

### SEVER THE SOUL



#### ONE-SHOT, STRIKE

SHUFFLE **SIX TIMES X** CARDS FROM YOUR TRASH INTO YOUR DECK.  
DESTROY UP TO **X** ONGOING CARDS OR ENVIRONMENT CARDS.

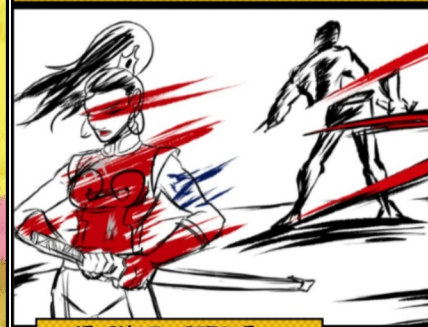
"THIS IS A VERY SPECIAL BLADE, SHARP ENOUGH TO CUT THROUGH THE BARRIER BETWEEN THIS WORLD AND THE NEXT."  
- ZHU LONG, ORIGINS #5

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

### SLAYING STROKE



#### ONE-SHOT, STRIKE

SHUFFLE **TWO TIMES X** CARDS FROM YOUR TRASH INTO YOUR DECK.  
DESTROY A TARGET WITH HP EQUAL TO **X** OR LESS.

ONE STRIKE.  
ONE KILL.

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

### STORM OF STEEL



#### ONE-SHOT, STRIKE

SHUFFLE **THREE TIMES X** CARDS FROM YOUR TRASH INTO YOUR DECK.  
CHOOSE UP TO **X** TARGETS. THE EXECUTOR DEALS THE FIRST **X** MELEE DAMAGE, THE SECOND **X - 1** MELEE DAMAGE THE THIRD **X - 2** MELEE DAMAGE AND SO ON.

"I SWEAR BOSS, THERE WERE LIKE NINE OF THEM! AND ONE OF THEM HAD A MACHINEGUN THAT SHOT SWORDS!  
- CITIZEN SLASH, UNLIKELY ALLIES #2

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

### STUDENT OF THE DRAGON



#### ONGOING, STUDENT

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STUDENT CARDS. IF ANY ARE DESTROYED, PLAY A CARD.  
WHEN THE EXECUTOR DEALS A TARGET DAMAGE, YOU MAY MOVE A POISON CARD FROM YOUR HAND NEXT TO THAT TARGET.

**POWER:** DISCARD 2 CARDS, THEN MOVE A POISON FROM YOUR TRASH TO YOUR HAND.

"SOME CALL ME EVIL, BUT THEY DO NOT UNDERSTAND THE WARS I FIGHT OR THE RUIN THAT I PREVENT. DOES THE GRAIN THINK THE REAPER EVIL?"  
ZHU LONG - ORIGINS # 3

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

### STUDENT OF THE SENSEI



#### ONGOING, STUDENT

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STUDENT CARDS. IF ANY ARE DESTROYED, PLAY A CARD.

AT THE START OF YOUR TURN, DISCARD THE TOP 3 CARDS OF YOUR DECK.

**POWER:** DISCARD 2 CARDS, THEN DISCARD THE TOP 4 CARDS OF YOUR DECK.

"QUICK, BUT UNFOCUSED.  
BRILLIANT, BUT RASH.  
GOOD, BUT NOT GOOD ENOUGH TO  
WIELD SUCH POWER...  
MISTER FIXER - ORIGINS # 1

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### STUDENT OF THE TYRANT



#### ONGOING, STUDENT

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER STUDENT CARDS. IF ANY ARE DESTROYED, PLAY A CARD.

THE FIRST TIME EACH TURN YOU PLAY A NINJITSU CARD, YOU MAY PLAY A NINJITSU CARD.

**POWER:** DISCARD 2 CARDS, THEN MOVE A NINJITSU FROM YOUR TRASH TO YOUR HAND.

"YOU ARE RUTHLESS, CUNNING, AND YOU  
KNOW HOW TO USE FEAR AS A WEAPON.  
YOU'RE VERY GOOD. I'M BETTER. LET ME SHOW YOU."  
CHAIRMAN PIKE - ORIGINS # 2

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### CHOKING CLOUD



#### EQUIPMENT, NINJITSU

REDUCE DAMAGE DEALT TO THE EXECUTOR BY 1.

