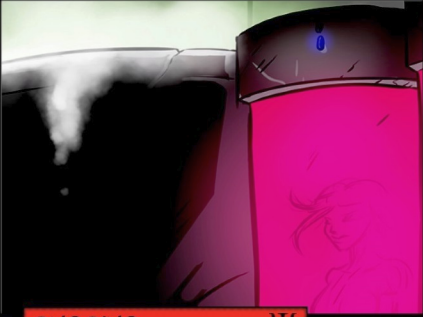


COMPOUND PSY-200



ONGOING Ψ

WHEN THIS CARD IS PLAYED, EACH HERO TARGET IS DEALT X PSYCHIC DAMAGE BY LEGION, WHERE X IS THE NUMBER OF ONGOINGS THAT HERO HAS IN PLAY. AT THE END OF THE VILLAIN TURN, LEGION DEALS HERSELF 3 TOXIC DAMAGE.

INCREASE DAMAGE DONE BY LEGION BY 1.

"FATALITY RATE DUE TO CRANIAL BLEEDING 98%. ONLY THREE SURVIVORS, CODENAMES LEGION, VISIONARY AND TULPA".
PROJECT COCOON REPORT # 6

TOP SECRET

Anthony Paris
22/03/2009
Dept. of Defence

CODENAME LEGION

№ 14

PROJECT COCOON

JULIA LONG



Antony Paris
22/03/2009
Dept. of Defence



=ADEPHOPHAGE=

CONSUMING COMPULSION



ONE-SHOT, MADNESS

REVEAL THE TOP CARD OF EACH HERO DECK. IF IT IS A ONE-SHOT, PLAY IT, OTHERWISE DISCARD IT. IF THE PLAYER CAN CHOOSE TARGETS FOR THE ONE-SHOT, THEY MUST CHOOSE HERO TARGETS. PLAY THE TOP CARD OF THE VILLAIN DECK.

"SOMETIMES YOU'VE JUST GOT TO DO WHAT YOU FEEL. BESIDES, SOME OF THE NUNS ON THAT BUS PROBABLY DESERVED IT."
- RA, IN TWO MINDS #2

TOP SECRET

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22/03/2009
Dept. of Defence

CODENAME LEGION

№ 14

PROJECT COCOON

JULIA LONG



Antony Paris
22/03/2009
Dept. of Defence



=ADEPHOPHAGE=

CORTICAL ANEURYSM



ONE-SHOT Ψ

LEGION DEALS EACH HERO TARGET Ψ - 1 PSYCHIC DAMAGE. DESTROY Ψ - 2 HERO ONGOING CARDS.

"MY HEAD ACHES, MY NOSE IS BLEEDING, AND I SUDDENLY DON'T REMEMBER WHERE I LIVE. WE NEED TO END THIS FAST!"
-BUNKER, IN TWO MINDS # 4

TOP SECRET

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22/03/2009
Dept. of Defence

CODENAME LEGION

№ 14

PROJECT COCOON

JULIA LONG



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DERANGEMENT



ONGOING Ψ

WHEN THIS CARD IS PLAYED, LEGION DEALS EACH HERO TARGET 2 PSYCHIC DAMAGE, AND EACH LUNATIC REGAINS 2 HP.

AT THE START OF THE VILLAIN TURN, LEGION DEALS EACH HERO TARGET 1 PSYCHIC DAMAGE, AND EACH LUNATIC REGAINS 1 HP.

"I'M PRETTY SURE I WAS SANE ONCE... AH WELL, THINGS ARE MUCH MORE INTERESTING THIS WAY."
-CHIEF CARTER, IN TWO MINDS # 2

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DISTRIBUTED MIND



ONGOING

WHEN THIS CARD IS PLAYED, PLAY A RANDOM LUNATIC FROM BENEATH LEGION. INCREASE DAMAGE DONE BY LUNATICS BY 1.

"MY NAME IS LEGION, FOR WE ARE MANY..."
- THE PYROMANIAC, IN TWO MINDS #2

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~ADEPHOPHAGE~

HARROWING HALLUCINATIONS



ONE-SHOT, MADNESS

EACH HERO DESTROYS ONE OF THEIR ONGOING/EQUIPMENT CARDS.

THEN EACH HERO THAT DID REVEALS CARDS FROM THE TOP OF THEIR DECK UNTIL THEY REVEAL AN ONGOING/EQUIPMENT CARD. PLAY IT AND SHUFFLE THEIR DECK.

PLAY THE TOP CARD OF THE VILLAIN DECK.

"NORMALLY I'D BE HAPPY TO HELP, MADAM POPE, BUT MY NARWHAL IS IN A TOWAWAY ZONE."
- EXPATRETTE, IN TWO MINDS #2

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CODENAME LEGION

№ 14

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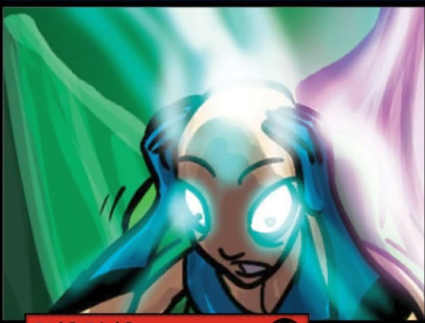
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~ADEPHOPHAGE~

MASS HYSTERIA



ONGOING

WHEN THIS CARD IS PLAYED, PLAY THE TOP TWO CARDS OF THE ENVIRONMENT DECK.

INCREASE DAMAGE DONE BY THE ENVIRONMENT BY 1.

