

PRIMORDIAL ACCLIMATION



ONE-SHOT

CHOOSE A DAMAGE TYPE. UNTIL THE START OF YOUR NEXT TURN, KALI IS IMMUNE TO DAMAGE OF THE CHOSEN TYPE, AND ALL DAMAGE DEALT BY KALI IS OF THE CHOSEN TYPE.

PLAY A CARD OR USE A POWER NOW.

"BLACK IS AT THE SEED OF ALL COLORS. I READ THAT ONLINE."  
SAGE, M.I.A. #12

KALI



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## SUDDEN EVOLUTION



### ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR AN ONGOING CARD AND PUT IT INTO PLAY. SHUFFLE YOUR DECK IF YOU SEARCHED IT.

IF A MUTATION IS PUT INTO PLAY THIS WAY, USE THE POWER PRINTED ON THAT CARD IMMEDIATELY. IF A TASK IS PUT INTO PLAY THIS WAY, DESTROY ONE ONGOING OR ENVIRONMENT CARD.

"CODENAME: KALI IS AN IDEAL FIELD AGENT. HER BODY CAN ADAPT TO ANY ENVIRONMENT OR THREAT."  
-MIDNIGHT, M.I.A.

# KALI



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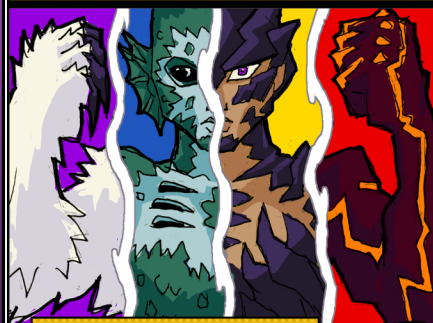
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## INESCAPABLE GRASP



### ONE-SHOT

WHENEVER KALI DEALS DAMAGE TO A TARGET OTHER THAN A CHARACTER CARD THIS TURN, THAT TARGET CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN.

YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE.

"OKAY I'VE GOT HIM. NOW WHAT?"  
-KALI  
M.I.A. #11, A COMMON ADVERSARY.

KALI



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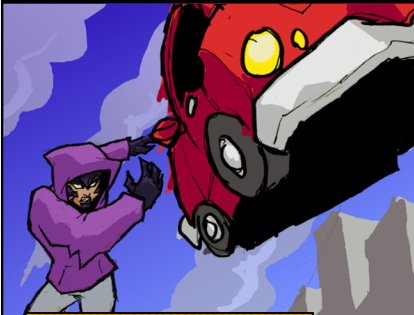
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## HURL DEBRIS



### ONE-SHOT

CHOOSE A CARD IN ANY TRASH AND SHUFFLE IT INTO ITS APPROPRIATE DECK.

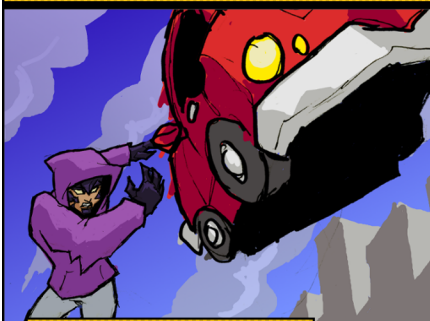
KALI DEALS 1 TARGET 4 PROJECTILE DAMAGE.

"HERE'S YOUR RIDE!"  
-KALI

KALI



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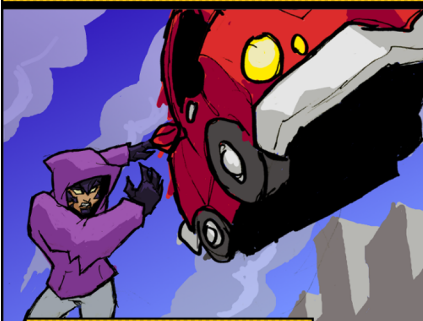
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## IMPROVISED WEAPON



### ONE-SHOT

KALI DEALS 1 TARGET 3 MELEE DAMAGE.

ONE TARGET DEALT DAMAGE THIS WAY DEALS ONE OTHER TARGET 3 MELEE DAMAGE.

"STOP HITTING YOURSELVES!"  
KALI, M.I.A. #6

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## MOVIE NIGHT



### ONE-SHOT

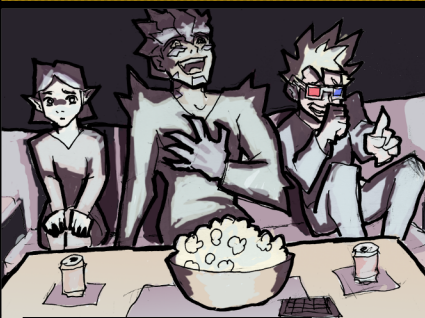
EACH PLAYER DRAWS A CARD.  
EACH HERO TARGET REGAINS 1 HP.

