

BLOSSOM

Before rolling,
place the
Blossom Die
with Power 3.



1

STEALTH

If this touches
no other die,
change it to
Power 5.



1

RAIN

After rolling,
also roll the
Rain Cubes into
the arena.



1

1

ASCEND

Don't roll. Put
this die on top
of another and
flick it.



TIME

Before rolling,
reroll any of
your dice on the
arena.



2

MIRROR

You can flip this
die upside-
down after
rolling.



2

BLAZE

If you tumble
an enemy die,
change it to
Power 1.



2

2

THUNDER

Before rolling,
roll the
Thunder Die.



TRAP

After rolling,
place the Trap.
If a die touches
it, remove both.



Sacred Realm



If no dice, double
your points this
round.

TORNADO

If you tumble a
die of your
color, change it
to Power 6.



Past Bridge



First player rerolls
all dice together
before scoring.

SHADOW

Roll this die
together with
the Shadow
Die.



Sakura Tree



All dice get +1
Power (can reach
Power 7).

CONFUSION

Before rolling,
choose an
enemy die and
make it reroll.



Zen Garden



1 die: Power 6.
2+ dice: Power 1.



Sensei Temple



Strongest players
get 3/2/1/0 extra
points.

Bamboo Forest



If 2+ dice, double
your score this
round.



Bottomless Pit



Remove all dice
before scoring.