"EVERYTHING IS GOING MAD! THE PEOPLE, THE BIRDS, THE RATS... EVEN THE TREES ARE LOOKING AT ME FUNNY!"
HAKA - IN TWO MINDS # 3

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~ADEPHOPHAGE~

MOUNTING MANIA



ONE-SHOT, MADNESS

EACH HERO DRAWS UNTIL THEY HAVE 5 CARDS.

FOR EACH HERO, LEGION DEALS THEM X PSYCHIC DAMAGE, WHERE X IS THE NUMBER OF CARDS THEY DREW.

PLAY THE TOP CARD OF THE VILLAIN DECK.

"OH YESYESYES! I'M GONNA BURN YOUR ASS, THEN GO AND PLAY WOODSTOCK! I'M FEELING GOOOD!"
- ARGENT ADEPT, IN TWO MINDS #2

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~ADEPHOPHAGE~

NEURAL SPIKE



ONE-SHOT Ψ

LEGION DEALS THE HIGHEST HP HERO X PSYCHIC DAMAGE, WHERE X IS Ψ PLUS THE NUMBER OF CARDS IN THEIR HAND.

VISIONARY "THEY DON'T MEAN TO HURT YOU!"
EXPATRIETTE "AND A RABID DOG DOESN'T MEAN TO BITE YOU. IT STILL GETS PUT DOWN."
-IN TWO MINDS # 9

=ADEPHOPHAGE=

TOP SECRET

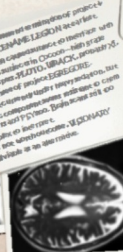
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CODENAME LEGION

No 14

PROJECT COCOON

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NEURAL SPIKE



ONE-SHOT Ψ

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EXPATRIETTE "AND A RABID DOG DOESN'T MEAN TO BITE YOU. IT STILL GETS PUT DOWN."
-IN TWO MINDS # 9

=ADEPHOPHAGE=

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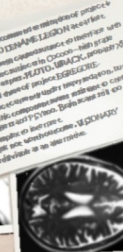
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CODENAME LEGION

No 14

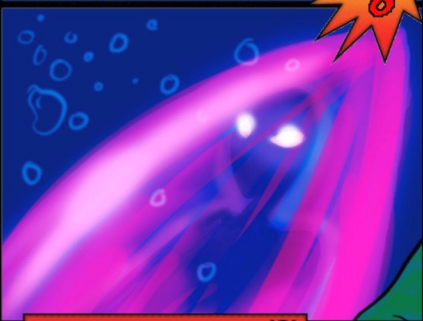
PROJECT COCOON

JULIA LONG



PSYCHOGENIC COCOON

8



ANOMALY Ψ

LEGION IS IMMUNE TO DAMAGE.
WHENEVER THE PSYCHOGENIC COCOON IS DEALT DAMAGE, IT DEALS EACH HERO TARGET X DAMAGE, WHERE X IS THE DAMAGE IT WAS DEALT MINUS 2.

AS LEGION'S MIND BLOSSOMED,
HER ORIGINAL BODY BECAME AT FIRST UNNECESSARY, THEN EVENTUALLY A LIABILITY TO BE PROTECTED.

=ADEPHOPHAGE=

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CODENAME LEGION

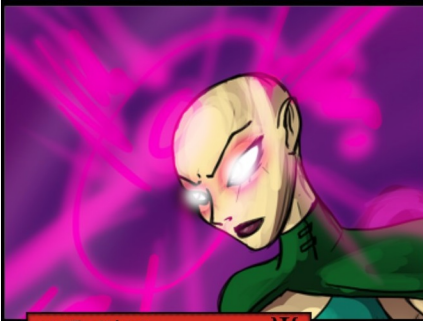
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REND THE MIND



ONE-SHOT Ψ

LEGION DEALS THE HIGHEST HP HERO TARGET Ψ PSYCHIC DAMAGE.
THAT TARGET THEN DEALS EACH OTHER HERO TARGET 2 MELEE DAMAGE.

"THEIR COMMAND IS MY WISH..."
- TEMPEST, IN TWO MINDS # 5

=ADEPHOPHAGE=

TOP SECRET

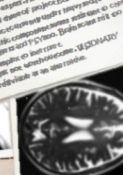
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REND THE MIND



ONE-SHOT

LEGION DEALS THE HIGHEST HP HERO TARGET PSYCHIC DAMAGE. THAT TARGET THEN DEALS EACH OTHER HERO TARGET 2 MELEE DAMAGE.

"THEIR COMMAND IS MY WISH..."
- TEMPEST, IN TWO MINDS #5

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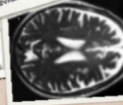
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PROJECT COCOON

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~ADEPHOPHAGE~

SPREADING SCHIZOPHRENIA



ONE-SHOT, MADNESS

EACH HERO DISCARDS THEIR HAND, THEN DRAWS AS MANY CARDS AS THEY DISCARDED.

PLAY THE TOP CARD OF THE VILLAIN DECK.

"DO YOU HEAR THEM? DO YOU SEE THEM? THEY'RE ALL COMING FOR ME!"
- TAYCHON, IN TWO MINDS #1

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CODENAME LEGION

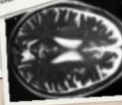
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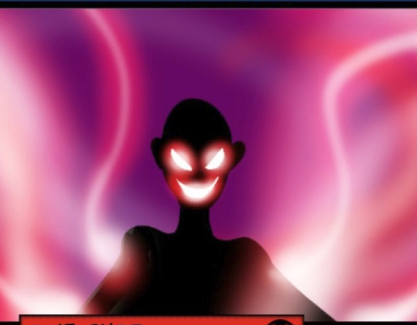


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~ADEPHOPHAGE~

TELEKINETIC STORM



ONE-SHOT

LEGION DEALS EACH HERO TARGET - 1 PROJECTILE DAMAGE. DESTROY - 2 EQUIPMENT CARDS.

