



Sentinels of the Multiverse – Order of the Rose (by Flat on his Face) – Hero Deck: Eirelle

**DRAGON'S PAGE**



**EQUIPMENT, ARROW**

WHENEVER EIRELLE WOULD DEAL DAMAGE TO ANY NUMBER OF TARGETS WITH A NON-ARROW CARD, YOU MAY CHOOSE TO HAVE HER DEAL X FIRE DAMAGE TO ALL NON-HERO TARGETS, INSTEAD, WHERE X = THE DAMAGE SHE WOULD DEAL MINUS 1.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER ARROW CARDS THIS PHASE.

"THEY ARE THE LEAST SUBTLE THAT I MAKE. BUT THE FIERY EXPLOSION IS SO GRATIFYING."

- EIRELLE, A DAY IN THE LIFE: EIRELLE

Eirelle



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Eirelle



**NOCK, DRAW, LOOSE**



**ONE-SHOT**

EIRELLE DEALS 1 TARGET 1 PROJECTILE DAMAGE.

DRAW A CARD.

"TAKE THAT!"

- EIRELLE, TIP OF THE ARROW #6

Eirelle



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FlatOnHisFace@yahoo.com

illustration on www.comicvine.com



**SET, PULL, RELEASE**



**ONE-SHOT**

EIRELLE DEALS 1 TARGET 2 PROJECTILE DAMAGE.

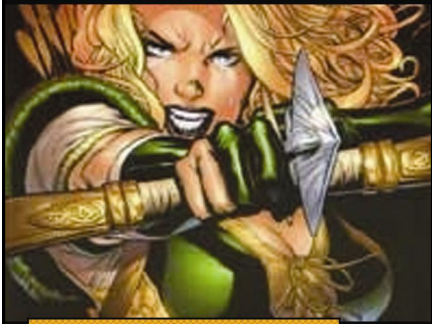
"HERE'S ANOTHER!"  
- EIRELLE, TIP OF THE ARROW #6

FlatOnHisFace@yahoo.com

illustration by Greg Land



**SET, PULL, RELEASE**



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**SET, PULL, RELEASE**



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illustration by Greg Land



**POINT BLANK**



**ONGOING**

INCREASE ALL DAMAGE DEALT TO EIRELLE BY 2.  
INCREASE ALL DAMAGE DEALT BY EIRELLE BY 2.  
AT THE START OF YOUR TURN, DESTROY THIS CARD.

"SEO AN CHAOI TROID  
MUID AR AIS SA BHAILE."  
- EIRELLE, BETWEEN WORLDS #16

FlatOnHisFace@yahoo.com

illustration on comicvine.com



**POINT BLANK**



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**SNAKESKIN QUIVER**



**EQUIPMENT, LIMITED**

**POWER:** SEARCH YOUR DECK FOR AN AIM OR ARROW CARD AND PUT IT EITHER INTO YOUR HAND OR INTO PLAY.  
SHUFFLE YOUR DECK.

"RENFREW REPLENISHES  
MY SUPPLY WHILE I'M IN THE FIELD.  
TIME TRAVEL ASTOUNDS ME."  
- EIRELLE, TIME AFTER TIME #4

FlatOnHisFace@yahoo.com

illustration by Immonen, Dell, & Croseley



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Illustration by Immonen, Dell, & Crossley

Eirelle



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Illustration by Immonen, Dell, & Crossley

Eirelle



### HYDRA'S HEAD



#### ONGOING, AIM

THE FIRST TIME EACH PHASE THAT EIRELLE WOULD DEAL DAMAGE, YOU MAY CHOOSE TO INCREASE THE NUMBER OF TARGETS SHE DEALS THAT DAMAGE TO BY 1.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER AIM CARDS THIS PHASE.

"THEY SAY: TWO ARROWHEADS ARE BETTER THAN ONE."