THE FIRST TIME EACH TARGET DAMAGES THE EXECUTOR EACH TURN, SHE DEALS THAT TARGET 3 TOXIC DAMAGE.

AT THE START OF YOUR TURN, DESTROY THIS.

"IF THEY CAN'T SEE YOU, THEY CAN'T HIT  
YOU. AND IF THEY'RE COUGHING UP THEIR  
LUNGS, THEY DEFINITELY CAN'T HIT YOU.  
THE CHAIRMAN - ORIGINS # 2

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

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THE CHAIRMAN - ORIGINS # 2

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

**DISTILLED DESPAIR**



**ONGOING, POISON**

PLAY THIS CARD NEXT TO A TARGET.  
IF THE TARGET NEXT TO THIS EVER HAS 4 OR LESS HP, DESTROY IT.  
AT THE START OF YOUR TURN, DESTROY THIS CARD.

"A STIMULANT TO THE LEFT HEMISPHERE OF THE BRAIN, AND A STRONG DOSE WILL LEAVE THEM Mired IN NIGHTMARES FOR A WEEK."  
- ZHU LONG, ORIGINS #5

**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

**DISTILLED DESPAIR**



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**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

**ESSENCE OF AGONY**



**ONGOING, POISON**

PLAY THIS CARD NEXT TO A TARGET.  
AT THE START OF YOUR TURN, THE TARGET NEXT TO THIS DEALS ITSELF 4 TOXIC DAMAGE.  
THEN DESTROY THIS CARD.

"ALL THE PAIN OF A LINGERING, TORTUROUS DEATH, COMPRESSED INTO A SINGLE DROPLET AND A MEMORABLE SECOND."  
- ZHU LONG, ORIGINS #5

**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

**ESSENCE OF AGONY**



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**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

FIND YOUR CENTRE



ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR A STRIKE CARD AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. YOU MAY PLAY A STRIKE. THEN YOUR TURN IMMEDIATELY ENDS.

BALANCE  
SERENITY  
GRACE

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

FIND YOUR CENTRE



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BALANCE  
SERENITY  
GRACE

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

FOXFIRE EXTRACT



ONGOING, POISON

PLAY THIS CARD NEXT TO A TARGET. REDUCE DAMAGE DEALT BY THE TARGET NEXT TO THIS BY 1. AT THE START OF YOUR TURN, DESTROY THIS CARD.

"OUR MYSTICS USE FOXFIRE TO SEE THE WORLD BEYOND, BUT TO THE UNTRAINED THIS SECOND SIGHT IS INCREDIBLY DISORIENTING."  
-ZHU LONG, ORIGINS # 3

SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

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SENTINELS  
OF THE  
MULTIVERSE

REDEMPTION

EXECUTOR

### HIDDEN NEEDLE



#### ONE-SHOT, NINJITSU

THE EXECUTOR DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE AND 2 IRREDUCIBLE TOXIC DAMAGE.

TO ACHIEVE POWER, THEY MUST KNOW YOU WILL STRIKE. TO ACHIEVE VICTORY, THEY MUST NEVER KNOW HOW YOU WILL STRIKE.  
THE CHAIRMAN - ORIGINS # 2

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### HIDDEN NEEDLE



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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### KUSARI-GAMA



#### EQUIPMENT, NINJITSU

WHEN THE EXECUTOR IS DEALT DAMAGE BY A TARGET, YOU MAY DESTROY THIS. IF YOU DO, REDUCE THE DAMAGE BY 3 AND THE EXECUTOR DEALS THAT TARGET 3 MELEE DAMAGE.

THE KUSARI-GAMA IS AN ANCIENT NINJA WEAPON, COMBINING A BLADE WITH A LENGTH OF CHAIN, OFFENSE AND DEFENSE IN ONE EASILY HIDDEN PACKAGE.

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### SHURIKEN VOLLEY



#### ONE-SHOT, NINJITSU

THE EXECUTOR REGAINS 2 HP.  
THE EXECUTOR DEALS UP TO 3 TARGETS  
1 PROJECTILE DAMAGE EACH.

CONTRARY TO POPULAR BELIEF, SHURIKEN  
ARE NOT DEADLY WEAPONS. THEY ARE DESIGNED  
TO THROW ENEMY OFF BALANCE, GIVING THE  
NINJA TIME TO ESCAPE OR RECOVER.