WE SUSPECT LEGION IS DEVELOPING LEVEL OMEGA TELEKINETIC POWERS. IF SHE WAKES FROM SEDATION, THE WALLS WON'T BE ABLE TO HOLD HER...
PROJECT COCOON REPORT # 7

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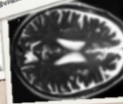
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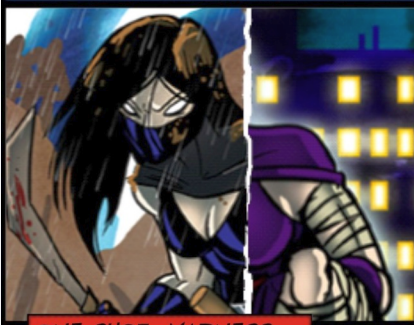


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~ADEPHOPHAGE~

VIOLENT VISIONS



ONE-SHOT, MADNESS

EACH PLAYER DISCARDS 2 CARDS, THEN MOVES 1 CARD FROM THEIR TRASH INTO THEIR HAND.

PLAY THE TOP CARD OF THE VILLAIN DECK.

"I SEE MYSELF DOING THINGS I WOULD NEVER DO - TORTURING, KILLING... WINNING..."
- WRAITH, IN TWO MINDS #3

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CODENAME LEGION

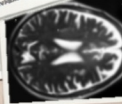
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~ADEPHOPHAGE~

AETHER STORM



ONE-SHOT

LEGION DEALS EACH NON-VILLAIN TARGET 1 TOXIC, 1 LIGHTNING, AND 1 INFERNAL DAMAGE. UNTIL THE START OF THE NEXT VILLAIN TURN, INCREASE ALL DAMAGE DEALT BY 1 AND CHANGE THE DAMAGE TYPE TO RADIANT.

"I DON'T RECALL LOADING THIS WITH RAINBOW SHELLS...
- EXPATRIETTE, IN TWO MINDS #5

TOP SECRET

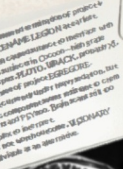
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CODENAME LEGION

№ 14

PROJECT COCOON

JULIA LONG



~ADEPHOPHAGE~

AETHER STORM



ONE-SHOT

LEGION DEALS EACH NON-VILLAIN TARGET 1 TOXIC, 1 LIGHTNING, AND 1 INFERNAL DAMAGE. UNTIL THE START OF THE NEXT VILLAIN TURN, INCREASE ALL DAMAGE DEALT BY 1 AND CHANGE THE DAMAGE TYPE TO RADIANT.

"I DON'T RECALL LOADING THIS WITH RAINBOW SHELLS...
- EXPATRIETTE, IN TWO MINDS #5

TOP SECRET

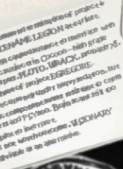
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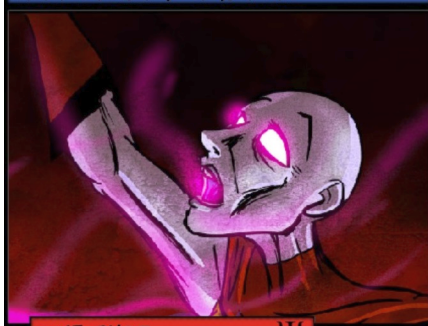
PROJECT COCOON

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~ADEPHOPHAGE~

INFECTIOUS INSANITY



ONE-SHOT

PLAY A RANDOM LUNATIC CARD FROM BENEATH LEGION.

THE MERE PRESENCE OF LEGION STRIPPED SHARDS FROM OTHER MINDS, STRENGTHENING HER GESTALT AND LEAVING THEM DERANGED.

TOP SECRET

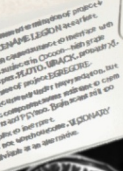
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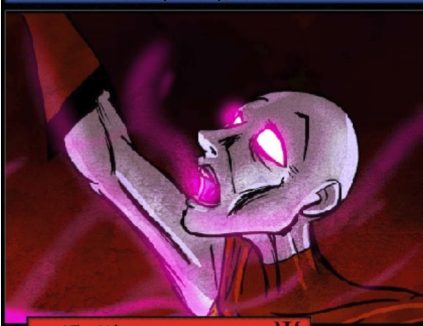
PROJECT COCOON

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~ADEPHOPHAGE~

INFECTIOUS INSANITY



ONE-SHOT

PLAY A RANDOM LUNATIC CARD FROM BENEATH LEGION.

THE MERE PRESENCE OF LEGION STRIPPED SHARDS FROM OTHER MINDS, STRENGTHENING HER GESTALT AND LEAVING THEM DERANGED.

TOP SECRET

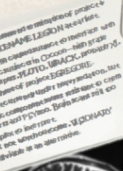
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


~ADEPHOPHAGE~

PSYCHOTIC SPIRIT



ONE-SHOT  

IF THERE ARE LESS THAN  - 2 LUNATICS IN PLAY, PLAY A RANDOM LUNATIC FROM BENEATH LEGION.
OTHERWISE, EACH LUNATIC GAINS 3 HP.

