



Sentinels of the Multiverse – Hero Deck: Ishtar  
Stranded (a post-OblivAeon fan expansion)

MULTIFACETED



ONGOING, LIMITED

DURING YOUR POWER PHASE, YOU MAY USE AN ADDITIONAL POWER.

IN HER UNIVERSE, IT WAS THE BABYLONIAN, NOT THE EGYPTIAN "GODS" WHO WERE "REAL."  
--JACHYON (STRANDED #5)

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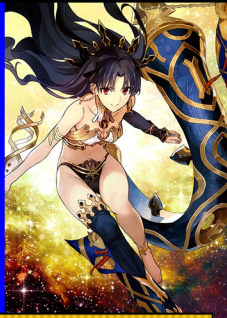
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ASPECT OF ENERGY



ONGOING, LIMITED, ASPECT

POWER: ANOTHER HERO MAY USE A POWER. A DIFFERENT HERO MAY PLAY A CARD.

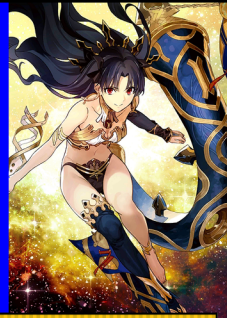
APPARENTLY HER WARDROBE IS A FUNCTION OF HER POWERS.  
--TACHYON (STRANDED #5)

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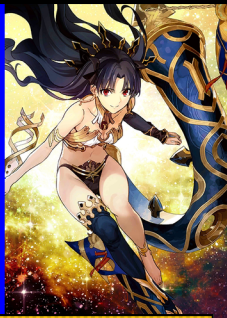
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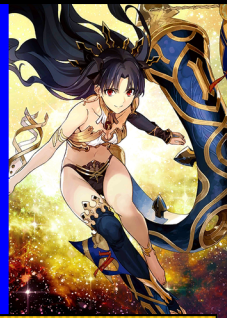
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ASPECT OF HEALING



ONGOING, LIMITED, ASPECT

POWER: UP TO 5 TARGETS REGAINS 1HP.

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ASPECT OF KNOWLEDGE



ONGOING, LIMITED, ASPECT

POWER: EACH OTHER HERO MAY DRAW A CARD.

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ASPECT OF WAR



ONGOING, LIMITED, ASPECT

POWER: ISHTAR DEALS EACH NON-HERO TARGET 1 IRREDUCIBLE ENERGY DAMAGE.

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COMBAT SPELL



ONE-SHOT, SPELL

UNTIL THE START OF YOUR NEXT TURN, ALL DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1.

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--ISHAR (STRANDED #3)

SENTINELS  
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COMBAT SPELL



ONE-SHOT, SPELL

UNTIL THE START OF YOUR NEXT TURN, ALL DAMAGE DEALT BY HERO TARGETS IS INCREASED BY 1.

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FLIGHT SPELL



ONE-SHOT, SPELL

UNTIL THE START OF YOUR NEXT TURN, DAMAGE DEALT TO HEROES IS REDUCED BY 1.

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-ISHAR (STRANDED #5)

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FLIGHT SPELL



ONE-SHOT, SPELL

UNTIL THE START OF YOUR NEXT TURN, DAMAGE DEALT TO HEROES IS REDUCED BY 1.

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-ISHAR (STRANDED #5)

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RESTORATIVE SPELL



ONE-SHOT, SPELL

UNTIL THE START OF YOUR NEXT TURN, WHEN A HERO TARGET REGAINS HP INCREASE THAT GAIN BY 1.

ISHTAR (STRANDED #3)

SENTINELS OF THE MULTIVERSE

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RESTORATIVE SPELL



ONE-SHOT, SPELL

UNTIL THE START OF YOUR NEXT TURN, WHEN A HERO TARGET REGAINS HP INCREASE THAT GAIN BY 1.

ISHTAR (STRANDED #3)

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ISHTAR (STRANDED #3)

SENTINELS OF THE MULTIVERSE

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Ishtar

THE STAR OF ISHTAR



EQUIPMENT, RELIC

DURING YOUR PLAY PHASE, YOU MAY DRAW A CARD.  
DURING YOUR DRAW PHASE, YOU MAY PLAY A CARD.

I DINNA MEAN TA STARE, BUT WHERE'D YOU HIDE YOUR ARTIFACT IN THAT OUTFIT? —K.N.X.R.E. (STRANDED #3)

SENTINELS OF THE MULTIVERSE

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THE STAR OF ISHTAR



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Ishtar

RABBU



GUARDIAN OF ISHTAR

WHEN THIS CARD ENTERS PLAY, SET ITS HP TO ONE HALF OF ISHTAR'S HP, ROUNDED UP.

AT THE END OF YOUR TURN, RABBU DEALS 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

WE'RE NOT CERTAIN IS RABBU IS A REAL WHITE LION THAT SHE SUMMONS FROM SOME POCKET DIMENSION OR IF HE IS JUST AN ASPECT OF HER WILL MADE MANIFEST. —TACHYON (STRANDED #5)

SENTINELS OF THE MULTIVERSE

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# Ishhtar



FORETELL  
POWER: REVEAL THE TOP 2 CARDS OF YOUR DECK. DISCARD 1 AND REPLACE THE OTHER.



≥ SELECT A TARGET. REDUCE THE NEXT DAMAGE DEALT TO THAT TARGET BY 1.  
≥ ONE HERO REGAINS 2HP.  
≥ SELECT A TARGET. UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT BY THAT TARGET BY 1.

≥THIRD PARTY — STANDARD≤

# Ishhtar



AVATAR OF THE GODDESS  
POWER: PLAY AN ASPECT OR A SPELL. IF YOU DO NOT, YOU MAY DRAW A CARD.



≥ SELECT A TARGET. REDUCE THE NEXT DAMAGE DEALT TO THAT TARGET BY 1.  
≥ ONE HERO REGAINS 2HP.  
≥ SELECT A TARGET. UNTIL THE START OF YOUR NEXT TURN, INCREASE DAMAGE DEALT BY THAT TARGET BY 1.

≥THIRD PARTY — PROMO≤