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### STEALTHY RECON



#### ONGOING, NINJITSU

WHEN AN ENVIRONMENT CARD WOULD BE  
PLAYED, YOU MAY DESTROY THIS.  
IF YOU DO, DISCARD THE ENVIRONMENT  
CARD INSTEAD AND PLAY THE TOP CARD  
OF THE ENVIRONMENT DECK.

"TWO ON THE WATCHTOWER, FOUR IN THE  
GUARDROOM. THE FILES ARE IN THE WALLSAFE,  
COMBINATION 35-16-91-2. ANY QUESTIONS?"  
- THE EXECUTOR, UNLIKELY ALLIES #1

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### STEALTHY RECON



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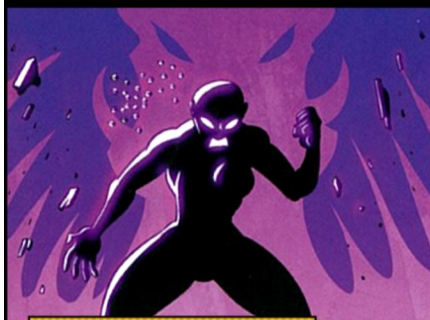
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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### TEAR OF THE LOTUS



#### ONGOING, POISON

PLAY THIS CARD NEXT TO A TARGET.  
 INCREASE DAMAGE DEALT TO THE TARGET  
 NEXT TO THIS BY 1.  
 AT THE START OF YOUR TURN, DESTROY  
 THIS CARD.

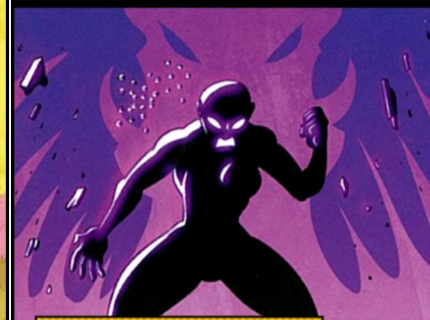
"THE TEARS GRANT A EUPHORIC  
 FEELING OF INVULNERABILITY. WHEN THEY  
 DROP THEIR GUARD, YOU CAN SHOW THEM  
 THE TRUTH OF THEIR MORTALITY."  
 -ZHU LONG, ORIGINS # 3

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

### TOXIC MIST



#### ONE-SHOT, NINJITSU

THE EXECUTOR DEALS HERSELF TWICE  
 X TOXIC DAMAGE.  
 THEN THE EXECUTOR DEALS UP TO  
 X+1 TARGETS 3 TOXIC DAMAGE EACH.

"THIS IS YOUR ART. YOUR BRUSH  
 IS BLOOD, YOUR CANVAS IS FLESH, YOUR  
 MUSE THE FADING OF LIFE..."  
 - ZHU LONG, ORIGINS #2

## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

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## SENTINELS OF THE MULTIVERSE

### REDEMPTION

# EXECUTOR

**VENOMOUS DART**



**ONE-SHOT, NINJITSU**

THE EXECUTOR DEALS 1 TARGET 1 PROJECTILE DAMAGE.

YOU MAY MOVE A POISON CARD FROM YOUR HAND OR TRASH NEXT TO THAT TARGET.

"HEY JIM, DID YOU HEAR SOMETHING? AND WHY ARE YOU GOING ALL BLURRY AND... WOAH..."

- INTERCHANGEABLE MUCK, IN TWO MINDS #3

**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

**VENOMOUS DART**



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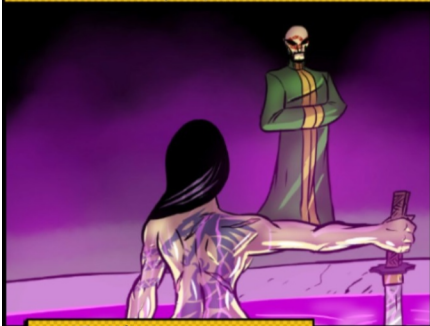
- INTERCHANGEABLE MUCK, IN TWO MINDS #3

**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

**DRAGON'S MARK**



**ONE-SHOT**

THE EXECUTOR DEALS HERSELF 2 RADIANT DAMAGE. THEN DRAW 3 CARDS AND DISCARD 2 CARDS.

YOU MAY PLAY A CARD.

"MY MARK BROUGHT YOU TO LIFE, BUT ITS POWER WAS NEVER MEANT TO BE BORNE BY MORTAL FLESH LONG..."