"CODENAME LEGION ABSORBED THE MINDS OF PSYCHOTICS, MASOCHISTS, SCHIZOPHRENICS, TWO SERIAL KILLERS, AND THE LUNCHLADY. THE MIX HAS DRIVEN HER, OR RATHER THEM, INSANE..."
-PROJECT COCOON REPORT #6


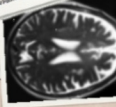
TOP SECRET Arthur Parlo 22/03/2009 Dept. of Defence

CODENAME LEGION No 14

PROJECT COCOON

JULIA LONG

As a young recruit to an elite research project, she was assigned to investigate the mysterious disappearance of a high-ranking official. Her investigation led her to a secret laboratory where she discovered the existence of a powerful, sentient entity. This entity, known as Legion, was the result of a series of experiments conducted on the minds of various individuals, including psychotics, masochists, schizophrenics, two serial killers, and a lunch lady. The mix has driven her, or rather them, insane...

-ADEPHOPHAGE-


LEGION 45




VILLAIN 

VESSEL OF INSANITY

LEGION




VILLAIN 

DISEMBODIED MIND

-ADEPHOPHAGE-

LEGION **VESSEL OF INSANITY** Dept. of Defence





SETUP

PLACE ALL LUNATICS BENEATH LEGION. THEY DO NOT COUNT AS IN PLAY.
PLAY  - 2 RANDOM LUNATICS FROM UNDER LEGION.

GAMEPLAY

LEGION CANNOT BE DESTROYED.


START OF THE VILLAIN TURN: IF THERE ARE NO LUNATICS IN PLAY, PLAY A RANDOM LUNATIC FROM BENEATH LEGION.
THEN, IF LEGION HAS 0 OR LESS HP, HER MIND FLEES THE BROKEN VESSEL, FLIP THIS CARD.

WHEN A VILLAIN CARD IS PLAYED: AFTER RESOLVING THE CARD ITSELF, IF THE  AND/OR  ICONS ARE ON THE VILLAIN CARD, RESOLVE THE MATCHING EFFECT ON EACH LUNATIC ( THEN ).

WHEN A LUNATIC IS DESTROYED: THE LUNATIC IS KNOCKED OUT, REMOVE THEM FROM THE GAME.


ADVANCED

INCREASE ALL DAMAGE DONE BY VILLAIN TARGETS BY 1.







LEGION **DISEMBODIED MIND** Dept. of Defence

WHEN FLIPPED

DESTROY ALL VILLAIN ONGOINGS.
PLACE ALL LUNATICS REMOVED FROM THE GAME BACK UNDER LEGION. PLAY  - 2 RANDOM LUNATICS FROM UNDER LEGION. RESTORE LUNATICS TO FULL HP, THEN FLIP A RANDOM LUNATIC TO THE POSSESSED SIDE.

GAMEPLAY

LUNATICS (NOT POSSESSED) ARE **IMMUNE** TO DAMAGE.
WHEN A VILLAIN CARD IS PLAYED: IF THE  AND/OR  ICON IS ON THE VILLAIN CARD, PUT THAT CARD IN THE TRASH INSTEAD OF PLAYING IT.
IF YOU DO SO, RESOLVE THE MATCHING EFFECT ON EACH LUNATIC AND POSSESSED ( THEN ).


WHEN A POSSESSED IS DESTROYED: REMOVE THE POSSESSED FROM THE GAME. IF THERE ARE NO OTHER VILLAIN TARGETS IN PLAY, LEGION'S MIND HAS NOWHERE TO FLEE, THE HEROES WIN!
OTHERWISE, LEGION'S MIND SLIPS TO ANOTHER HOST, FLIP A RANDOM LUNATIC TO THE POSSESSED SIDE.


ADVANCED


REDUCE ALL DAMAGE DONE TO POSSESSED BY 1.


-ADEPHOPHAGE-

THE AGORAPHOBE 12



VILLAIN, LUNATIC 

: THE AGORAPHOBE DEALS THE HIGHEST HP HERO 2 PROJECTILE DAMAGE AND GAINS 2 HP.

: THE AGORAPHOBE DEALS THE HIGHEST HP HERO TARGET 2 PROJECTILE DAMAGE, THE NEXT HIGHEST 2 PROJECTILE DAMAGE, AND THE NEXT HIGHEST 1 PROJECTILE DAMAGE.


"THE WORLD IS DEADLY. THAT'S WHY I PUT AS MUCH METAL BETWEEN ME AND IT AS POSSIBLE."
- BUNKER, IN TWO MINDS #14

THE AGORAPHOBE 12



VILLAIN, POSSESSED 

REDUCE ALL DAMAGE DONE TO THE AGORAPHOBE BY 1.

: THE AGORAPHOBE DEALS THE HIGHEST HP HERO TARGET X ENERGY DAMAGE, WHERE X IS THE NUMBER OF CARDS IN THE VILLAIN TRASH.

: THE AGORAPHOBE DEALS EVERY TARGET 4 FIRE DAMAGE.

-ADEPHOPHAGE-

THE MANIAC 11



VILLAIN, LUNATIC

Ψ: THE MANIAC DEALS EACH HERO TARGET 1 MELEE DAMAGE.

👁️: THE MANIAC DEALS THE HIGHEST HP HERO TARGET 1 MELEE DAMAGE. REPEAT THIS TWICE.

"FASTERQUICKERSMARTERBETTERCANTSTOPWONT STOPGETYOUGETYOUGETYOUGETYOUGETYOU"
- TACHYON, IN TWO MINDS #3

THE MANIAC 11



VILLAIN, POSSESSED


THE FIRST TIME EACH TURN THE MANIAC WOULD BE DEALT 4 OR MORE DAMAGE, REDIRECT THAT DAMAGE TO THE HIGHEST HP HERO TARGET.

Ψ: THE MANIAC DEALS EACH HERO TARGET 3 SONIC DAMAGE.

