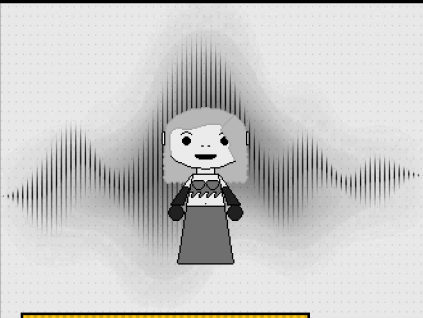




Sentinels of the Multiverse – Crisisverse: Endless Crisis – Hero Deck: Dream Zero

BLEED THROUGH



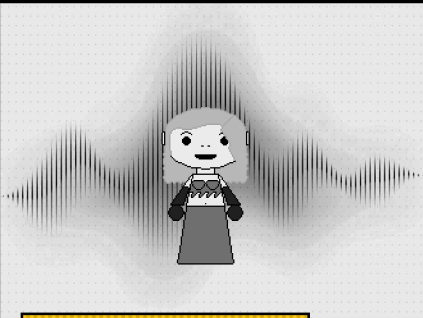
ONGOING

WHEN DREAM ZERO DEALS PSYCHIC DAMAGE, INCREASE THE NUMBER OF TARGETS BY 1.

MEANWHILE... IN A DREAMSCAPE OF HER OWN MAKING... DREAM ZERO GATHERS HER ENERGY. THE HEROES NEED HER HELP... IF ONLY SHE COULD REACH THEM...
--CAPTION (ENDLESS CRISIS #22)

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

BLEED THROUGH



ONGOING

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

TELEPATHIC SPIKE



ONE-SHOT

DREAM ZERO DEALS 1 TARGET 1 PSYCHIC DAMAGE.

GAAA! GET OUT OF MY HEAD! ANNOYING LITTLE SPIRIT GIRL!
--BARON BLADE

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

TELEPATHIC SPIKE



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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

TELEPATHIC SPIKE



ONE-SHOT

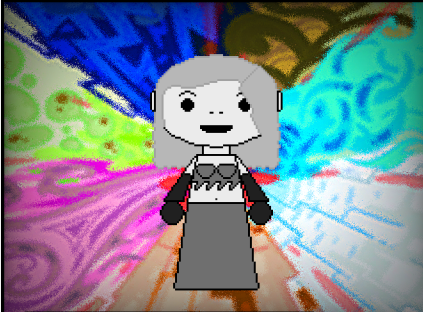
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--BARON BLADE

Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

COALESCING FORCES



ONE-SHOT

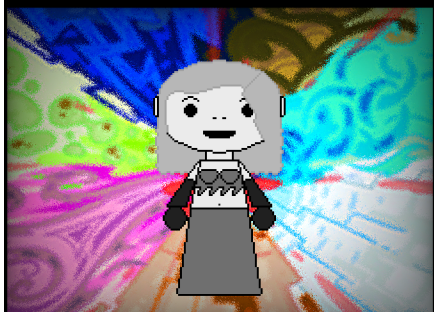
SHUFFLE YOUR TRASH INTO YOUR DECK. YOU MAY DRAW A CARD.

I'VE BROKEN THROUGH BEFORE. I JUST KNOW I CAN DO IT AGAIN.
--DREAM ZERO

Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

COALESCING FORCES



ONE-SHOT

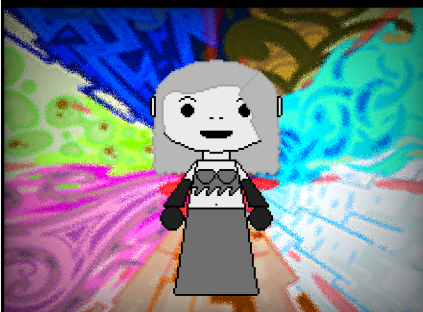
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Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

COALESCING FORCES



ONE-SHOT

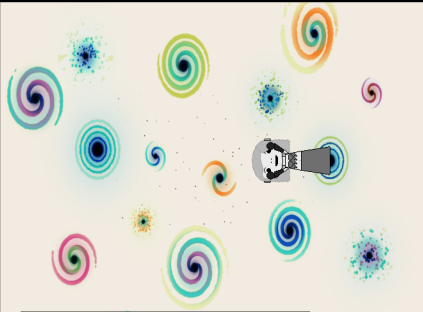
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Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PULL THE STRANDS



ONE-SHOT

REVEAL THE TOP 4 CARDS OF YOUR DECK. PUT ALL REVEALED DREAM CARDS INTO YOUR HAND. DISCARD ALL THE OTHER REVEALED CARDS. YOU MAY PLAY A CARD.