- EIRELLE, TIP OF THE ARROW #2

FlatOnHisFace@yahoo.com

Illustration on basementrejects.com

Eirelle



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Illustration on basementrejects.com

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### BASILISK'S BREACH



#### ONGOING, AIM

WHENEVER EIRELLE WOULD DEAL DAMAGE, YOU MAY CHOOSE TO HAVE EIRELLE DEAL IRREDUCIBLE DAMAGE.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER AIM CARDS THIS PHASE.

"I DON'T KNOW HOW SHE DOES IT. SOMEHOW, THE ARROW SLIPS RIGHT THROUGH THE CRACKS."  
- HAYWIRE, BETWEEN WORLDS #7

FlatOnHisFace@yahoo.com

Illustration by Greg Land

Eirelle



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Eirelle



### SIDEWINDER'S SNIPE



#### ONGOING, AIM

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THE FIRST TIME DAMAGE IS INCREASED IN THIS WAY PER PHASE, REDUCE DAMAGE DEALT TO EIRELLE BY 1, UNTIL THE START OF YOUR TURN.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER AIM CARDS THIS PHASE.

"AN ARCHER'S BEST DEFENSE IS DISTANCE."  
- EIRELLE, THE WATCH #23:  
THE MOST DANGEROUS GAME

FlatOnHisFace@yahoo.com

Illustration by Greg Land

Eirelle



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### BLAST FROM THE PAST



ONGOING, LIMITED

**POWER:** EIRELLE DEALS 1 TARGET 3 PROJECTILE DAMAGE. YOU MAY APPLY THE EFFECTS OF TWO ARROW CARDS THIS PHASE, REGARDLESS OF OTHER CARD EFFECTS.

AT THE END OF THIS PHASE, DESTROY ONE AIM OR ARROW CARD THAT YOU APPLIED DURING THIS PHASE.

**PARSE:** "WERENT YOU JUST HOLDING A BOW?"

**EIRELLE:** "IT COMES AND GOES."

- TIME AFTER TIME #12

FlatOnHisFace@yahoo.com

illustration on webspacе. webring.com



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### SERPENT'S FANG



EQUIPMENT, ARROW

WHENEVER EIRELLE WOULD DEAL DAMAGE TO A TARGET, YOU MAY CHOOSE TO CHANGE THE TYPE OF THAT DAMAGE TO TOXIC AND REDUCE DAMAGE DEALT BY THAT TARGET BY 1, UNTIL THE START OF YOUR NEXT TURN.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER ARROW CARDS THIS PHASE.

"THE TOXIN IS A POTENT HALLUCINOGENIC."

- EIRELLE, TIME AFTER TIME #6

FlatOnHisFace@yahoo.com

illustration by Dypsomaniart on DeviantArt.com



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illustration by Dypsomaniart on DeviantArt.com



### CHIMERA'S CRESTS



#### EQUIPMENT, ARROW

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IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER ARROW CARDS THIS PHASE.

"BUTT OF THE RAM, SCREECH OF THE EAGLE, OR FLAME OF THE DRAGON."  
- EIRELLE, TIP OF THE ARROW #11

FlatOnHisFace@yahoo.com

illustration on mangosirene.tumblr.com



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illustration on mangosirene.tumblr.com



### VERSATILE HUNTRESS



#### ONGOING

YOU MAY APPLY THE EFFECTS OF TWO AIM CARDS EACH PHASE, REGARDLESS OF OTHER CARD EFFECTS.

AT THE START OF YOUR TURN, YOU MAY CHOOSE FOR THE VILLAIN TO DEAL EIRELLE 3 ENERGY DAMAGE. IF EIRELLE TAKES NO DAMAGE IN THIS WAY, DESTROY THIS CARD.

HAYWIRE: "UM, EIRELLE..."  
EIRELLE: "SHUSH. I MUST CONCENTRATE."  
HAYWIRE: "NO TIME. MOVE!!"  
- LAND BEFORE TIME HARDCOVER

FlatOnHisFace@yahoo.com

illustration on community.comicbookresources.com



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### DISPLACEMENT GATE



#### ONE-SHOT

SELECT 1 NON-CHARACTER, NON-HERO CARD IN PLAY AND PUT IT ON TOP OF ITS ASSOCIATED DECK.