👁️: THE MANIAC DEALS THE HIGHEST HP HERO TARGET X MELEE DAMAGE, WHERE X IS TWICE THE NUMBER OF CARDS WITH THE 👁️ SYMBOL IN THE VILLAIN TRASH.

-ADEPHOPHAGE-

THE MESSIANIC 12



VILLAIN, LUNATIC

Ψ: THE MESSIANIC DEALS THE HERO WITH THE SECOND HIGHEST HP 1 MELEE AND 1 RADIANT DAMAGE.

👁️: THE MESSIANIC DEALS EACH HERO TARGET 1 RADIANT DAMAGE, AND EACH VILLAIN TARGET REGAINS 1 HP.

"NONE ARE WITHOUT SIN, AND NO SIN SHALL GO UNPUNISHED..."
- FANATIC, IN TWO MINDS #2

THE MESSIANIC 12



VILLAIN, POSSESSED

THE FIRST TIME IN THE GAME THE MESSIANIC WOULD BE REDUCED TO 0 OR LESS HP, INSTEAD RESTORE HER TO 10 HP.

Ψ: SET THE MESSIANIC TO 1 HP. THEN SHE DEALS THE HIGHEST HP HERO TARGET 11 RADIANT DAMAGE.

👁️: DESTROY 🗡️ HERO ONGOING CARDS, 🛡️ EQUIPMENT CARDS, & 🏠 ENVIRONMENT CARDS.

-ADEPHOPHAGE-

THE MONOMANIAC 12



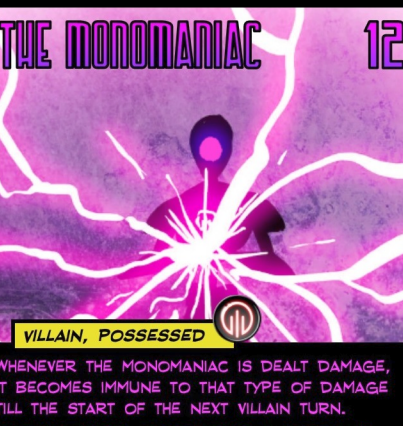
VILLAIN, LUNATIC

Ψ: EACH VILLAIN TARGET GAINS 2 HP.

👁️: THE MONOMANIAC DEALS THE HIGHEST HP HERO TARGET 2 IRREDUCIBLE FIRE DAMAGE.

"DO NOT TAKE THIS PERSONALLY - I STILL HAVE THE GREATEST ENTHUSIASM FOR OUR MISSION."
- OMNITRON X, IN TWO MINDS #12

THE MONOMANIAC 12



VILLAIN, POSSESSED

WHENEVER THE MONOMANIAC IS DEALT DAMAGE, IT BECOMES IMMUNE TO THAT TYPE OF DAMAGE TILL THE START OF THE NEXT VILLAIN TURN.

IF THE DAMAGE WAS DEALT BY A TARGET, IT DEALS THAT TARGET 2 DAMAGE OF THAT TYPE.

Ψ: THE MONOMANIAC DEALS EACH HERO TARGET 1 PROJECTILE, 1 MELEE AND 1 TOXIC DAMAGE.

👁️: DISCARD THE TOP 6 CARDS OF THE VILLAIN DECK. THE MONOMANIAC DEALS THE HIGHEST HP HERO TARGET X ENERGY DAMAGE, WHERE X IS TWICE THE NUMBER OF 👁️ CARDS DISCARDED.

-ADEPHOPHAGE-

THE MYSOPHOBIC 11



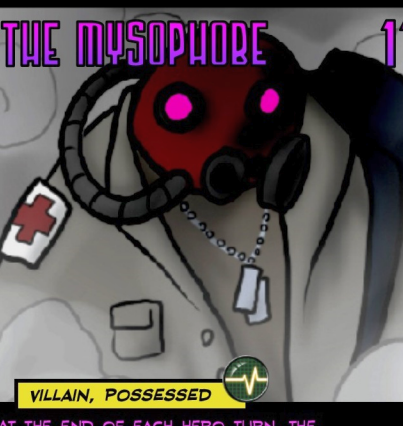
VILLAIN, LUNATIC

Ψ: THE MYSOPHOBIC DEALS THE HIGHEST HP HERO TARGET 2 PROJECTILE DAMAGE. LEGION AND ANY POSSESSED REGAIN 2 HP.

👁️: DESTROY A HERO ONGOING/EQUIPMENT CARD AND THE MYSOPHOBIC GAINS 2 HP.

"YOU'RE ALL FILTHY! I MUST MAKE YOU CLEAN, I MUST MAKE IT ALL CLEAN..."
- DOC HAVOC, IN TWO MINDS #5

THE MYSOPHOBIC 11



VILLAIN, POSSESSED

AT THE END OF EACH HERO TURN, THE MYSOPHOBIC GAINS 2 HP.

Ψ: THE MYSOPHOBIC DEALS THE 🗡️ - 2 HIGHEST HP HERO TARGETS 4 FIRE DAMAGE EACH. THEY CANNOT PLAY HERO CARDS UNTIL THE START OF THE NEXT VILLAIN TURN.

👁️: THE MYSOPHOBIC DEALS EACH HERO TARGET 3 RADIANT DAMAGE AND REGAINS 3 HP.

-ADEPHOPHAGE-



THE NIHILIST 12

VILLAIN, LUNATIC

Ψ: THE SECOND HIGHEST HP HERO TARGET IS DEALT 1 MELEE DAMAGE BY EACH OTHER HERO TARGET.

⦿: THE NIHILIST DEALS THE HIGHEST HP HERO TARGET 2 INFERNAL DAMAGE.