"IS IT HUMOROUS BECAUSE THE CHARACTERS  
ARE IN DISCOMFORT, OR BECAUSE THE  
SITUATIONS ARE SO UNLIKELY?"  
-MAGPIE, M.I.A. TEAM BUILDING

# KALI



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# KALI



## RANCOROUS INCARNATION



### ONE-SHOT

DISCARD ANY NUMBER OF CARDS.  
YOU MAY USE X ADDITIONAL POWERS THIS  
TURN, WHERE X IS THE NUMBER OF CARDS  
DISCARDED THIS WAY PLUS 1.

"THE GODDESS KALI EMBODIES  
MORE THAN DESTRUCTION, BUT,  
THAT'S THE PART I LIKE BEST."  
-KALI, M.I.A. #2

# KALI



# RANCOROUS INCARNATION



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YOU MAY USE X ADDITIONAL POWERS THIS TURN, WHERE X IS THE NUMBER OF CARDS DISCARDED THIS WAY PLUS 1.

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-KALI, M.I.A. #2

KALI



# TEAR OPEN



## ONE-SHOT

WHENEVER KALI DEALS DAMAGE TO A TARGET THIS TURN, DAMAGE DEALT TO THAT TARGET BECOMES IRREDUCIBLE UNTIL THE START OF YOUR NEXT TURN.

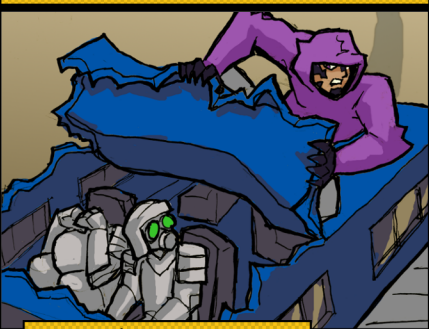
DEAL 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

"PULL OVER!"  
-KALI, M.I.A. #23

KALI



# TEAR OPEN



## ONE-SHOT

WHENEVER KALI DEALS DAMAGE TO A TARGET THIS TURN, DAMAGE DEALT TO THAT TARGET BECOMES IRREDUCIBLE UNTIL THE START OF YOUR NEXT TURN.

DEAL 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

"PULL OVER!"  
-KALI, M.I.A. #23

KALI



# TEAR OPEN



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DEAL 1 TARGET 2 IRREDUCIBLE MELEE DAMAGE.

"PULL OVER!"  
-KALI, M.I.A. #23

KALI





## ADAPTIVE PHYSIOLOGY



### ONGOING, MUTATION

REDUCE DAMAGE DEALT TO KALI BY ENVIRONMENT CARDS BY 2.

**POWER:** YOU MAY DESTROY ONE OF YOUR ONGOING CARDS. IF ONE OF YOUR ONGOING CARDS HAS BEEN DESTROYED SINCE THE END OF YOUR LAST TURN, KALI DEALS ONE NON-HERO TARGET 4 DAMAGE OF ANY TYPE YOU CHOOSE.

"MY BODY DID THIS BECAUSE I SWAM TOO LONG? WHAT'S IT GOING TO DO IF I'M ACTUALLY IN TROUBLE!"  
-KALI

KALI



## EXTRA ARMS



### ONGOING, MUTATION

YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE.

**POWER:** DRAW A CARD.

"SURE. FOUR ARMS. THAT'S WHAT'S HAPPENING NOW. WHY NOT?"  
-KALI

KALI



## INDURATED CARAPACE



### ONGOING, MUTATION

REDUCE MELEE AND PROJECTILE DAMAGE DEALT TO KALI BY 1.

**POWER:** KALI DEALS 1 TARGET 3 MELEE DAMAGE.

"KERATIN IS JUST FINGERNAILS...  
FINGERNAILS AREN'T GROSS, RIGHT?"  
-KALI

KALI



## THUNDEROUS HEADCREST



### ONGOING, MUTATION

REDUCE LIGHTNING, PSYCHIC, AND SONIC DAMAGE DEALT TO KALI BY 1.

**POWER:** DISCARD THE TOP CARD OF A NON-HERO DECK. KALI DEALS EACH TARGET IN THAT DECK'S PLAY AREA 1 SONIC DAMAGE.

"IT'S A SKIN CONDITION!"  
-KALI, M.I.A. #2

KALI



## NONCANDESCENT DERMIS



### ONGOING, MUTATION

REDUCE ENERGY, FIRE, AND RADIANT DAMAGE DEALT TO KALI BY 1.

