

<p><b>MAXIMUM POWER</b></p>  <p><b>ONE-SHOT</b></p> <p>REVEAL 5 CARDS FROM THE TOP OF YOUR DECK. SELECT ONE COLOR AND ADD X  OF THAT COLOR TO 1 JAR, WHERE X = THE NUMBER OF CARDS REVEALED OF THAT COLOR.</p> <p>DISCARD THE REVEALED CARDS.</p> <p>YOU MAY PLAY A CARD.</p> <p>"THE DIFFERENCE BETWEEN REALITY AND FICTION IS THAT FICTION MUST MAKE SENSE." - UNITY, HERO ORIGINS: GUNTAR</p>  <p><small>FlatOnHisFace@yahoo.com illustration on chemistry.creighton.edu</small></p>	 <p><b>GUNTAR</b></p> 	<p><b>POWDERMANIAC</b></p>  <p><b>ONE-SHOT</b></p> <p>REVEAL 6 CARDS FROM THE TOP OF YOUR DECK. ADD X  TO 1 JAR, WHERE X = THE NUMBER OF  REVEALED PLUS 1.</p> <p>DRAIN ANY NUMBER OF  OR  TO TAKE AS MANY REVEALED CARDS OF THOSE COLORS INTO YOUR HAND. DISCARD THE REST.</p> <p>"I DON'T KNOW WHAT HE'S TALKING ABOUT. OF COURSE, WITH THAT ACCENT OF HIS, NO-ONE DOES." - TACHYON, SCIENCE &amp; PROGRESS</p>  <p><small>FlatOnHisFace@yahoo.com illustration on glittermeetsglue.com</small></p>	 <p><b>GUNTAR</b></p> 
<p><b>HERBIBIOLOGY</b></p>  <p><b>ONE-SHOT</b></p> <p>REVEAL 6 CARDS FROM THE TOP OF YOUR DECK. ADD X  TO 1 JAR, WHERE X = THE NUMBER OF  REVEALED PLUS 1.</p> <p>DRAIN ANY NUMBER OF  OR  TO TAKE AS MANY REVEALED CARDS OF THOSE COLORS INTO YOUR HAND. DISCARD THE REST.</p> <p>"NATURE PROVIDES EVERYTHING WE WILL EVER NEED TO CONQUER IT." - GUNTAR, NEW SCIENCE MAGAZINE #4</p>  <p><small>FlatOnHisFace@yahoo.com illustration on blogs.bcccc.net</small></p>	 <p><b>GUNTAR</b></p> 	<p><b>ESSENCETENTIALISM</b></p>  <p><b>ONE-SHOT</b></p> <p>REVEAL 5 CARDS FROM THE TOP OF YOUR DECK. ADD X  TO 1 JAR, WHERE X = THE NUMBER OF  REVEALED PLUS 1.</p> <p>DRAIN ANY NUMBER OF  OR  TO TAKE AS MANY REVEALED CARDS OF THOSE COLORS INTO YOUR HAND. DISCARD THE REST.</p> <p>"ZE FLUID ZAT I AM REQUIRING IZ LOCATED WITHIN ZE EYEBALL. MAY I EXTRACT A DOZAGE?" - GUNTAR, CHAIN REACTION #47</p>  <p><small>FlatOnHisFace@yahoo.com illustration on www.matrix.edu.au/study-tips</small></p>	 <p><b>GUNTAR</b></p> 

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

## ALCHEMICAL MELTDOWN



### ONGOING

AT THE START OF THE ENVIRONMENT TURN, DESTROY ALL CARDS IN PLAY OTHER THAN THIS CARD, CHARACTER CARDS, AND RELICS. THEN, DESTROY THIS CARD.

