

**REACTIVE CHEMICAL DISCHARGE**



**ONE-SHOT**  
DESTROY ONE ENVIRONMENT CARD.  
THE MIMIC DEALS 1 TARGET 3 TOXIC DAMAGE.

TACHYON MET THE MIMIC UNDER LESS THAN IDEAL CIRCUMSTANCES.

**INTERNET HERO**

**The Mimic**



**SENTINELS**  
OF THE  
**MULTIVERSE**

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**CHEMICAL BURN**



**ONE-SHOT**  
THE MIMIC DEALS HERSELF 2 FIRE DAMAGE.  
YOU MAY DESTROY 1 ONGOING CARD.  
THE MIMIC DEALS ALL NON-HERO TARGETS 3 TOXIC DAMAGE.

"CHEMICAL FIRES CAN BE QUITE TRICKY TO PUT OUT..."  
- THE MIMIC

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Mimic by Chris Burton

### CHEMICAL BURN



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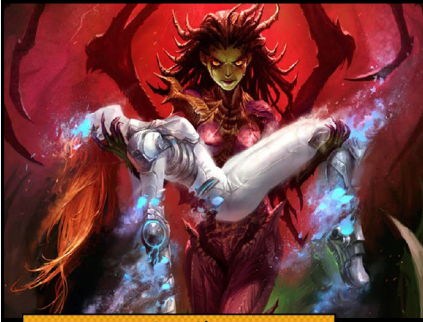


### SENTINELS

OF THE

### MULTIVERSE

### BIO-LEECHING



#### ONE-SHOT

THE MIMIC DEALS 1 TARGET 2 TOXIC DAMAGE.  
RESTORE 2 HP TO 1 HERO TARGET.

"REFRESHING! WELL, FOR ME, YOU SHOULD PROBABLY TAKE A NAP NOW."

- THE MIMIC



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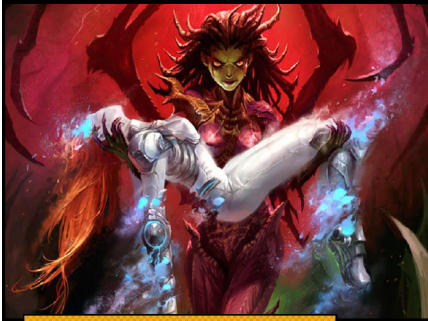


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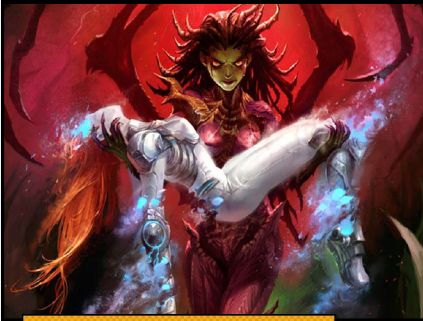


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### SENTINELS

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### UNEXPECTED SPINES



#### ONE-SHOT

THE MIMIC DEALS 1 TARGET 1 PROJECTILE AND 1 TOXIC DAMAGE.  
YOU MAY PLAY A CARD.

"BEWARE THE UNEXPECTED."  
- THE MIMIC



## The Mimic



**SENTINELS**  
OF THE  
**MULTIVERSE**

### UNEXPECTED SPINES



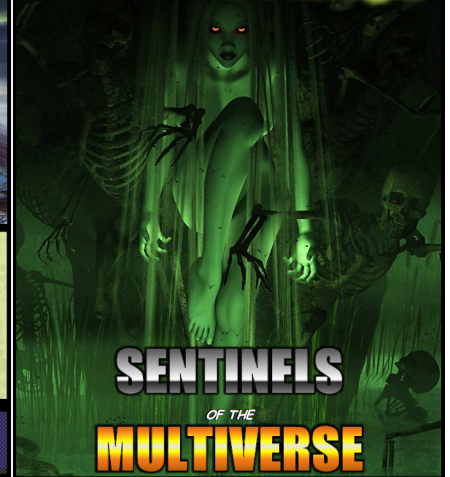
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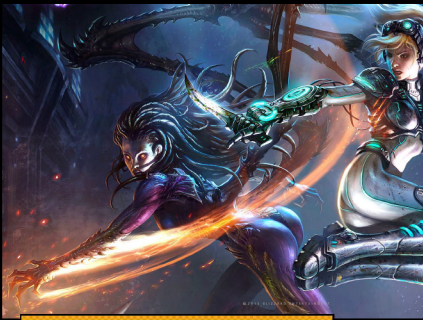


