

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 card with
the same value wins**

Unused +10pts

Crystal



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

Fairy Mischief



Play your current hand faceup

Cannot be used on the 5th trick

If you draw any new cards, they will stay hidden instead of going faceup

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