"I ZAID TO NOT TOUCH ZAT."  
- GUNTAR, ROAD TO GOMORRA ONE-SHOT



FlatOnHisFace@yahoo.com

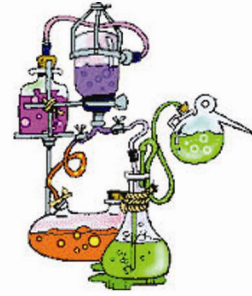
illustration on www.lilth-ezine.com



# GUNTAR



## SUBSTITUTE INGREDIENTS



### ONGOING

WHEN YOU WOULD DRAIN  FROM JARS, YOU MAY REVEAL UP TO 2 CARDS FROM YOUR HAND. FOR EACH REVEALED CARD, YOU ARE CONSIDERED TO DRAIN ANOTHER  OF THE COLOR OF THAT CARD. DISCARD THE REVEALED CARDS.

"SCIENCE ISN'T AN EXACT SCIENCE."  
- UNITY, CHAIN REACTION #35



FlatOnHisFace@yahoo.com

illustration on ballastpoint.mysdnc.org



# GUNTAR



## METABIOLGICENDUCER



### EQUIPMENT

PLAY THIS CARD NEXT TO A HERO CARD. THAT HERO MAY USE AN ADDITIONAL POWER DURING THEIR POWER PHASE.

AT THE END OF YOUR TURN, DRAIN X  OR DESTROY THIS, WHERE X = THE NUMBER OF YOUR TURNS THAT THIS HAS BEEN IN PLAY.

"CERTAIN CHEMICALS IN MY POSSESSION HAVE A VONDERFULLY RESJUVENATIVE EFFECT."  
- GUNTAR, NEW SCIENCE MAGAZINE #5



FlatOnHisFace@yahoo.com

illustration on www.pinterest.com



# GUNTAR



## METABIOLGICENDUCER



### EQUIPMENT

PLAY THIS CARD NEXT TO A HERO CARD. THAT HERO MAY USE AN ADDITIONAL POWER DURING THEIR POWER PHASE.

AT THE END OF YOUR TURN, DRAIN X  OR DESTROY THIS, WHERE X = THE NUMBER OF YOUR TURNS THAT THIS HAS BEEN IN PLAY.

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- GUNTAR, NEW SCIENCE MAGAZINE #5



FlatOnHisFace@yahoo.com

illustration on www.pinterest.com



# GUNTAR



ALCHEMICAL FIRE



ONE-SHOT, ELIXIR

DRAIN ANY NUMBER OF [A].

REVEAL X CARDS FROM THE TOP OF YOUR DECK, WHERE X = TWICE THE NUMBER OF [A] DRAINED PLUS 2.

GUNTAR DEALS 2 FIRE DAMAGE EACH TO Y TARGETS, WHERE Y = THE NUMBER OF [A] REVEALED PLUS 1. DISCARD THE REVEALED CARDS.

"SHTAY BACK!  
FIRE VILL SHPREAD OUT OV CONTROL."  
- GUNTAR, WORKING IN THE LAB #24



FlatOnHisFace@yahoo.com

illustration by FallingToPieces on DeviantArt.com



ALCHEMICAL FIRE



ONE-SHOT, ELIXIR

DRAIN ANY NUMBER OF [A].

REVEAL X CARDS FROM THE TOP OF YOUR DECK, WHERE X = TWICE THE NUMBER OF [A] DRAINED PLUS 2.

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- GUNTAR, WORKING IN THE LAB #24



FlatOnHisFace@yahoo.com

illustration by FallingToPieces on DeviantArt.com



**COLLAPSIBLE LABORATORY**



**ONE-SHOT**

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL 2 JAR CARDS ARE REVEALED. SHUFFLE THE OTHER REVEALED CARDS INTO YOUR DECK.

YOU MAY PUT ANY OF THOSE JARS INTO PLAY. IF YOU DO, DRAIN 1 [ ] FROM EACH JAR PUT INTO PLAY IN THIS WAY. OTHERWISE, PUT THEM INTO YOUR HANDS.

"TREATED WITH CERTAIN CHEMICALS, THE CASE IS LARGER ON THE INSIDE THAN ON THE OUTSIDE."