## The Mimic



**SENTINELS**  
OF THE  
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### CAUSTIC STRIKE



#### ONE-SHOT

THE MIMIC DEALS 1 TARGET 2 FIRE AND 1 TOXIC DAMAGE.  
YOU MAY DRAW A CARD.

"IT BURNS, DOESN'T IT?"  
- THE MIMIC

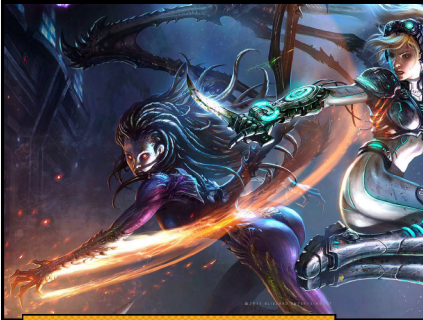


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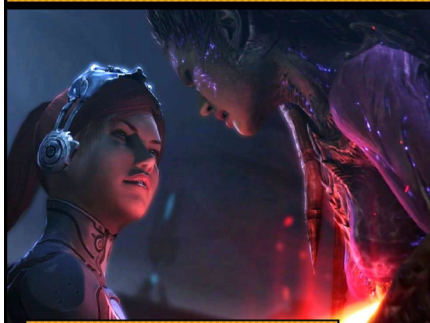


## The Mimic



**SENTINELS**  
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**KNOWLEDGE ASSIMILATION**



**ONGOING, LIMITED**

WHEN AN ONGOING CARD IS DESTROYED, YOU MAY DRAW A CARD.

AT THE END OF YOUR TURN, YOU MAY DISCARD A CARD; IF YOU DO, DRAW A CARD.

"LEARNING IS EASY, WITH SUCH FINE EXAMPLES..."

- THE MIMIC

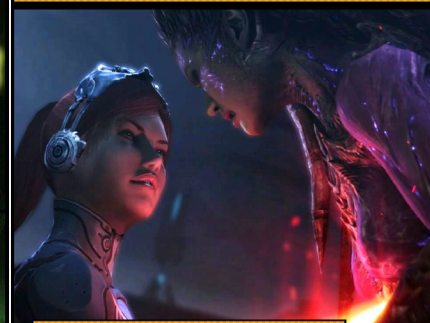


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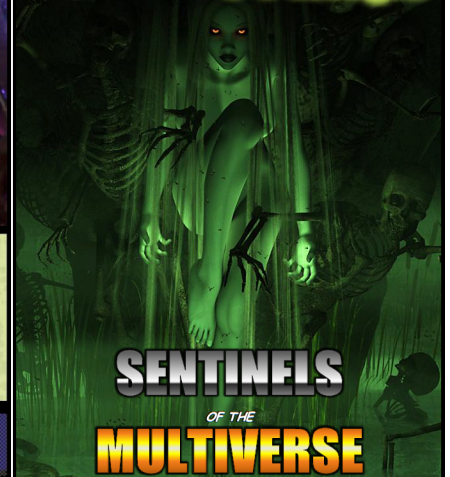
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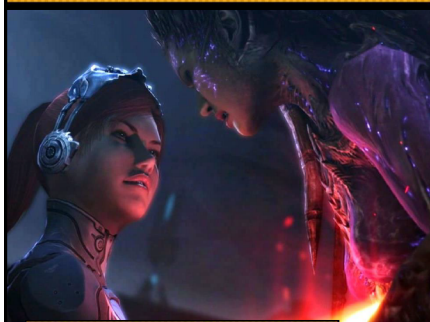


