup, rod, disc, or sword.

High Priestess



Twice, discard and draw.

Empress



Orient minion. Use as cup, ignoring 3 piece limit.

Emperor



Orient minion. Use as rod, ignoring 3 piece limit.

Hierophant



Change enemy piece to your color.

Lovers



Use as a rod and then as a cup.

Chariot



Twice, use as a rod.

Strength



Twice, use as a disc.

Hermit



Move minion or target to any empty space.

Wheel of Fortune



Use as a cup; if creating territory, may draw it randomly.

Justice





Trade hands with the target player. Use as a sword.

Hanged Man



Use as a rod. Trade hands with the target player.

Death



Twice, use as a sword.

Temperance



Twice, use as cup.

Devil





Three times, reorient minion or target.

Tower



Orient minion. Use as a sword, but any changed territory may come from the discards.



Orient minion. Use as a disc, but any changed territory may come from the discards.

Moon





Use as a rod and then as a sword.

Sun



Use as a cup and then as a disc.

Judgement



Draw cards from the discard pile: 1, 2, or 3 cards according to the minion size.

World



Mimics any current major arcana territory.