- GUNTAR, NEW SCIENCE MAGAZINE #3



FlatOnHisFace@yahoo.com

illustration on courses.woodlandschools.org



**COLLAPSIBLE LABORATORY**



**ONE-SHOT**

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL 2 JAR CARDS ARE REVEALED. SHUFFLE THE OTHER REVEALED CARDS INTO YOUR DECK.

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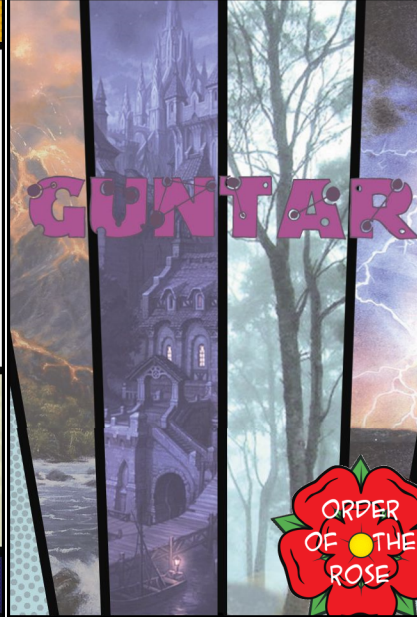
"TREATED WITH CERTAIN CHEMICALS, THE CASE IS LARGER ON THE INSIDE THAN ON THE OUTSIDE."

- GUNTAR, NEW SCIENCE MAGAZINE #3



FlatOnHisFace@yahoo.com

illustration on courses.woodlandschools.org



**COLLAPSIBLE LABORATORY**



**ONE-SHOT**

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"TREATED WITH CERTAIN CHEMICALS, THE CASE IS LARGER ON THE INSIDE THAN ON THE OUTSIDE."

- GUNTAR, NEW SCIENCE MAGAZINE #3



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illustration on courses.woodlandschools.org



**COLLAPSIBLE LABORATORY**



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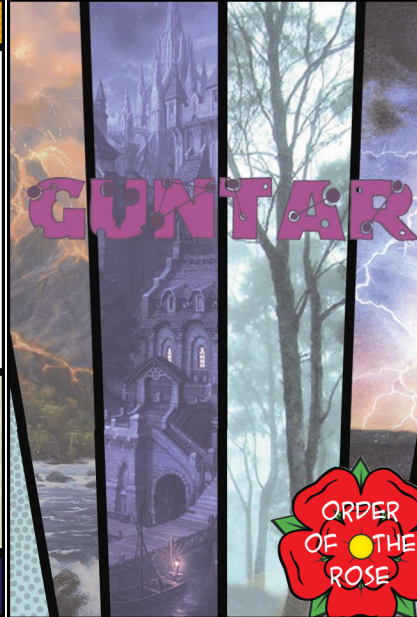
"TREATED WITH CERTAIN CHEMICALS, THE CASE IS LARGER ON THE INSIDE THAN ON THE OUTSIDE."

- GUNTAR, NEW SCIENCE MAGAZINE #3

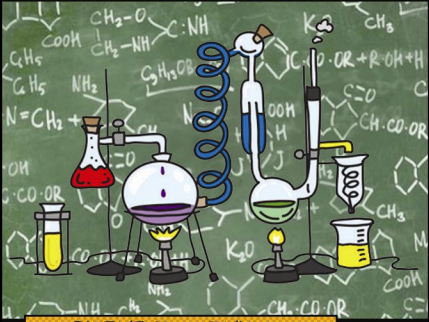


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# ALCHEMY



## EQUIPMENT, FORMULA

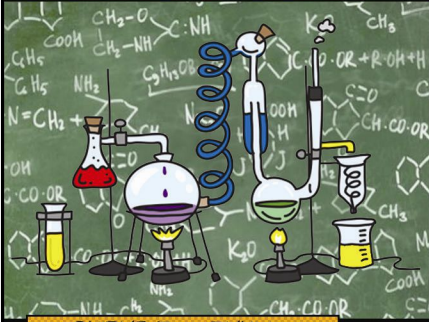
**POWER:** DRAIN 1 AND DRAIN 1 . IF YOU DO, ADD 4 TO 1 JAR.

