



Sentinels of the Multiverse – MLP-verse – Environment Deck: The Crystal Empire

HONOR GUARD

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CRYSTAL PONY

IF THE CRYSTAL HEART IS IN PLAY, INCREASE DAMAGE DEALT BY THIS CARD BY 1. AT THE **END** OF THE ENVIRONMENT TURN, THIS CARD DEALS KING SOMBRA AND EACH CRYSTAL SLAVE 1 MELEE DAMAGE. IF NO DAMAGE WAS TAKEN THIS WAY, THIS CARD DEALS THE VILLAIN TARGET WITH THE LOWEST HP 1 MELEE DAMAGE. THEN THIS CARD DEALS ITSELF 1 PSYCHIC DAMAGE.

SOMBRA'S LEGACY OF CONQUEST, SLAVERY AND CORRUPTION MIGHT HAVE ENDED A THOUSAND YEARS AGO, BUT FOR THE CRYSTAL PONIES, THOSE AWFUL MEMORIES WERE RECENT AND PAINFUL.

THE CRYSTAL EMPIRE

HONOR GUARD

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THE CRYSTAL EMPIRE

KING SOMBRA

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UNICORN WARLORD

AT THE **END** OF THE ENVIRONMENT TURN, THIS CARD DEALS PRINCESS CADENCE, THE CRYSTAL HEART AND THE **U** MINUS 2 HERO TARGETS WITH THE HIGHEST HP 3 INFERNAL DAMAGE EACH. IF NO ENVIRONMENT TARGETS TAKE DAMAGE THIS WAY, PLAY THE TOP CARD OF THE ENVIRONMENT DECK. **WHEN** THIS CARD IS DESTROYED, SEARCH THE ENVIRONMENT DECK AND TRASH FOR SOMBRA'S CURSE, SHUFFLE THE TRASH INTO THE DECK, AND PUT SOMBRA'S CURSE INTO PLAY.

A DARK FACE APPEARED IN THE CLOUDS ABOVE THE CRYSTAL EMPIRE. GREEN EYES EMERGED FROM BLACK SMOKE, TERRORIZING THE CRYSTAL PONIES. KING SOMBRA WAS BACK. "MY CRYSTAL SLAVESS..."

THE CRYSTAL EMPIRE

PRINCESS CADENCE

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CRYSTAL PRINCESS

AT THE **END** OF THE ENVIRONMENT TURN, THIS CARD DEALS KING SOMBRA OR THE VILLAIN TARGET WITH THE HIGHEST HP 1 ENERGY DAMAGE.

THEN, IF THE CRYSTAL HEART IS IN PLAY, IT AND EACH HERO TARGET REGAIN 1 HP. IF NOT, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

HER EYES ALIGHTED ON THE CRYSTAL HEART, AND PRINCESS CADENCE INSTANTLY KNEW. ALL THE HARDSHIP AND TERROR HAD BEEN WORTH IT. THIS WAS HER DESTINY AS RULER OF THE CRYSTAL EMPIRE.

THE CRYSTAL EMPIRE

PRINCESS FLURRY HEART

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CRYSTAL PRINCESS

AT THE **END** OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH NON-CRYSTAL PRINCESS TARGET 2 SONIC DAMAGE AND DESTROYS THE CRYSTAL HEART.

EVERYONE GASPED AS TWILIGHT GAZED DOWN AT HER NEW NIECE. "THE BABY IS AN ALICORN?" IT WAS AN UNPRECEDENTED BIRTH, BUT IT ALSO DIDN'T EXPLAIN WHY HER WINGS WERE SO ENORMOUS!

THE
CRYSTAL
EMPIRE

SAPPHIRE JOY

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CRYSTAL PONY

INCREASE HP RECOVERY DURING THE ENVIRONMENT TURN BY 1.

AT THE **END** OF THE ENVIRONMENT TURN, IF KING SOMBRA IS NOT IN PLAY, ONE HERO TARGET REGAINS 1 HP. THEN THIS CARD DEALS ITSELF 1 PSYCHIC DAMAGE.

"I'M SORRY," SAID THE PONY. "I WISH I COULD HELP YOU, BUT I... CAN'T SEEM TO REMEMBER ANYTHING BEFORE KING SOMBRA CAME TO POWER." SHE WAS THE SAME AS EVERY CRYSTAL PONY THEY'D MET.

