

### 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