**POWER:** DRAIN 2 . IF YOU DO, ADD 3 TO 1 JAR AND 3 TO 1 JAR.

"TURNING ZE VALUELESS INTO EXPLOITABLE RESOURCES. KIND OV LIKE POLITICS."  
- GUNTAR, CHAIN REACTION #11



# ALCHEMY



## EQUIPMENT, FORMULA

**POWER:** DRAIN 1 AND DRAIN 1 . IF YOU DO, ADD 4 TO 1 JAR.

**POWER:** DRAIN 2 . IF YOU DO, ADD 3 TO 1 JAR AND 3 TO 1 JAR.

"TURNING ZE VALUELESS INTO EXPLOITABLE RESOURCES. KIND OV LIKE POLITICS."  
- GUNTAR, CHAIN REACTION #11



# FIRE WALL CHALLENGE



## ONGOING, LIMITED

GUNTAR IS IMMUNE TO FIRE DAMAGE.

INCREASE FIRE DAMAGE DEALT BY GUNTAR BY 1.

"FIRE CANNOT HARM ME. ATTEMPTS TO REPEAT ZIS PHENOMENON ON OTHER SUBJECTS HAVE PROVEN FRUITLESS."  
- GUNTAR, HERO ORIGINS: GUNTAR



# FIRE WALL CHALLENGE



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- GUNTAR, HERO ORIGINS: GUNTAR



**"SCIENCE!"**

**ONE-SHOT**

SEARCH YOUR DECK OR TRASH FOR 2 FORMULA OR ELIXIR CARDS. YOU MAY DRAIN UP TO 2 . PUT X OF THOSE CARDS INTO PLAY, WHERE X = THE NUMBER OF DRAINED.

SHUFFLE YOUR DECK, IF YOU SEARCHED IT.

PUT THE OTHER CARDS INTO YOUR HAND.

"ZAT'S VAT I'M SHPEAKING OV!"  
- GUNTAR, FIGHTING FIRE WITH GASOLINE

FlatOnHisFace@yahoo.com illustration on www.allposters.com

**GUNTAR**

**ORDER OF THE ROSE**

**"SCIENCE!"**

**ONE-SHOT**

SEARCH YOUR DECK OR TRASH FOR 2 FORMULA OR ELIXIR CARDS. YOU MAY DRAIN UP TO 2 . PUT X OF THOSE CARDS INTO PLAY, WHERE X = THE NUMBER OF DRAINED.

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FlatOnHisFace@yahoo.com illustration on www.allposters.com

**GUNTAR**

**ORDER OF THE ROSE**

**POWDERS, DUSTS, MINERALS**

**EQUIPMENT, JAR**

WHEN THIS CARD ENTERS PLAY, PLACE 7 ON IT. THEN, YOU MAY DRAIN 2 TO PLAY A CARD.

THIS JAR CAN HOLD UP TO 10 . WHEN 0 REMAIN ON THIS CARD, DESTROY IT.

VILLAIN CARDS IGNORE THIS CARD.

"POWDERED BONE  
OV NEWT, FLOOR BRUSHING FROM  
ZE ATLANTEAN THRONE ROOM..."  
- GUNTAR, A DAY IN THE LIFE: GUNTAR

FlatOnHisFace@yahoo.com illustration on www.etsy.com

**GUNTAR**

**ORDER OF THE ROSE**

**POWDERS, DUSTS, MINERALS**

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FlatOnHisFace@yahoo.com illustration on www.etsy.com

**GUNTAR**

**ORDER OF THE ROSE**

HERBS, ROOTS, SEEDS



EQUIPMENT, JAR

WHEN THIS CARD ENTERS PLAY, PLACE 7 [M] ON IT. THEN, YOU MAY DRAIN 2 [M] TO PLAY A CARD.