"IN THIS WORLD, IT'S THE SMART ARE CYNICS, THE LUCKY ARE IDIOTS, AND THE LUCKIEST ARE DEAD."
- TITAN, IN TWO MINDS #16

-ADEPHOPHAGE-



THE NIHILIST 12

VILLAIN, POSSESSED

WHEN THE NIHILIST IS DEALT DAMAGE, REDUCE DAMAGE DEALT TO HIM BY 1 UNTIL THE START OF THE NEXT VILLAIN TURN.

Ψ: THE NIHILIST DEALS EACH HERO TARGET 2 MELEE DAMAGE.

THE FIRST TIME EACH HERO TARGET DEALS DAMAGE BEFORE THE NEXT VILLAIN TURN, THEY DEAL THEMSELVES 2 FIRE DAMAGE.

⦿: THE NIHILIST DEALS THE HIGHEST HP HERO TARGET 5 INFERNAL & 2 FIRE DAMAGE.

-ADEPHOPHAGE-



THE PARANOIAC 10

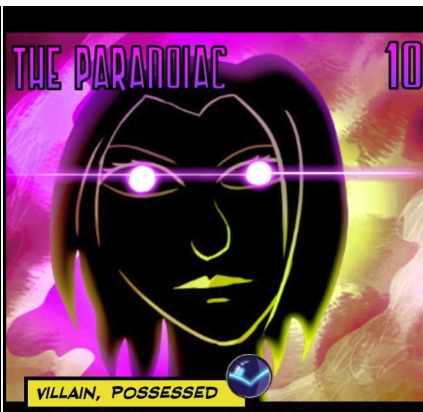
VILLAIN, LUNATIC

Ψ: THE PARANOIAC DEALS THE HIGHEST HP HERO TARGET 2 PROJECTILE DAMAGE. DISCARD THE TOP CARD OF THE VILLAIN DECK. IF IT HAS A Ψ SYMBOL, SHE DEALS 4 DAMAGE INSTEAD.

⦿: THE PARANOIAC DEALS THE HIGHEST HP HERO TARGET 2 PROJECTILE DAMAGE AND DESTROYS ONE OF THEIR ONGOING/EQUIPMENT CARDS.

"ONE OF US HAS BEEN KILLED & REPLACED. IF I DON'T DO THIS, IN A WEEK IT'LL BE ALL OF US."
- TANGO ONE, IN TWO MINDS #10

-ADEPHOPHAGE-



THE PARANOIAC 10

VILLAIN, POSSESSED

WHENEVER DAMAGE WOULD BE DEALT TO THE PARANOIAC, DISCARD THE TOP CARD OF THE VILLAIN DECK. IF IT HAS A Ψ SYMBOL, PREVENT THAT DAMAGE.

Ψ: THE PARANOIAC DEALS THE LOWEST HP HERO TARGET 6 IRREDUCIBLE PROJECTILE DAMAGE.

⦿: THE PARANOIAC DEALS THE HIGHEST HP HERO TARGET 6 PSYCHIC DAMAGE. THEY MAY NOT DEAL DAMAGE TILL THE NEXT VILLAIN TURN.

-ADEPHOPHAGE-



THE PSYCHOPATH 11

VILLAIN, LUNATIC

Ψ: THE PSYCHOPATH DEALS EACH HERO TARGET 1 PROJECTILE DAMAGE.

⦿: THE PSYCHOPATH DEALS THE HIGHEST HP HERO TARGET 4 PROJECTILE DAMAGE.

"EVERY TIME SOMEONE DIES WHO ISN'T ME, I FIGURE MY ODDS GET THAT MUCH BETTER."
- EXPATRIETTE, IN TWO MINDS #9

-ADEPHOPHAGE-



THE PSYCHOPATH 11

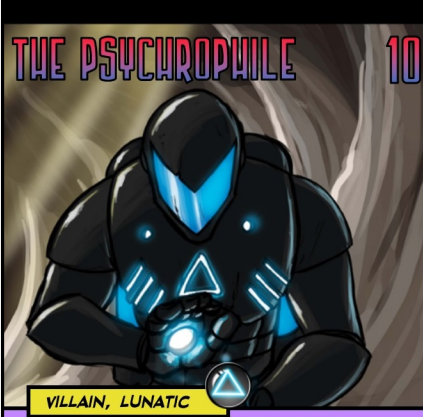
VILLAIN, POSSESSED

THE FIRST TIME EACH TURN THE PSYCHOPATH IS DEALT 3 OR MORE DAMAGE BY A HERO TARGET, PREVENT THAT DAMAGE.

Ψ: THE PSYCHOPATH DEALS THE HIGHEST HP HERO TARGET 4 PROJECTILE DAMAGE, THEN ANOTHER 4 PROJECTILE DAMAGE.

⦿: THE PSYCHOPATH DEALS THE 3 HIGHEST HP HERO TARGETS 3 FIRE DAMAGE EACH.

-ADEPHOPHAGE-



THE PSYCHROPHILE 10

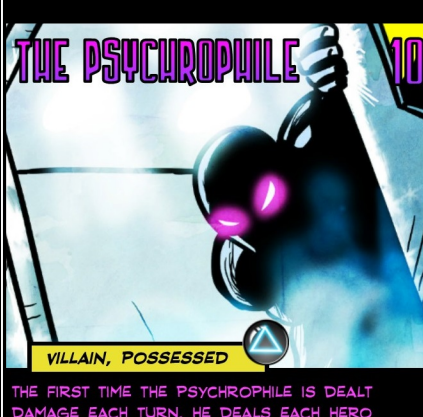
VILLAIN, LUNATIC

Ψ: THE PSYCHROPHILE DEALS THE TWO HIGHEST HP HERO TARGETS 3 COLD DAMAGE EACH, AND DEALS HIMSELF 3 FIRE DAMAGE.