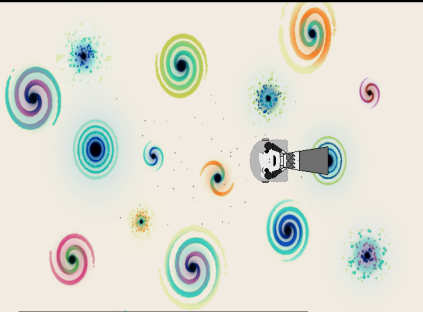
DREAMS EASILY CROSS BARRIERS THAT IN THE REAL WORLD WOULD BE INSURMOUNTABLE. IN THE DREAMSCAPE, THERE IS NO "IMPOSSIBLE".
—DREAM ZERO



Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PULL THE STRANDS



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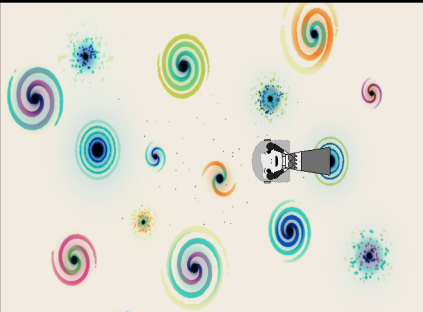
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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

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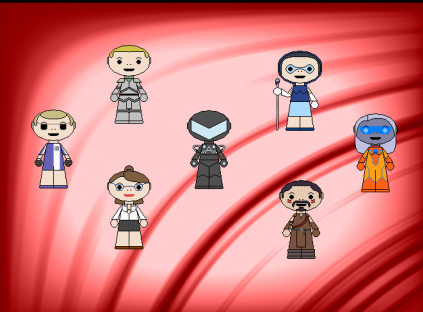
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—DREAM ZERO



Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PUSH



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY DRAW A CARD. THEN, THE DREAMERS MAY EACH PLAY A CARD.

The Dreamers:
All Heroes whose names start with R, J, K, M, R, or Z.



Dream
Zero

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PUSH



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY DRAW A CARD.
THEN, THE DREAMERS MAY EACH PLAY A CARD.

The Dreamers:

All Heroes whose names start with B, D, F, O, or T.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PUSH



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY DRAW A CARD.
THEN, THE DREAMERS MAY EACH PLAY A CARD.

The Dreamers:

All Heroes whose names start with C, H, I, L, U, or X.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PUSH



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY DRAW A CARD.
THEN, THE DREAMERS MAY EACH PLAY A CARD.

The Dreamers:

All Heroes whose names start with E, G, N, V, or Y.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PUSH



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY DRAW A CARD.
THEN, THE DREAMERS MAY EACH PLAY A CARD.

The Dreamers:

All Heroes whose names start with P, Q, S, or W.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

PULL



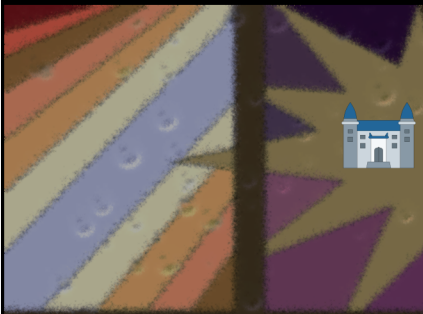
ONE-SHOT, DREAM

ONE OTHER HERO REGAINS 6-Ⓜ HP.
THEN, THE DREAMERS MAY EACH USE A POWER.