THIS JAR CAN HOLD UP TO 10 [M]. WHEN 0 [M] REMAIN ON THIS CARD, DESTROY IT.

VILLAIN CARDS IGNORE THIS CARD.

"MOSS FROM ZE TREE OF LIFE, MANDRAKE ROOT, FIRE ZEEEDS, GHOST PEPPERS (HEH HEH) ..."  
- GUNTAR, A DAY IN THE LIFE: GUNTAR



FlatOnHisFace@yahoo.com

illustration on www.sxc.hu



HERBS, ROOTS, SEEDS



EQUIPMENT, JAR

WHEN THIS CARD ENTERS PLAY, PLACE 7 [M] ON IT. THEN, YOU MAY DRAIN 2 [M] TO PLAY A CARD.

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FlatOnHisFace@yahoo.com

illustration on www.sxc.hu



SALVES, SERA, OILS



EQUIPMENT, JAR

WHEN THIS CARD ENTERS PLAY, PLACE 5 [M] ON IT. THEN, YOU MAY DRAIN 2 [M] TO PLAY A CARD.

THIS JAR CAN HOLD UP TO 7 [M]. WHEN 0 [M] REMAIN ON THIS CARD, DESTROY IT.

VILLAIN CARDS IGNORE THIS CARD.

"ZE TEARS OV A RABBIT UND ZE BREATH OV A DYING ZYGOTE."  
- GUNTAR, A DAY IN THE LIFE: GUNTAR



FlatOnHisFace@yahoo.com

illustration on www.brit.co & theaftereffects.wordpress.com



SALVES, SERA, OILS



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WHEN THIS CARD ENTERS PLAY, PLACE 5 [M] ON IT. THEN, YOU MAY DRAIN 2 [M] TO PLAY A CARD.

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### SKIN SCRAPINGS



#### ONGOING, LIMITED

INCREASE DAMAGE DEALT BY HEROES TO NON-HERO TARGETS BY 1 WHILE AT LEAST 1 COPY OF THAT TARGET IS IN THE TRASH.

REDUCE DAMAGE DEALT BY NON-HERO TARGETS TO HEROES BY 1 WHILE AT LEAST 1 COPY OF THAT TARGET IS IN THE TRASH.

"DIBS ON ZE CARCASS."  
- GUNTAR, SCIENCE & PROGRESS



FlatOnHisFace@yahoo.com

illustration by Kazu-san on DeviantArt.com



### SKIN SCRAPINGS



#### ONGOING, LIMITED

INCREASE DAMAGE DEALT BY HEROES TO NON-HERO TARGETS BY 1 WHILE AT LEAST 1 COPY OF THAT TARGET IS IN THE TRASH.

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"DIBS ON ZE CARCASS."  
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illustration by Kazu-san on DeviantArt.com



### METRICALCULOGICIAN

05 Kilometers = KM  
= ? centimeters = CM

05 Km x  $\frac{1000\text{ m}}{1\text{ km}}$   
= 50  $\frac{\text{km} \cdot \text{m}}{\text{km}}$  = 50m  
50m

Kilo = 1000  
Hecto = 100  
Deca = 10  
No pref = 1  
Deci = .1 or  $\frac{1}{10}$   
CENTI = .01 or  $\frac{1}{100}$   
Milli = .001 or  $\frac{1}{1000}$

#### ONGOING, LIMITED

WHenever you evaluate X or Z variables on any of your cards, you may add 1.

