

Path of the
Jester



Starter

Stage-Prop Mockery



3

Starter

Explosive Decoy



3



0

Carnival Mallet



4



3

Knife-Juggling Mishap



3

Immersive Theater

Comedy – Tragedy

Stage-Prop Mockery

Starter



Attack



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



3

{score two points}



Explosive Decoy

Starter



Block an attack.










When I block an attack:

Attack



3

Costs    instead of    .

Jester

02/07/22 - GLORYBOUND

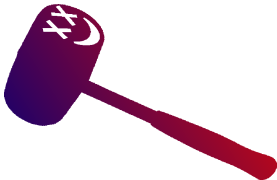


Carnival Mallet

Advanced



0



Attack



When I hit, banish a card at random from your hand face-down. Next turn, play that card as an additional action. It costs no resources.



4

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

Knife-Juggling Mishap

Advanced



3



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

Attack



(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.

Immersive Theater

Advanced - Innate Permanent



3



Innate: Play before match starts.

When the match starts, turn Comedy and Tragedy face down. Secretly choose one of them to hide 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 banished and is recalled by Immersive Theater.)

The player who has fewer points when I am revealed uses me to attack the player with more points. In a tie, you attack.

Attack



Oneshot: Banish after use.

Tragedy

Linked



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

The player who has more points when I am revealed uses me to attack the player with fewer points. In a tie, you attack.

Attack



Oneshot: Banish after use.