- EXPATRIETTE, IN TWO MINDS #2

**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**

**DRAGON'S MARK**



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**SENTINELS OF THE MULTIVERSE**

**REDEMPTION**

**EXECUTOR**



### DRAGON'S MARK



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YOU MAY PLAY A CARD.

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- EXPATRIETTE, IN TWO MINDS #2

### SENTINELS OF THE MULTIVERSE

## REDEMPTION

# EXECUTOR

### TONFA AND KAMA



#### ONE-SHOT

THE EXECUTOR DEALS 1 TARGET 2 MELEE DAMAGE.  
THE EXECUTOR DEALS 1 TARGET 2 MELEE DAMAGE.

THEY WERE ADAPTED FROM FARMING TOOLS. THE KAMA SLICES THE GRAIN, THE TONFA POUNDS IT TO FLOUR. FITTING I USE THEM TO SEPARATE THE WHEAT FROM THE CHAFF.  
THE EXECUTOR - UNLIKELY ALLIES # 3

### SENTINELS OF THE MULTIVERSE

## REDEMPTION

# EXECUTOR

### TONFA AND KAMA



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THE EXECUTOR - UNLIKELY ALLIES # 3

### SENTINELS OF THE MULTIVERSE

## REDEMPTION

# EXECUTOR

STUDENT OF THREE MASTERS



ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR A STUDENT CARD AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT. YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

"SOME STYLES FAIL BECAUSE THEY ARE EXCESSIVE, OTHERS DEFICIENT, WHILE PERFECTION FINDS THE MEAN."  
- THE EXECUTOR, UNLIKELY ALLIES #5

SENTINELS OF THE MULTIVERSE

REDEMPTION

EXECUTOR

STUDENT OF THREE MASTERS



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REDEMPTION

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SENTINELS OF THE MULTIVERSE

REDEMPTION

EXECUTOR

SENTINEL  
SI  
COMICS  
25

# The Executor



**FOCUS**

**POWER:** REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT 1 IN YOUR HAND AND DISCARD THE OTHER 2.



- ≡ PLAY THE TOP CARD OF A HERO DECK.
- ≡ DESTROY AN ONGOING CARD.
- ≡ DESTROY A TARGET WITH 3 OR LESS HP.

## STUDENTS

ALL STUDENTS ARE ONGOING.

WHEN PLAYED IF THERE ARE ANY OTHER STUDENTS IN PLAY, DESTROY THEM AND PLAY A CARD.

### STUDENT OF THE DRAGON (1X)

WHEN THE EXECUTOR DEALS A TARGET DAMAGE, YOU MAY MOVE A POISON CARD FROM YOUR HAND NEXT TO THAT TARGET.

**POWER:** DISCARD 2 CARDS, THEN MOVE A POISON CARD FROM YOUR TRASH TO YOUR HAND.

### STUDENT OF THE TYRANT (1X)

THE FIRST TIME EACH TURN YOU PLAY A NINJITSU CARD, YOU MAY PLAY A NINJITSU CARD.

**POWER:** DISCARD 2 CARDS, THEN MOVE A NINJITSU CARD FROM YOUR TRASH TO YOUR HAND.

### STUDENT OF THE SENSEI (1X)

AT THE **START** OF YOUR TURN, DISCARD THE TOP 3 CARDS OF YOUR DECK.

**POWER:** DISCARD 2 CARDS, THEN DISCARD THE TOP 4 CARDS OF YOUR DECK.

## STRIKES

### SEVER THE SOUL (1X)

SHUFFLE **SIX TIMES X** CARDS FROM YOUR TRASH BACK INTO YOUR DECK.

THEN DESTROY UP TO **X** ONGOING/ENVIRONMENT CARDS.

### SLAYING STROKE (1X)

SHUFFLE **TWO TIMES X** CARDS FROM YOUR TRASH BACK INTO YOUR DECK.

THEN DESTROY A TARGET WITH HP EQUAL TO **X** OR LESS.

### STORM OF STEEL (1X)

SHUFFLE **THREE TIMES X** CARDS FROM YOUR TRASH BACK INTO YOUR DECK.

CHOOSE UP TO **X** TARGETS. THE EXECUTOR DEALS THE FIRST **X** MELEE DAMAGE, THE NEXT **X-1** MELEE DAMAGE, THE NEXT **X-2** MELEE DAMAGE AND SO ON.