Stage-Prop Mockery

Starter

Attack ⚔ **0**

If your opponent is using a block, they must block Stage-Prop Mockery if able. When they do, you score one point .

⬆ **4**   {score two points}

Jester   11/18/21 – Glorybound

Explosive Decoy

Starter

Block an attack.

If I block:

Attack ③

↑ **5**

Costs 🌑▽▽ instead of 🌑▽▽▽.

Carnival Mallet

Advanced

0

Attack 2

If I hit, banish a random card from your hand without revealing it. You may play that card as an additional action next turn.
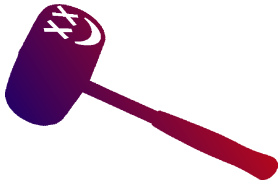
5

Choose the card you banish instead of picking it at random.

Knife-Juggling Mishap

Advanced

🔓 **4**

When you play me, swap me with a card your opponent is playing and refund that card's cost.

Attack ⚔️ 2

(You will be using your opponent's card, and I will be attacking you. Give them their card back when you would recall it.)

📉 **Oneshot:** Banish after use.

Jester   11/18/21 – Glorybound

Immersive Theater

Advanced – Innate Permanent

🔓
4

Innate *(Play before the match starts.)*

When the match starts, secretly choose Comedy or Tragedy and hide that card under me.

On the fourth turn of the match, play the hidden card as an additional action.

Comedy

Linked

Linked *(This card begins the match forgotten and is recalled by Immersive Theater.)*

When I am revealed, the player with fewer points takes me to attack the player with more points. In a tie, you keep me.

Attack 2

📉 **Oneshot:** Banish after use.

Jester   11/18/21 – Glorybound

Tragedy

Linked

Linked *(This card begins the match forgotten and is recalled by Immersive Theater.)*

When I am revealed, the player with more points takes me to attack the player with fewer points. In a tie, you keep me.
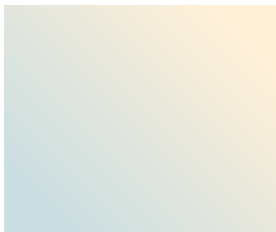
Attack 2

📷 **Oneshot:** Banish after use.

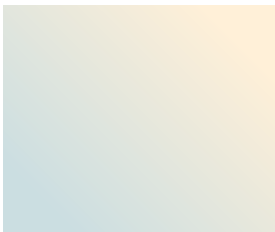# Aeon-Worn Staff

Starter

Attack

If both players scored points last turn, I get +1 attack power.

If neither player scored points last turn, I cost one resource less to play.

Shelter at the Crossroads

Starter – Sequence

I   **Block** an attack.

II   Choose and reveal an additional card as part of your action. See what your opponent reveals, then recall and don't play one of your revealed cards.
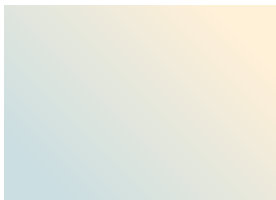
Out Of Time

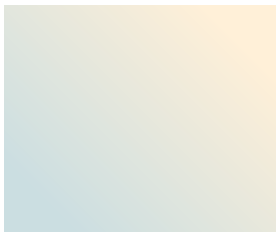*Advanced – Sequence*

0

I — No effect.

II — No effect.

III — Attack

4

I can't be blocked unless your opponent pays ▽.

Alter Fate

Advanced

🔓
2

When you play me, name a card your opponent is playing.

Restart the turn, except your opponent can't play the named card this turn, and I am banished.
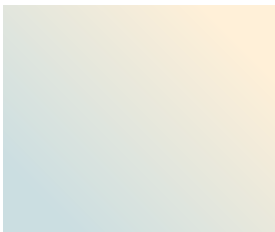
📉 **Oneshot:** Banish after use.

Navigate the Sands

🔓 3

Advanced – Innate Permanent

Innate *(Play before the match starts.)*

After the second turn of the match, choose one:

- The match lasts one turn longer.

- The match ends one turn sooner.

⬆ 4

{two turns}; {two turns}