"TÁ MUID TAISTEALAITHE Ó AM AGUS GNÉ EILE."  
- EIRELLE, BETWEEN WORLDS #1

FlatOnHisFace@yahoo.com

illustration by Jim Silke



# Eirelle



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# Eirelle



### EYE OF THE HUNTPRESS



#### ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, PLACE IT NEXT TO A NON-HERO TARGET.

THE FIRST TIME EACH TURN THAT THIS TARGET DEALS DAMAGE, EIRELLE DEALS A TARGET 2 PROJECTILE DAMAGE.

WHEN THIS TARGET LEAVES PLAY, DESTROY THIS CARD.

"SHE ALWAYS GETS HER MARK."  
- HAYWIRE, TIME AFTER TIME #12

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illustration on webspacе. webring.com



# Eirelle



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illustration on webspacе. webring.com



# Eirelle



### WYRM'S WRATH



#### ONGOING, AIM

WHENEVER EIRELLE DEALS DAMAGE TO AN ENVIRONMENT TARGET, YOU MAY CHOOSE TO DESTROY THAT TARGET.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER AIM CARDS THIS PHASE.

"REMINDS ME OF TAKING DOWN THE TATZELWURM. NOTHING COMPARED TO THE CHERUFE. NOW THE BARGHEST...."

- EIRELLE, A DAY IN THE LIFE: EIRELLE

FlatOnHisFace@yahoo.com

Illustration by Joe Jusko

Eirelle



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Illustration by Joe Jusko

Eirelle



### VIPER'S VINDICATION



#### ONGOING, AIM

WHENEVER EIRELLE WOULD DEAL DAMAGE TO A TARGET THAT DEALT EIRELLE DAMAGE SINCE YOUR LAST TURN, YOU MAY CHOOSE TO INCREASE THE DAMAGE DEALT BY 2.

IF YOU DO, YOU MAY APPLY THE EFFECTS OF NO OTHER AIM CARDS THIS PHASE.

"YOU'RE ABOUT TO REGRET SOME DECISIONS THAT YOU'VE MADE. STARTING WITH STRIKING ME."

- EIRELLE, JACK'S WILD #17

FlatOnHisFace@yahoo.com

Illustration by Jason Lambert

Eirelle



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Illustration by Jason Lambert

Eirelle



ORDER  
OR  
ROSE  
28

**Eirelle**  
*the Emerald Lady*

GREENSHEAF  
**POWER:** EIRELLE DEALS 1 TARGET 2 PROJECTILE DAMAGE.

FlatOnHisFace@yahoo.com

Illustration by Marcio Abreu

THIRD PARTY — STANDARD

- ⇒ INCREASE DAMAGE DEALT BY 1 HERO BY 1, UNTIL THE START OF YOUR NEXT TURN.
- ⇒ ONE PLAYER MAY DRAW A CARD NOW.
- ⇒ SELECT A HERO TARGET. THE NEXT TIME THAT TARGET DEALS DAMAGE, IT ALSO DEALS 1 TARGET 1 PROJECTILE DAMAGE.

FlatOnHisFace@yahoo.com

Illustration on emcooplay.weebly.com

ORDER  
OR  
ROSE  
29

**Eirelle**  
*Eie for an Eie*

DOUBLE RECURVE  
**POWER:** UNTIL THE NEXT TIME YOU USE A POWER, WHENEVER EIRELLE IS DEALT DAMAGE, SHE DEALS 1 TARGET 1 PROJECTILE DAMAGE.

FlatOnHisFace@yahoo.com

Illustration by JoopaDoops on DeviantArt.com

THIRD PARTY — PROMO

- ⇒ ONE PLAYER MAY DRAW A CARD NOW.
- ⇒ DESTROY AN ENVIRONMENT CARD.
- ⇒ REDIRECT THE NEXT DAMAGE DEALT BY AN ENVIRONMENT TARGET TO THE TARGET OF YOUR CHOICE.

FlatOnHisFace@yahoo.com

Illustration on slashfactory.com