⦿: THE PSYCHROPHILE DEALS EACH HERO TARGET 1 COLD DAMAGE.

"IF YOU CAN'T COME IN FROM THE COLD, YOU GOTTA GROW ICE OVER YOUR HEART..."
- ABSOLUTE ZERO, IN TWO MINDS #13

-ADEPHOPHAGE-



THE PSYCHROPHILE 10

VILLAIN, POSSESSED

THE FIRST TIME THE PSYCHROPHILE IS DEALT DAMAGE EACH TURN, HE DEALS EACH HERO TARGET 1 FIRE DAMAGE AND GAINS 2 HP.

Ψ: THE PSYCHROPHILE DEALS THE HIGHEST HP HERO TARGET 4 FIRE DAMAGE & THE NEXT HIGHEST HP HERO TARGET 4 COLD DAMAGE, THEN GAINS 4 HP.

⦿: EACH HERO MUST DESTROY ONE OF THEIR ONGOING CARDS, THEN THE PSYCHROPHILE DEALS EACH HERO TARGET X COLD DAMAGE, WHERE X IS THE NUMBER OF ONGOING CARDS DESTROYED.

-ADEPHOPHAGE-

THE PYROMANIAC 11




VILLAIN, LUNATIC

Ψ: THE PYROMANIAC DEALS THE HIGHEST HP HERO TARGET 3 FIRE DAMAGE.

👁️: THE PYROMANIAC DEALS EACH NON-VILLAIN TARGET X FIRE DAMAGE, WHERE X IS THE NUMBER OF ENVIRONMENT CARDS IN PLAY.

"OF COURSE I FIGHT FIRE WITH FIRE. I FIGHT **EVERYTHING** WITH FIRE!!"
- RA, IN TWO MINDS #1

THE PYROMANIAC 11



VILLAIN, POSSESSED


THE FIRST TIME THE PYROMANIAC IS DEALT DAMAGE BY A TARGET EACH TURN, HE DEALS THAT TARGET 3 FIRE DAMAGE.

Ψ: THE PYROMANIAC DEALS THE HERO WITH THE MOST CARDS IN HAND 8 FIRE DAMAGE.

👁️: THE PYROMANIAC DEALS THE HIGHEST HP HERO TARGET 5 FIRE DAMAGE, AND EACH OTHER HERO TARGET 2 FIRE DAMAGE.

-ADEPHOPHAGE-

THE SADIST 11




VILLAIN, LUNATIC

Ψ: THE SADIST DEALS THE LOWEST HP HERO TARGET 2 IRREDUCIBLE MELEE DAMAGE.

👁️: THE SADIST DEALS THE HIGHEST HP HERO TARGET 2 MELEE DAMAGE, AND THE NEXT HIGHEST 1 MELEE DAMAGE.

"YOU WORK FOR HALBERD, DON'T YOU? OH, I KNOW SO MANY WAYS TO MAKE YOU HURT..."
- QUICKSILVER, IN TWO MINDS #7

THE SADIST 11



VILLAIN, POSSESSED

IF THE SADIST HAS 10 OR LESS HP, REDUCE DAMAGE DEALT TO HER BY 1. IF SHE HAS 6 OR LESS HP, REDUCE IT BY 2 INSTEAD.

Ψ: THE SADIST DEALS THE HIGHEST HP HERO TARGET 6 MELEE DAMAGE. IF THEY HAVE 10 OR MORE HP, SHE DEALS THEM 9 DAMAGE INSTEAD.

👁️: THE SADIST DEALS ALL HERO TARGETS 1 PROJECTILE DAMAGE, **THEN** DEALS THE HIGHEST HP HERO TARGET 3 PROJECTILE DAMAGE, **THEN** DEALS THE LOWEST HP HERO TARGET 3 IRREDUCIBLE MELEE DAMAGE.

-ADEPHOPHAGE-

THE SAVANT 12



VILLAIN, LUNATIC

Ψ: THE SAVANT DEALS THE LOWEST HP HERO TARGET 2 PROJECTILE DAMAGE.

👁️: DESTROY A HERO ONGOING/EQUIPMENT CARD.

"HRM. NO. NOT POSSIBLE TO PARAMETERIZE WITH THESE. MUST REMOVE THE VARIABLES."
- PARSE, IN TWO MINDS #6

THE SAVANT 12



VILLAIN, POSSESSED

WHENEVER A HERO PLAYS A CARD FROM THEIR HAND, DISCARD THAT CARD AND PLAY THE TOP CARD OF THAT HEROES DECK INSTEAD.

Ψ: THE SAVANT DEALS THE HERO WITH THE MOST CARDS IN PLAY 7 IRREDUCIBLE PROJECTILE DAMAGE.

👁️: THE HERO WITH THE MOST CARDS IN HAND DISCARDS ALL BUT ONE CARD AND THE SAVANT DEALS THEM X PROJECTILE DAMAGE, WHERE X IS THE NUMBER OF CARDS DISCARDED.

-ADEPHOPHAGE-

THE SCHIZOPHRENIC 11




VILLAIN, LUNATIC

Ψ: PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

👁️: THE HERO WITH THE MOST CARDS IN PLAY DEALS 1 LESS DAMAGE UNTIL THE END OF THEIR NEXT TURN.

"IT'S ALL TOO LOUD! I CAN'T SLEEP, I CAN'T THINK! SHUT UP! ALL OF YOU, SHUT UPPPPP!"
- CRICKET, IN TWO MINDS #3

THE SCHIZOPHRENIC 11



VILLAIN, POSSESSED

THE FIRST TIME EACH TURN THE SCHIZOPHRENIC WOULD BE DEALT DAMAGE, REDIRECT IT TO THE HIGHEST HP ENVIRONMENT TARGET.