"UND VE SEE BY ZEESE  
CALCULATIONS ZAT IF VE CARRY ZE ONE,  
ZE REZULT IZ ... ACH, WUNDERBAR!"  
- GUNTAR, SCIENCE & PROGRESS



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illustration on www.khanacademy.org



### METRICALCULOGICIAN

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#### ONGOING, LIMITED

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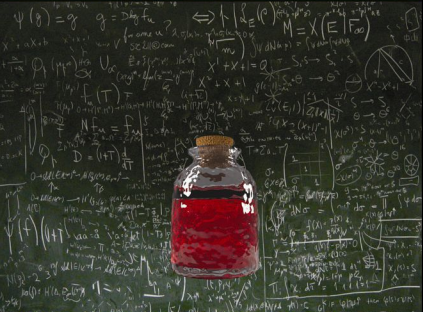
FlatOnHisFace@yahoo.com

illustration on www.khanacademy.org





# CHEMICAL BURN



## EQUIPMENT, FORMULA

**POWER:** YOU MAY DRAIN ANY AMOUNT OF . YOU MAY DRAIN UP TO 2 .

REVEAL THE TOP X CARDS OF YOUR DECK, WHERE X = TWICE THE NUMBER OF DRAINED. GUNTAR DEALS Y TOXIC DAMAGE TO Z TARGETS WHERE Y = THE NUMBER OF REVEALED PLUS 1 AND Z = THE NUMBER OF DRAINED PLUS 1. DISCARD THE REVEALED CARDS.

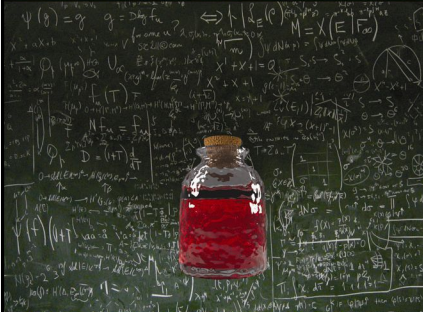
"DON'T TOUCH ZATI!"  
- GUNTAR, ROAD TO GOMORRA ONE-SHOT



# GUNTAR



# CHEMICAL BURN



## EQUIPMENT, FORMULA

**POWER:** YOU MAY DRAIN ANY AMOUNT OF . YOU MAY DRAIN UP TO 2 .

REVEAL THE TOP X CARDS OF YOUR DECK, WHERE X = TWICE THE NUMBER OF DRAINED. GUNTAR DEALS Y TOXIC DAMAGE TO Z TARGETS WHERE Y = THE NUMBER OF REVEALED PLUS 1 AND Z = THE NUMBER OF DRAINED PLUS 1. DISCARD THE REVEALED CARDS.

"DON'T TOUCH ZATI!"  
- GUNTAR, ROAD TO GOMORRA ONE-SHOT



# GUNTAR



# REVITALATION



## ONE-SHOT, ELIXIR

DRAIN ANY NUMBER OF .

GUNTAR REGAINS X HP, WHERE X = THE NUMBER OF DRAINED.

YOU MAY DRAIN 1 . IF YOU DO, SELECT ANOTHER TARGET TO REGAIN THIS HP, INSTEAD.

"IT'S ALSO A ZTAIN REMOVER, A VOOD POLISH, UND A DELICIOUS CHASER TO ANY BEVERAGE."  
- GUNTAR, ROAD TO GOMORRA ONE-SHOT



# GUNTAR



# REVITALATION



## ONE-SHOT, ELIXIR

DRAIN ANY NUMBER OF .

GUNTAR REGAINS X HP, WHERE X = THE NUMBER OF DRAINED.

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- GUNTAR, ROAD TO GOMORRA ONE-SHOT



# GUNTAR



# IMMORTABILITY FETISH



## EQUIPMENT, RELIC

WHENEVER GUNTAR WOULD BE DEALT DAMAGE, YOU MAY DRAIN ANY NUMBER OF AND REVEAL X CARDS FROM THE TOP OF YOUR DECK, WHERE X = THRICE THE NUMBER OF DRAINED.

REDUCE THE DAMAGE DEALT TO GUNTAR BY Z, WHERE Z = THE NUMBER OF REVEALED. DISCARD THE REVEALED CARDS.