The Dreamers:

All Heroes whose names start with R, J, K, M, R, or Z.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
Zero

PULL



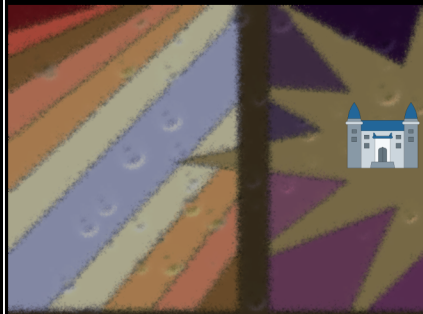
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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
Zero

PULL



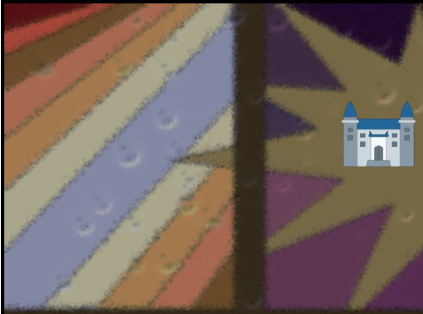
ONE-SHOT, DREAM

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The Dreamers:

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
Zero

PULL



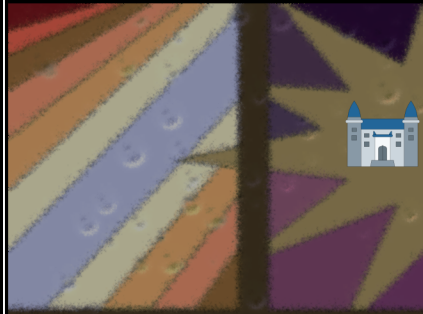
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THEN, THE DREAMERS MAY EACH USE A POWER.

The Dreamers:

All Heroes whose names start with E, G, N, U, or Y.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
Zero

PULL



ONE-SHOT, DREAM

ONE OTHER HERO REGAINS 6-10 HP.
THEN, THE DREAMERS MAY EACH USE A POWER.

The Dreamers:

All Heroes whose names start with P, Q, S, or W.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SHAPE



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY PLAY A CARD.
THEN, THE DREAMERS MAY EACH DRAW 2 CARDS.

The Dreamers:

All Heroes whose names start with R, J, K, M, R, or Z.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SHAPE



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY PLAY A CARD.
THEN, THE DREAMERS MAY EACH DRAW 2 CARDS.

The Dreamers:

All Heroes whose names start with B, D, F, Q, or T.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SHAPE



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY PLAY A CARD.
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The Dreamers:

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SHAPE



ONE-SHOT, DREAM

ONE OTHER PLAYER MAY PLAY A CARD.
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The Dreamers:

All Heroes whose names start with E, B, U, V, or H.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SHAPE



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ONE OTHER PLAYER MAY PLAY A CARD.
THEN, THE DREAMERS MAY EACH DRAW 2 CARDS.

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All Heroes whose names start with P, Q, S, or W.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

GUIDE



ONE-SHOT, DREAM

ONE PLAYER MAY REVEAL THE TOP 3 CARDS OF THEIR DECK, PUT ONE REVEALED ONGOING OR EQUIPMENT CARD IN THEIR HAND, AND DISCARD ANY OTHER REVEALED CARDS.
THEN, THE DREAMERS MAY EACH MOVE A CARD FROM THEIR TRASH TO THE TOP OF THEIR DECK.

The Dreamers:

All Heroes whose names start with R, J, K, M, R, or Z.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

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The Dreamers:

All Heroes whose names start with P, Q, S, or W.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SET FREE



ONE-SHOT, DREAM

ONE HERO MAY USE A POWER.
THEN, THE DREAMERS EACH REGAIN 2HP.

The Dreamers:

All Heroes whose names start with R, J, K, M, R, or Z.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION

SET FREE



ONE-SHOT, DREAM

ONE HERO MAY USE A POWER.
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The Dreamers:

All Heroes whose names start with B, D, F, D, or T.

SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
Zero

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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
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SENTINELS OF THE MULTIVERSE: ABANDONED EDITION



Dream
Zero



Dream
Zero

Dream Zero

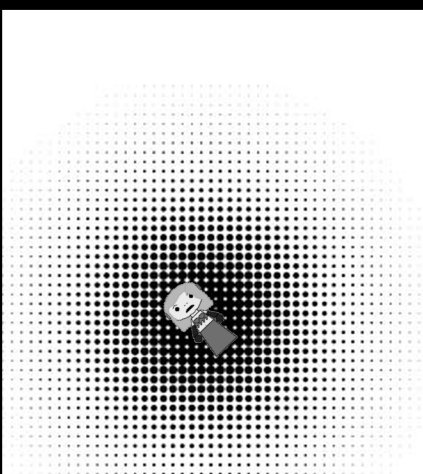


v. 1.1

BREAKING THROUGH
POWER: DRAW A CARD. THEN DREAM ZERO DEALS 1 TARGET 0 PSYCHIC DAMAGE.