THE
CRYSTAL
EMPIRE

SOMBRA'S CURSE



AT THE **END** OF THE ENVIRONMENT TURN, DESTROY ALL OTHER ENVIRONMENT CARDS AND DEAL THE X TARGETS WITH THE HIGHEST HP 3 COLD DAMAGE EACH, WHERE X = 2 PLUS THE NUMBER OF CARDS DESTROYED THIS WAY.

THEN DESTROY THIS CARD.

ONE THOUSAND YEARS AGO, KING SOMBRA WAS OVERTHROWN, TURNED TO SHADOW, AND BANISHED TO THE ICE OF THE ARCTIC NORTH. BUT NOT BEFORE HE WAS ABLE TO PUT A CURSE UPON THE EMPIRE.

THE
CRYSTAL
EMPIRE

SUNBURST

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ROYAL CRYSTALLER

HERO TARGETS ARE IMMUNE TO DAMAGE DEALT BY CRYSTAL PRINCESSES.

AT THE **END** OF THE ENVIRONMENT TURN, IF KING SOMBRA IS NOT IN PLAY, ONE PLAYER MAY REVEAL THE TOP 3 CARDS OF THEIR DECK, PLACE ONE IN THEIR HAND, AND SHUFFLE THE OTHERS INTO THEIR DECK.

AS THE SNOW BLANKETED HER KINGDOM, PRINCESS CADENCE WAS DESPERATE FOR ANY SOLUTION. "YOUR FRIEND IS A BIG IMPORTANT WIZARD! WHY NOT BRING HIM HERE?" SUNBURST'S RUSE HAD MET ITS END.

THE
CRYSTAL
EMPIRE

THE CRYSTAL FAIRE



CRYSTAL PONIES ARE IMMUNE TO PSYCHIC DAMAGE.

AT THE **END** OF THE ENVIRONMENT TURN, IF KING SOMBRA IS NOT IN PLAY, EACH CRYSTAL PONY DEALS THE VILLAIN TARGET WITH THE LOWEST HP 1 SONIC DAMAGE. AT THE **START** OF THE ENVIRONMENT TURN, EITHER EACH PLAYER DISCARDS A CARD OR DESTROY THIS CARD.

AS TWILIGHT AND HER FRIENDS BROUGHT THE CRYSTAL FAIRE TO LIFE, THE CRYSTAL PONIES BEGAN TO REMEMBER, AND THE LIGHT AND LOVE OF THE CRYSTAL EMPIRE STARTED TO RETURN.

WAR FRONT



WHEN THIS CARD ENTERS PLAY, DESTROY THE CRYSTAL HEART, SEARCH THE ENVIRONMENT DECK AND TRASH FOR KING SOMBRA, PUT HIM INTO PLAY, AND SHUFFLE THE TRASH INTO THE DECK. AT THE **END** OF THE ENVIRONMENT TURN, EACH CRYSTAL PONY DEALS THE HERO TARGET WITH THE HIGHEST HP 2 MELEE DAMAGE. AT THE **START** OF THE ENVIRONMENT TURN, IF THERE ARE AT LEAST 2 CRYSTAL PONIES IN THE ENVIRONMENT TRASH, DESTROY THIS CARD.

SOMBRA HIMSELF LED HORDES OF HIS MIND-CONTROLLED SLAVES INTO BATTLE. CELESTIA TREMBLED, AND HER FORCES DID AS WELL, KNOWING THAT SOON, PONY WOULD FIGHT PONY.

THE CRYSTAL EMPIRE

THE CRYSTAL HEART

15



RELIC

CRYSTAL PONIES AND CRYSTAL PRINCESSES ARE IMMUNE TO DAMAGE. WHEN KING SOMBRA IS DESTROYED, EACH HERO TARGET REGAINS 2 HP AND THE PLAYERS DRAW A TOTAL OF X CARDS, WHERE X = THE NUMBER OF CRYSTAL PONIES IN PLAY. WHEN THIS CARD IS REDUCED TO 0 OR FEWER HP, HOPE AND LOVE ARE EXTINGUISHED FROM THE WORLD. **GAME OVER.**

SHE HAD FACED MORTAL DANGER AND HER OWN DARKEST FEARS. NOW, WITH THE CRYSTAL HEART IN SIGHT, TWILIGHT SPARKLE AT LAST FELT SOMETHING. SHE HAD NEARLY FORGOTTEN: HOPE.

THE CRYSTAL EMPIRE

THE CRYSTAL EMPIRE