**POWER:** KALI DEALS 2 FIRE DAMAGE TO EACH TARGET ALREADY DEALT DAMAGE BY KALI THIS TURN.

"WHOA, YOUR SKIN IS BLOCKING MY X-RAYS! ERR... NOT THAT I WAS TRYING TO LOOK OR ANYTHING."  
-SAGE, M.I.A.

# KALI



## INSULATING MUCUS



### ONGOING, MUTATION

REDUCE COLD, INFERNAL, AND TOXIC DAMAGE DEALT TO KALI BY 1.

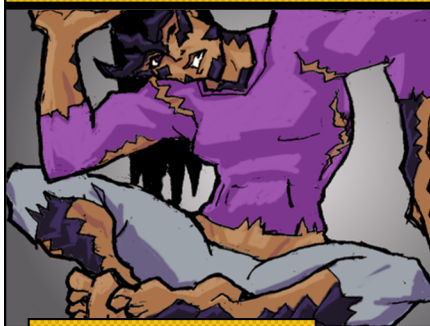
**POWER:** KALI DEALS UP TO 3 TARGETS 1 IRREDUCIBLE TOXIC DAMAGE EACH.

"NOOO! WHYYYYYYY!?"  
-KALI,  
M.I.A. DEL TO PAY.

# KALI



## MASSIVE STATURE



### ONGOING, MUTATION

WHENEVER KALI WOULD BE DEALT EXACTLY 1 DAMAGE, PREVENT THAT DAMAGE.

**POWER:** DESTROY A NON-HERO TARGET WITH 3 OR FEWER HP.

"WELL, THERE GOES MY FAVORITE SHIRT!"  
-KALI, M.I.A.

# KALI



## BODYGUARD



### ONGOING, TASK

WHEN THIS CARD ENTERS PLAY DESTROY ALL OTHER TASK CARDS. PLAY THIS CARD NEXT TO A HERO TARGET OTHER THAN KALI.

WHENEVER THAT TARGET WOULD BE DEALT DAMAGE BY A NON-HERO TARGET, REDIRECT IT TO KALI. REDUCE DAMAGE REDIRECTED THIS WAY BY 1.

WHEN THIS CARD IS DESTROYED, THAT TARGET REGAINS 3 HP AND YOU MAY USE A POWER.

"GET DOWN, LITTLE BIRD!"  
-KALI

# KALI





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"GET DOWN, LITTLE BIRD!"  
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## RECUPERATE



### ONGOING, TASK

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER 'TASK' CARDS.

REDUCE DAMAGE DEALT TO KALI BY 1. REDUCE DAMAGE DEALT BY KALI BY 1.

AT THE START OF YOUR TURN, KALI REGAINS 1 HP, THEN YOU MAY DRAW A CARD OR PLAY A CARD.

"OW! THAT REALLY HURT!"  
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## VENDETTA



### ONGOING, TASK

WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER TASK CARDS. PLAY THIS CARD NEXT TO A NON-HERO TARGET.

THAT TARGET COUNTS AS KALI'S NEMESIS. IF THAT TARGET IS NOT A CHARACTER CARD, INCREASE DAMAGE KALI DEALS TO IT BY 1.

WHEN THAT TARGET IS DESTROYED, DRAW 2 CARDS AND DESTROY THIS CARD.

"NO, YOU'RE UGLY!!!"

-KALI, M.I.A #6

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SENTINEL

SL

COMICS

33

Codename:

KALI

RAPID MUTATION

POWER: REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A 'MUTATION' CARD IS REVEALED. PUT THAT CARD INTO PLAY, AND SHUFFLE THE REST BACK INTO THE HERO DECK.

-DESTROY AN ENVIRONMENT CARD.

-DESTROY AN ONGOING CARD.

-DESTROY A TARGET WITH 2 OR FEWER HP.

THIRD PARTY — STANDARD



SENTINEL

SL

COMICS

30

KALI

reborn

CONTROLLED RENEWAL

POWER: DESTROY ONE OF KALI'S ONGOING CARDS. SEARCH YOUR DECK OR TRASH FOR AN ONGOING CARD AND PUT IT INTO PLAY. SHUFFLE YOUR TRASH BACK INTO YOUR DECK.

THIRD PARTY — PROMO

INCAPACITATED POWERS  
(CHOOSE ONE EACH TURN)

ONE PLAYER MAY PLAY A CARD.

DESTROY AN ENVIRONMENT CARD.

ONE HERO REGAINS X HP, WHERE X EQUALS THE NUMBER OF INCAPACITATED HEROES, PLUS 1.

THIRD PARTY — PROMO