- ⇒ ONE PLAYER MAY PLAY A CARD.
- ⇒ ONE HERO DEALS 1 TARGET 1 PSYCHIC DAMAGE.
- ⇒ ONE HERO TARGET REGAINS 1HP.

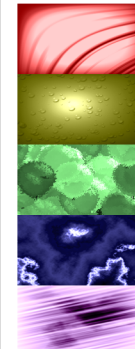


- RED:** Push
- 16) Absolute Zero, Knight, Johnny Rocket, Assistant Librarian, Aetra, Aeon Girl, Alpha
 - 17) Benchmark, Baccarat, Bowman, Dosh Parr, Torch, Blade, Bully
 - 18) Chrono-Ranger, Cricket, Captain Thunder, Ishlar, Charade, Captain Jupiter, Cartographer
 - 19) Expatriette, Echelon, Eldritch, Elastigirl, Electrogeist, Erielle, Gravnos
 - 20) Parse, Pyre, Pseudo, Quasinda, Scout, Shifty, Warman
- YELLOW:** Pull
- 21) Akash Thyra, Magnificent Mara, Raven, Ajani, Mercury, Ant, Applejack
 - 22) Doctor Medico, Doc Huevo, Daedalus, Fatale, Yuukiko, Defeat, Doctor Tomorrow
 - 23) Harpy, Cyphey, Lady Liberty, U.S. Legacy, Charlie, Convoys, Hype
 - 24) Guise, Gargyle, Vincent Saint Vincent, Greatest American Hero, Escarlata, Eian, Green Death
 - 25) Setback, Quicksilver, Siren, Santa, Parthenope, Silent, Watcher
- GREEN:** Shape
- 26) K.N.Y.F.E., Malichae, Mystery Twins, Amira Kira, Radiance, Jenny Sparklemuffin, John Wrath
 - 27) Fanatic, Drift, Doctor Metropolis, Gillebeac, Tucker, Flo, Fusion
 - 28) He-Elit, Impact, Lantern Jack, Luz Noceda, Concord, Lady Sunbeam, Law & Order
 - 29) Naturalist, Gyrosaur, Violet Parr, Green Arrow, Ghost Girl, Ember, Guntar
 - 30) Stuntman, Starlight, Star Knight, Sentinel, Packrat, Spike, Willow
- BLUE:** Guide
- 31) Mainstay, Kali, Assembly, Kayo, Raio, Man-O-War, Millita
 - 32) Omnitron-X, Tango One, T.A.C, Team 7, Traveler, Doctor Who, October Daye
 - 33) Legacy, Lady of the Wood, Repostar, Impulse, Haze, Xander, Code E
 - 34) Nightmist, Necro, Enyo, Yak Guardian, Gold Dragon, Equinox, Nevermore
 - 35) Wraith, Stranger, Pearl, Shadowgirl, Pinkie Pie, Star Wizard, Wolfwalker
- PURPLE:** Set Free
- 36) Ra, Muerto, Muldorf, Rainbow, Zywen, Rarity, Red Mask
 - 37) Tempest, Titan, Bug, Toxica, Tombstone, Train, Turbulence
 - 38) Unity, Kregit, Code Monkey, Haku & Flutter, Haley, Headfong, Lily Black
 - 39) Visionary, Vanish, Geisha, Young Justice, Nagual, Eve, Null
 - 40) Withe, Samuri, Scarlet, Stonefall, Scything, Steven & Connie, Wrangler



My deck features appearances from the 175 Heroes listed above. Michael J. Abiers would like to offer special thanks to Greater Than Games, Green Ronin, Matthew Bishop, and the extremely talented people on the Sentinels Custom Playtesting Discord for tolerating his cartoonish versions of their awesome characters.

Dream Zero



v. 1.1

