

Card Clarifier



Jasper can only be used at the end of your turn. If you have other “end of turn” cards, you may play them in any order.

Jasper is placed in a region and protects all your creatures from attack damage during your opponent's next turn as long as they are in that region. If your opponent moves an of your creatures out of that region, they are no longer protected. Jasper only prevents attack damage from your opponent's creatures (damage from your opponent's creatures during your opponent's attack phase). Jasper does not prevent damage dealt by relic or sorcerer cards and he does not prevent damage from creature abilities that are not considered attacks. *Example: Jasper does not prevent damage from Sneaky Slingshot (relic) or Zeth (sorcerer) and does not prevent the non-attack damage from creatures such as Tickamite, Morticus, and Jaden.*