Ψ: DESTROY ALL ONGOING/EQUIPMENT CARDS OF THE HERO WITH THE MOST CARDS IN PLAY. THE SCHIZOPHRENIC DEALS THAT HERO TARGET X SONIC DAMAGE FOR EACH CARD DESTROYED THIS WAY.

👁️: DISCARD CARDS FROM THE TOP OF THE VILLAIN DECK TILL YOU DISCARD A **👁️** CARD. THE SCHIZOPHRENIC DEALS EACH HERO TARGET X + 1 SONIC DAMAGE, WHERE X IS THE NUMBER OF CARDS DISCARDED THIS WAY.

-ADEPHOPHAGE-



THE SOLIPSIST 11

VILLAIN, LUNATIC



Ψ: THE SOLIPSIST DEALS EACH HERO TARGET 1 MELEE DAMAGE.

👁️: THE SOLIPSIST DEALS THE HERO WITH THE MOST CARDS IN PLAY 1 MELEE DAMAGE. REDUCE THE DAMAGE THEY DEAL BY 1 UNTIL THE START OF THE NEXT VILLAIN TURN.

"AM I INSANE? OR IS THE WORLD MAD AND I SANE? OR ARE YOU ALL JUST A DREAM?"
- MISTER FIXER, IN TWO MINDS #8



THE SOLIPSIST 11

VILLAIN, POSSESSED

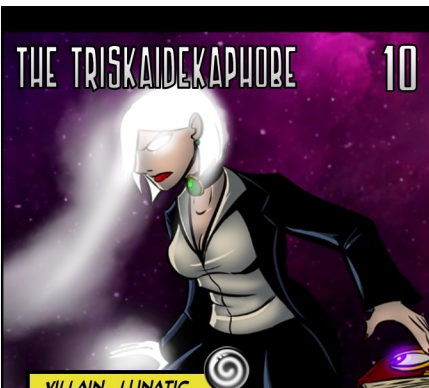


THE FIRST TIME EACH TURN THE SOLIPSIST WOULD BE DEALT 3 OR LESS DAMAGE, REDIRECT IT TO THE HIGHEST HP HERO TARGET.

Ψ: THE SOLIPSIST DEALS THE HERO WITH THE MOST CARDS IN HAND 5 IRREDUCIBLE PROJECTILE DAMAGE. THEN, IF THAT TARGET HAS 5 OR LESS HP, DESTROY THAT TARGET.

👁️: THE SOLIPSIST DEALS THE 2 HIGHEST HP HERO TARGETS 5 COLD DAMAGE EACH.

~ADEPHOPHAGE~



THE TRISKAIDEKAPHOBE 10

VILLAIN, LUNATIC



Ψ: THE TRISKAIDEKAPHOBE DEALS EACH TARGET 1 INFERNAL DAMAGE, THEN DEALS EACH NON-VILLAIN TARGET 1 INFERNAL DAMAGE.

👁️: THE HERO WITH THE LEAST CARDS IN HAND CANNOT PLAY HERO CARDS UNTIL THE BEGINNING OF THE NEXT VILLAIN TURN.

"IF YOU KNEW WHAT I KNEW, YOU'D THANK ME FOR SPARING YOU THE HORROR TO COME..."
- NIGHTMIST, IN TWO MINDS #15



THE TRISKAIDEKAPHOBE 10

VILLAIN, POSSESSED

THE FIRST TIME THE TRISKAIDEKAPHOBE WOULD BE DEALT DAMAGE EACH TURN, REDIRECT IT TO A NON-VILLAIN TARGET.

Ψ: THE TRISKAIDEKAPHOBE DESTROYS 🗡️ - 1 ENVIRONMENT, ONGOING OR EQUIPMENT CARDS, THEN DEALS HERSELF 13 INFERNAL DAMAGE.

👁️: THE TRISKAIDEKAPHOBE DEALS HERSELF AND THE HIGHEST HP HERO TARGET 5 INFERNAL DAMAGE EACH.

~ADEPHOPHAGE~



THE XENOPHOBE 11

VILLAIN, LUNATIC

Ψ: THE XENOPHOBE DEALS EACH HERO TARGET 1 PROJECTILE DAMAGE.

👁️: THE XENOPHOBE DEALS THE 2 HIGHEST HP HERO TARGETS 3 PROJECTILE DAMAGE EACH. INCREASE DAMAGE DEALT TO THE XENOPHOBE BY 1 TILL THE START OF THE NEXT VILLAIN TURN.

"ALIEN SCUM! GET OFF MAERYN, OR I'LL SEND YOUR ASHES BACK TO THE STARS!"
- TEMPEST, IN TWO MINDS #11



THE XENOPHOBE 11

VILLAIN, POSSESSED

WHENEVER THE XENOPHOBE WOULD BE DEALT 3 OR MORE DAMAGE, REDUCE THAT DAMAGE BY 2.

Ψ: THE XENOPHOBE DEALS THE HIGHEST HP HERO TARGET 6 PROJECTILE DAMAGE. PUT THEIR NON-CHARACTER CARDS ON THE TOP OF THEIR DECK.

👁️: THE XENOPHOBE DEALS THE HIGHEST HP HERO TARGET 5 LIGHTNING DAMAGE, THE NEXT HIGHEST 4 LIGHTNING DAMAGE, AND THE NEXT HIGHEST 3 LIGHTNING DAMAGE.

~ADEPHOPHAGE~