

<div>WIZARD'S STAFF</div> <div></div> <div>EQUIPMENT, LIMITED</div> <div>POWER: YOU MAY PUT A SPELL CARD INTO PLAY FROM YOUR HAND. AT THE END OF YOUR TURN, YOU MAY DEAL ONE TARGET 2 MELEE DAMAGE. IF YOU DO, DESTROY THIS CARD.</div> <div>"I HAD USED MY STAFF TO ERECT BARRIERS OF FORCE... AND, IN A PINCH, TO BEAT BAD GUYS ABOUT THE HEAD." - HARRY DRESDEN, STORM FRONT</div>	<div>Harry Dresden WIZARD</div> <div>Lost Items Found Paranormal Investigations Consulting · Advice · Reasonable Rates 312-555-8702</div> <div>No Love Potions, Endless Purses, Parties, or Other Entertainment</div>	<div>WIZARD'S STAFF</div> <div></div> <div>EQUIPMENT, LIMITED</div> <div>POWER: YOU MAY PUT A SPELL CARD INTO PLAY FROM YOUR HAND. AT THE END OF YOUR TURN, YOU MAY DEAL ONE TARGET 2 MELEE DAMAGE. IF YOU DO, DESTROY THIS CARD.</div> <div>"I HAD USED MY STAFF TO ERECT BARRIERS OF FORCE... AND, IN A PINCH, TO BEAT BAD GUYS ABOUT THE HEAD." - HARRY DRESDEN, STORM FRONT</div>	<div>Harry Dresden WIZARD</div> <div>Lost Items Found Paranormal Investigations Consulting · Advice · Reasonable Rates 312-555-8702</div> <div>No Love Potions, Endless Purses, Parties, or Other Entertainment</div>
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Harry Dresden (v2)

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Version 1 was no longer online.



BGG user attempted to recreate it from the text-only version that remained...



...and tried to find the original images (with varying degrees of success)...



„,and posted the new version.



When I started to format the deck for printing, I noticed an issue...



...there were only 39 Hero cards.

UNEXPECTED STORM



ONE-SHOT, SPELL

DEAL 1 LIGHTNING DAMAGE TO UP TO 3 TARGETS. THIS CARD MAY NOT BE PLAYED DURING YOUR PLAY PHASE.

SOULFIRE: FROM NOW ON THIS CARD IS TREATED AS AN ONGOING, AND IT ACTIVATES AT THE START OF YOUR TURN.
WINTER: DEAL 2 COLD DAMAGE TO ALL NON-HERO TARGETS.

"VENTAS SERVITAS!" THE WIND ROSE IN A SUDDEN,
SCREAMING CYCLONE THAT WHIRLED INTO BEING.
- STORM FRONT

DETECTIVE MURPHY



ALLY, HARD-BOILED COP

WHENEVER YOU DRAW A CARD, THIS CARD DEALS 1 PROJECTILE DAMAGE TO THE NON-HERO TARGET WITH THE LOWEST HP AND YOU MAY DISCARD A CARD.

"YOU'RE A GOOD MAN, HARRY. NOT ALWAYS RATIONAL.
BUT YOU'RE THE BEST KIND OF CRAZY."
- KARRIN MURPHY, CHANGES

Harry Dresden
WIZARD

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MOLLY CARPENTER



ALLY, PERKY WIZARD APPRENTICE

THIS CARD MAY NOT BE TREATED AS THE TARGET WITH THE LOWEST HP. WHENEVER YOU PUT A SPELL CARD IN YOUR TRASH, THIS CARD DEALS ITSELF AND THE NON-HERO TARGET WITH THE HIGHEST HP 1 PSYCHIC DAMAGE EACH AND YOU MAY DRAW A CARD.

"YOU ARE HIGH IF YOU THINK I'M TAKING ANY
ORDERS FROM YOU," MOLLY SAID TARTLY.

- COLD DAYS

MICHAEL CARPENTER



ALLY, KNIGHT OF THE CROSS

ALL DAMAGE DEALT TO THIS CARD IS REDUCED BY 1. WHENEVER YOU USE A POWER, THIS CARD DEALS THE VILLAIN TARGET WITH THE HIGHEST HP 1 MELEE DAMAGE AND 1 IRREDUCIBLE RADIANT DAMAGE.

"I DON'T CALL HIM THE FISH OF GOD AS A PET NAME,
FOLKS."
- CITIZEN SNIPS, THE CRAB COMETH #4

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I could have checked online and figured out what the missing card was...



..but I decided to just add a card, and while I was at it, I replaced the art on two of the others.



Thus the Urban Ra Ally card, plus the revised Unrelenting Force and Molly Carpenter cards.

 <p>SENTINELS COMICS 24</p> <p>HARRY DRESDEN</p> <p>ARCAINE WORD</p> <p>POWER: PUT A SPELL CARD IN PLAY FROM YOUR TRASH. AFTERWARDS, SHUFFLE IT INTO YOUR DECK.</p>	 <p>! ONE HERO MAY USE A POWER NOW.</p> <p>! DESTROY AN ONGOING CARD.</p> <p>! CHOOSE A HERO. THE NEXT DAMAGE THAT HERO TAKES IS REDUCED BY 1.</p>	 <p>SENTINELS MULTIVERSE</p> <p>TWO HERO CHALLENGE</p>	 <p>TWO-HERO CHALLENGE</p> <p>SET-UP</p> <p>SET-UP THE GAME USING ONLY 2 HEROES.</p> <p>GAME-PLAY</p> <p>H=3.</p> <p>DURING EACH HERO'S PLAY PHASE, THEY MAY DRAW A CARD.</p> <p>DURING EACH HERO'S DRAW PHASE, THEY MAY PLAY A CARD.</p>
 <p>SENTINELS MULTIVERSE</p> <p>TWO HERO CHALLENGE</p>	 <p>TWO-HERO CHALLENGE</p> <p>SET-UP</p> <p>SET-UP THE GAME USING ONLY 2 HEROES.</p> <p>GAME-PLAY</p> <p>H=3.</p> <p>DURING EACH HERO'S PLAY PHASE, THEY MAY DRAW A CARD.</p> <p>DURING EACH HERO'S DRAW PHASE, THEY MAY PLAY A CARD.</p>	 <p>SENTINELS COMICS 28</p> <p>URBAN</p> <p>RA</p> <p>SUN GOD FOR HIRE</p> <p>BURN IT DOWN AND SALT THE EARTH</p> <p>POWER: SELECT VILLAIN OR ENVIRONMENT. DEAL ALL TARGETS FROM THE SELECTED DECK 1 FIRE DAMAGE. THEN DEAL 1 TARGET DAMAGED THIS WAY 1 TOXIC DAMAGE.</p>	 <p>URBAN RA: SUN GOD FOR HIRE</p> <p>INCAPACITATED</p> <p>INCAPACITATED POWERS (CHOOSE 1 EACH TURN):</p> <ul style="list-style-type: none">➤ UNTIL THE START OF YOUR TURN, FIRE AND TOXIC DAMAGE DEALT TO HERO TARGETS IS REDUCED BY 2, AND ALL OTHER DAMAGE IS REDUCED BY 1.➤ SELECT A NON-INDESTRUCTIBLE, NON-CHARACTER CARD WITH 3 OR FEWER HP REMOVE IT FROM THE GAME.➤ REVEAL THE TOP CARD OF EACH HERO DECK. REPLACE OR DISCARD EACH REVEALED CARD. <p>PROMO</p>