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**HALLUCINOGENIC SECRETIONS**



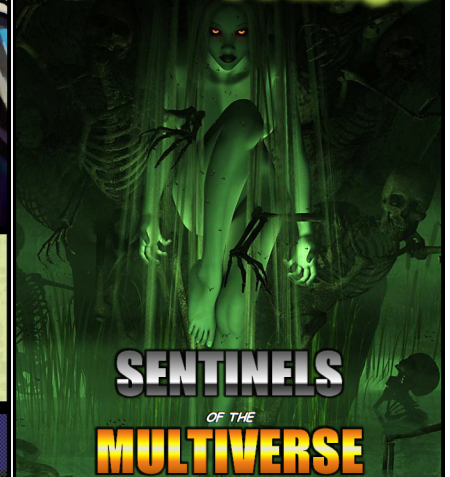
**ONGOING**

**POWER:** THE MIMIC DEALS 1 TARGET 1 TOXIC DAMAGE.  
DAMAGE DEALT BY THAT TARGET IS REDUCED BY 1 UNTIL THE START OF YOUR NEXT TURN.  
DRAW A CARD.

CITIZEN: "BLARBEL? FLARGLY UMBER POTATO?"  
THE MIMIC: "...YES?"



**The Mimic**



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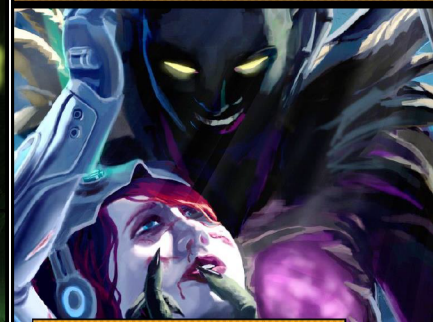


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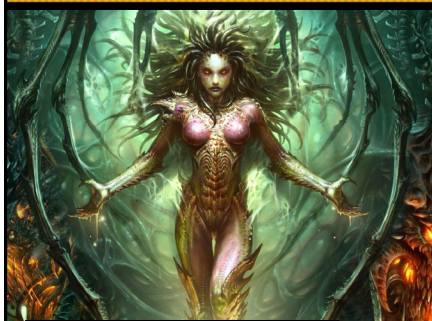


**The Mimic**



**SENTINELS**  
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**CHEMICAL OVERLOAD**



**ONGOING, LIMITED**

**INCREASE ALL TOXIC DAMAGE DONE BY THE MIMIC BY 1. THE MIMIC IS IMMUNE TO TOXIC DAMAGE.**

"AH, YES, THAT'S JUST WHAT I NEEDED."  
- THE MIMIC



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**The Mimic**



**SENTINELS**  
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**MIRROR MOVE**



**ONGOING**

WHEN THIS CARD COMES INTO PLAY SELECT ANOTHER HERO'S ONGOING CARD.  
THIS CARD GAINS ALL THE TEXT OF THE SELECTED CARD, AND YOU MAY USE ANY OF ITS POWERS AS NORMAL. CHANGE ANY INSTANCES OF A CHARACTER NAME IN THE DUPLICATED TEXT TO "THE MIMIC".

"I CAN DO THAT!"  
- THE MIMIC



**The Mimic**



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**SHAPESHIFTER SABOTAGE**



**ONGOING**

PLAY THIS CARD NEXT TO A NON-CHARACTER, NON-INDESTRUCTIBLE CARD. EXCHANGE ANY INSTANCES OF THE WORDS "HERO(ES)" AND "VILLAIN(S)" ON THE CARD.  
IF THE CHOSEN CARD LEAVES PLAY, DESTROY THIS CARD.

BARON BLADE: "WHAT IS THE MEANING OF THIS?"  
BLADE BATTALION: "YOU TOLD US TO TEST OUT YOUR NEW SHIELD, AND THAT YOU WERE A ROBOT!"

