

Map of Destiny



Discard X Cards in hand
Draw X cards from the Draw Deck

Unused +10pts

Invisibility Potion



Play your card facedown
Cannot be used during your lead and must follow lead suit if possible

Unused +10pts

Timid Boots



Play your card last
If used when leading, the next player becomes lead player

Unused +10pts

Miracle Sword



Increase or Decrease
Number card by a value of 5
Min. value 1, Max value 9

Unused -30pts

Ruler's Wand



Number card becomes
color of lead suit

Unused -30pts

Berserker Axe



Number card value
becomes 10
Loses to the 1 of the same color
Unused -30pts

Golden Treasure



Acquire +30pts

Unused +10pts

Hermit's Book of Secrets



Draw 1 card
Discard 1 card

Unused +10pts

White Orb



Card becomes
White Flag

Unused +10pts

Proactive Wing



Later played cards with
the same value win

Unused +10pts

Crystal



On Initial Equipment +20pts
On New Equipment +30pts

Fairy Mischief



Play with hand faceup
Cannot be used on the 5th trick

Unused -30pts

Dragon Doll



The card you play beats
Rare cards
Can be used even if there are no Rare cards in the trick
Unused -50pts

Castle Visit



Discard all current
Items, draw new Items

Unused +10pts

Rock Crystal



On Initial Equipment +30pts
On New Equipment +50pts