"I ADMIT NON-UNDERSTANDING OF ZIS ANCIENT TRINKET. BUT IT REACTS TO MEINE AGENTS."  
- GUNTAR, BAPTISM BY FIRE #13



# GUNTAR



# IMMORTABILITY FETISH



## EQUIPMENT, RELIC

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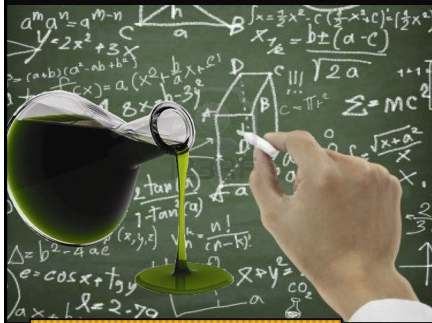
"I ADMIT NON-UNDERSTANDING OF ZIS ANCIENT TRINKET. BUT IT REACTS TO MEINE AGENTS."  
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# GUNTAR



# SICKENING AGENT



## EQUIPMENT, FORMULA

POWER: YOU MAY DRAIN ANY AMOUNT OF . YOU MAY DRAIN UP TO 2 .

REVEAL THE TOP X CARDS OF YOUR DECK, WHERE X = TWICE THE NUMBER OF DRAINED. UNTIL THE START OF YOUR NEXT TURN, REDUCE DAMAGE DEALT BY Z TARGETS BY Y, WHERE Y = THE NUMBER OF REVEALED AND Z = THE NUMBER OF DRAINED PLUS 1. DISCARD THE REVEALED CARDS.

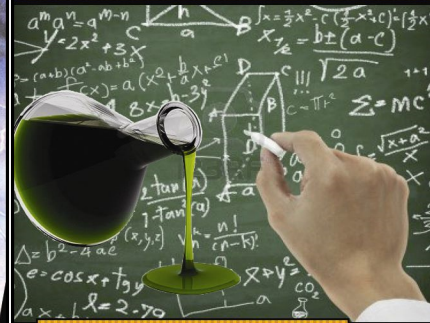
"I DEVELOPED ZIS BEAUTY VEN I REALIZED ZAT A MAN CANNOT ESHCAPE HIZ IMMUNITY SHYSTEM."  
- GUNTAR, FIGHTING FIRE WITH GASOLINE



# GUNTAR



# SICKENING AGENT



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REVEAL THE TOP X CARDS OF YOUR DECK, WHERE X = TWICE THE NUMBER OF DRAINED. UNTIL THE START OF YOUR NEXT TURN, REDUCE DAMAGE DEALT BY Z TARGETS BY Y, WHERE Y = THE NUMBER OF REVEALED AND Z = THE NUMBER OF DRAINED PLUS 1. DISCARD THE REVEALED CARDS.

"I DEVELOPED ZIS BEAUTY VEN I REALIZED ZAT A MAN CANNOT ESHCAPE HIZ IMMUNITY SHYSTEM."  
- GUNTAR, FIGHTING FIRE WITH GASOLINE




# GUNTAR



ORDER  
OR  
the ROSE  
27


# GUNTAR

*The Cross  
Chemist*




**RESEARCH**

**POWER:** DRAW 2 CARDS, THEN REVEAL 1 CARD FROM YOUR HAND. YOU MAY ADD 2  OF THE REVEALED CARD'S COLOR TO 1 JAR. DISCARD THE REVEALED CARD.



THIRD PARTY — STANDARD?



- ⇒ ONE HERO MAY USE A POWER NOW.
- ⇒ ONE PLAYER MAY DRAW A CARD NOW.
- ⇒ ONE HERO IS IMMUNE TO THE DAMAGE TYPE OF YOUR CHOICE, UNTIL THE START OF YOUR NEXT TURN.

FlatOnHisFace@yahoo.com

Illustration on 8tracks.com

FlatOnHisFace@yahoo.com

Illustration on www.turbosquid.com & www.123rf.com