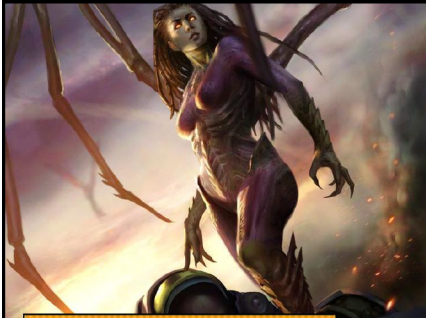


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**COMBAT FORM**



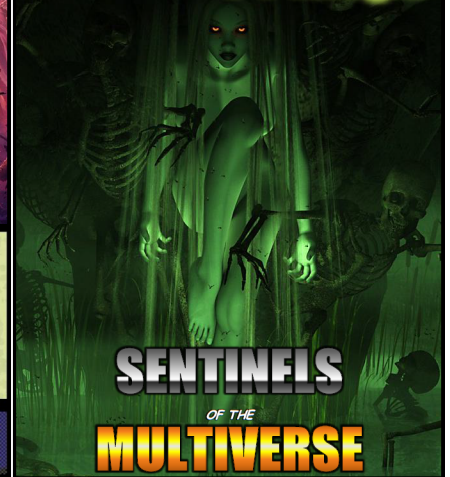
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POWER: THE MIMIC DEALS 1 TARGET 2 TOXIC DAMAGE.

"WAIT, WHERE ARE YOU ALL GOING?"  
- THE MIMIC



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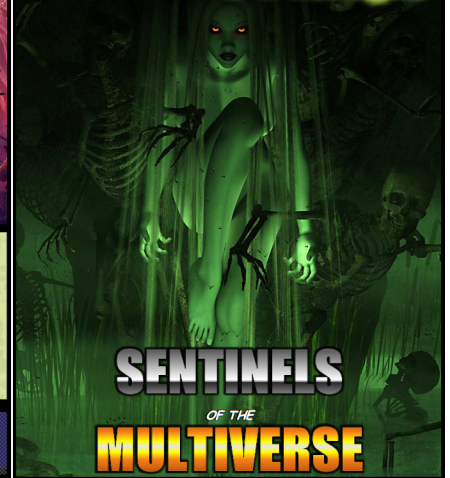
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**SYMBIOTIC ARMOR**



**ONGOING, LIMITED, MORPH**

WHEN THIS CARD ENTERS PLAY, DESTROY ANY OF YOUR OTHER MORPH CARDS IN PLAY.  
REDUCE DAMAGE DEALT TO THE MIMIC BY 1.  
**POWER:** SELECT A HERO TARGET; UNTIL THE START OF YOUR NEXT TURN, DAMAGE DEALT TO THAT TARGET IS REDUCED BY 1. THAT TARGET REGAINS 1 HP.

ABSOLUTE ZERO: "I'LL NEVER GET USED TO SEEING THAT."  
TACHYON: "IT'S SURPRISINGLY COMFORTABLE, AND REMARKABLY SUPPORTIVE."



**The Mimic**



**SENTINELS**

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**HORRIFYING FORM**



**ONGOING, LIMITED, MORPH**

WHEN THIS CARD ENTERS PLAY, DESTROY ANY OF YOUR OTHER MORPH CARDS IN PLAY.  
THE FIRST TIME THE MIMIC IS DEALT DAMAGE BY A VILLAIN OR ENVIRONMENT TARGET EACH TURN, THE MIMIC DEALS THAT TARGET 2 PSYCHIC DAMAGE.  
**POWER:** DEAL UP TO 3 TARGETS 1 PSYCHIC DAMAGE EACH.

TACHYON: "SO THEN WHAT HAPPENED?"  
MIMIC: "HE STARTED LEAKING AND RAN AWAY."



