

King's Sword



**Increase or Decrease
card by a value of 5**

Min. value 1, Max value 9

10 10

Berserker's Axe



**Card value
becomes 10**

Loses to the 1 of the same color

10 10

Gambler's Map



**Discard X cards in hand
Draw X cards from the deck**

10

Hermit's Secret Book



**Draw 1 card
Discard 1 card**

10

Cowardly Boots



Play your card last

If used when leading, the next player
becomes lead player

10 10

Proactive Wing



**Later played cards with
the same value win**

Item > King > Nemu

10 10

Strategist's Fan



**Can ignore the
Must Follow rule**

10

Alchemist's Potion



**Draw 1 card from the deck
Play 2 cards ignoring the Must
Follow rule (becomes lead color)**

Total the value of both cards (11+ use the ones digit)

Cannot be used when leading

10 10

Time Traveler's Clock



**Cards in play return
to player's hands**

Choose the lead player

10 10

Thief's Mask



**Take 1 card from
another player's hand**

Give 1 different card back to that player

10 10 10