

### SPECTRE SHOTS



#### EQUIPMENT, LIMITED

**POWER:** TOMBSTONE MAY DEAL 1 TARGET 3 LIGHTNING DAMAGE OR 2 TARGETS 2 LIGHTNING DAMAGE EACH.

"LET'S SEE IF HIS **FIERY** PERSONALITY COOLS TO THE **CHILLING** TOUCH OF MY **SPECTRE-SHOTS!**"  
- TOMBSTONE, ABOVE THE LAW

### SENTINELS OF THE MULTIVERSE



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### EXECUTIONER'S HOOD



#### EQUIPMENT, LIMITED

WHENEVER THE **POSSESSED** TARGET DEALS DAMAGE, **TOMBSTONE** REGAINS 1 HP.

"BUT HIS WORDS WERE MUFFLED BY THE **ROUGH** FABRIC OF THE **EXECUTIONER'S HOOD!**"  
- THE SECRET ORIGIN OF TOMBSTONE

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### SENTINELS OF THE MULTIVERSE



### POSSESSION



#### ONGOING

THE TARGET NEXT TO THIS CARD IS **POSSESSED**. YOU MAY REDIRECT DAMAGE DEALT BY THIS TARGET. IF YOU DO, **TOMBSTONE** DEALS HIMSELF 4 PSYCHIC DAMAGE. IF THE TARGET NEXT TO THIS CARD IS DESTROYED, **POSSESSION** IS DESTROYED.

"MOONS OF REIKSHALL! MY MIND IS UNDER SIEGE...  
BY THE VERY SPIRITS OF THE DAMNED!"  
- THE MENTOR, ABOVE THE LAW

### SENTINELS OF THE MULTIVERSE



### TRANSLUCENCY



#### ONGOING, LIMITED

**POWER:** UNTIL THE START OF YOUR NEXT TURN, **TOMBSTONE** IS IMMUNE TO PROJECTILE AND MELEE DAMAGE.

"BULLETS - GOING RIGHT THROUGH HIM.  
AS IF HE WASN'T THERE!"  
- GUARD, THE SECRET ORIGIN OF **TOMBSTONE**

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**SENTINELS OF THE MULTIVERSE**



**DEAD MIND**



**ONGOING, LIMITED**

REDUCE PSYCHIC DAMAGE DEALT TO **TOMBSTONE** BY 1.

"TAKE THIS FILTH BEFORE I CHANGE MY MIND"

- **TOMBSTONE**, ABOVE THE LAW

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**GRAVE MISFORTUNE**



**ONGOING**


WHENEVER TOMBSTONE DEALS HIMSELF PSYCHIC DAMAGE, HE MAY DEAL 1 TARGET 1 INFERNAL DAMAGE.

"PLEASE, NATHAN... D-D-DONT HURT ME! IT WAS AN ACCIDENT, I SWEAR IT!"  
- BILL, ABOVE THE LAW

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## POWER DEVOUR



### ONGOING

AT THE START OF YOUR TURN, **TOMBSTONE** DEALS HIMSELF 2 PSYCHIC DAMAGE. UNTIL THE START OF YOUR NEXT TURN, REDUCE DAMAGE DEALT BY THE **POSSESSED** TARGET BY 1.  
IF THE **POSSESSED** TARGET IS DESTROYED, **TOMBSTONE** GAINS 5 HR.

"TOMBSTONE IS IMBUED WITH THE VERY STRENGTH  
OF MEN WRONGED SINCE TIME IMMEMORIAL!"  
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## SENTINELS OF THE MULTIVERSE



## FROM THE GRAVE



### ONGOING, LIMITED

WHEN **TOMBSTONE** DROPS TO 0 OR FEWER HP, RESTORE HIM TO 10 HP AND SHUFFLE THIS CARD AND YOUR TRASH INTO YOUR DECK.

"HELLO NEIGHBOR, REMEMBER ME?"  
- **TOMBSTONE**, ABOVE THE LAW

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## SENTINELS OF THE MULTIVERSE



## SPECTRAL GUIDANCE



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AT THE START OF YOUR TURN, **TOMBSTONE** DEALS HIMSELF 2 PSYCHIC DAMAGE, THEN I INCREASE DAMAGE DEALT BY **TOMBSTONE** AND THE **POSSESSED** TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

**POWER:** DESTROY THIS CARD

"IT IS **TOMBSTONE** WHO POSSESSES THIS MORTAL SHELL!"  
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## SHADOW SHIFT



### ONE-SHOT

IF THE **POSSESSED** TARGET IS NOT A VILLAIN OR HERO CHARACTER, YOU MAY SHUFFLE IT BACK INTO ITS RESPECTIVE DECK.

EITHER PLACE **POSSESSION** NEXT TO A NEW TARGET OR DESTROY **POSSESSION** AND DRAW A CARD.

"WHAT? SO COLD... SPIRITS OF THE DAMNED DRAGGING ME INTO... UNCONSCIOUSNESSSSSS..."  
- **THE ANT**, ABOVE THE LAW

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## DEAD RECKONING



### ONE-SHOT

TOMBSTONE DEALS 1 TARGET 2 MELEE AND 2 COLD DAMAGE. IF THE TARGET DEALT DAMAGE THIS WAY IS *POSSESSED*, INCREASE DAMAGE BY 1 AND TOMBSTONE DEALS HIMSELF 2 PSYCHIC DAMAGE.

"YOU HAVE EVADED MY RIGHTEOUS WRATH FOR TOO LONG... NOW IT IS TIME TO FACE THE ULTIMATE JURY!"  
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## DANCING DEAD



### ONGOING

SELECT A TARGET IN ANY TRASH AND PUT IT IN PLAY NEXT TO THIS CARD.  
AT THE START OF YOUR TURN, DESTROY THIS CARD AND THE CARD NEXT TO IT.

"FOOL! DID YOU THINK ONE WHO COULD SO EASILY CONTROL THE DEAD WOULD HOLD NO SWAY OVER THE WILL OF THE LIVING?"

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### SENTINELS OF THE MULTIVERSE



### LONG SLEEP



#### ONE-SHOT

IMMEDIATELY END YOUR TURN. THE POSSESSED TARGET CANNOT PLAY CARDS, USE POWERS, OR DRAW CARDS ON THEIR NEXT TURN AND REGAINS 8 HP.

"SSLEEP.."  
- SKULL SPIRITS, ABOVE THE LAW

### SENTINELS OF THE MULTIVERSE



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### SENTINELS OF THE MULTIVERSE





# TOMBSTONE



**POSSESSION:**

**POWER:** SEARCH YOUR DECK, TRASH, OR PLAY FOR A CARD NAMED POSSESSION AND PLACE IT NEXT TO A TARGET. IF YOU SEARCHED YOUR DECK, SHUFFLE YOUR DECK.



- ONE PLAYER MAY USE A POWER NOW
- ONE PLAYER MAY DRAW UNTIL THEY HAVE 5 CARDS IN THEIR HAND
- ONE TARGET DEALS ITSELF 1 COLD DAMAGE