**The Mimic**



**SENTINELS**

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### HORRIFYING FORM



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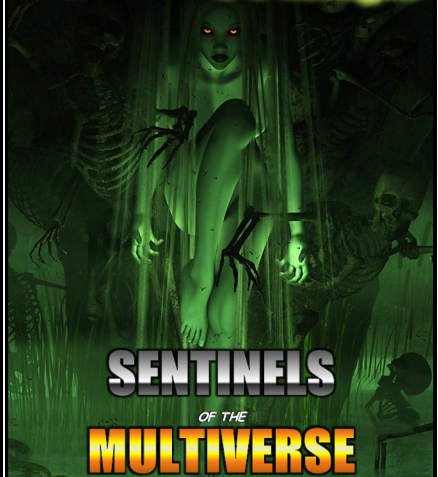
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### ENVIRONMENTAL ADAPTATION



#### ONGOING, LIMITED, MORPH

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"...A SLIGHT SHIFT IN PHEROMONES AND THEY THINK I'M THEIR LEADER...I THINK I'LL CALL YOU BITEY."  
 - THE MIMIC



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### ENVIRONMENTAL ADAPTATION



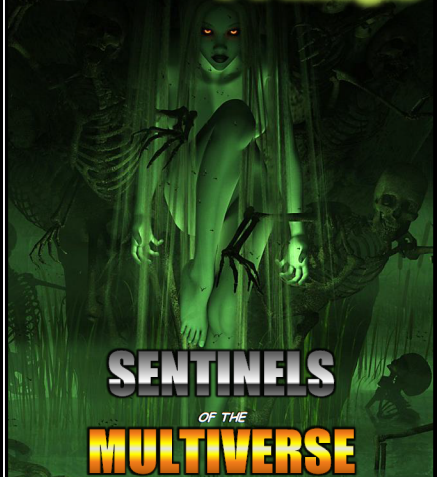
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**CHIMERIC TRANSFORMATION**



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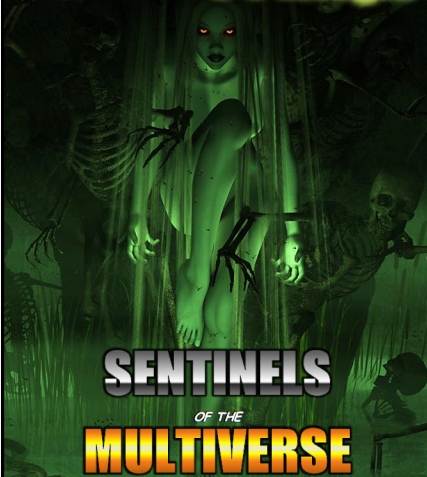
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"LET ME SHOW YOU WHAT I CAN DO WHEN I DON'T HOLD BACK."

- THE MIMIC



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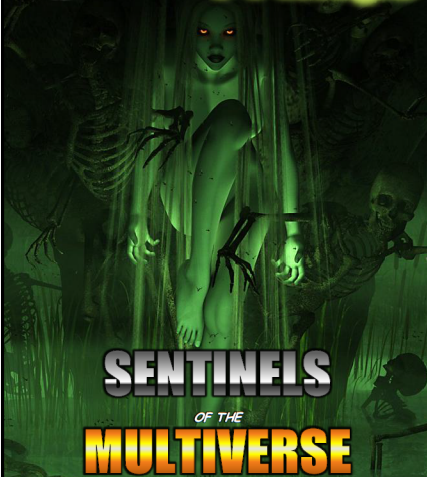
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INTERNET  
HERO

# The Mimic

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**TOXIC TRANSFORMATION**  
POWER: SELECT A HERO IN PLAY; YOU USE THAT HERO'S INNATE POWER NOW, READING ANY INSTANCES OF A HERO NAME AS "THE MIMIC". THE MIMIC DEALS HERSELF 1 TOXIC DAMAGE.



(INCAPACITATED)  
= SELECT A HERO; THE NEXT TIME THAT HERO DEALS DAMAGE, CHANGE IT TO TOXIC AND INCREASE IT BY 1.  
= A PLAYER MAY PLAY A CARD.  
= A PLAYER MAY USE THEIR HERO'S INNATE POWER NOW.

≡THIRD PARTY — STANDARD≡