

NEW BEGINNINGS



ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR A RELIC CARD AND PUT IT INTO PLAY. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

IF THE STAFF OF THE MAGUS ENTERS PLAY THIS WAY, GHOST GIRL DEALS 1 TARGET 2 PROJECTILE DAMAGE.

IF MOTHER'S HAIRPIN ENTERS PLAY THIS WAY, EACH PLAYER DRAWS A CARD.

"I ONCE HEARD DEATH IS ONLY THE BEGINNING. I DIDN'T KNOW THE END OF DEATH COULD BE ANOTHER ONE."
- GHOST GIRL, THE MENAGERIE SECRET ORIGINS #24

ART BY MIKE WILLIAMS

MENAGERIE OF THE MULTIVERSE



GHOST GIRL

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MENAGERIE OF THE MULTIVERSE



GHOST GIRL

Insomn (Mike Williams) – Menagerie of the Multiverse – Hero Deck: Ghost Girl

CALL OF THE GENERAL



ONGOING, LIMITED, SPIRIT

AT THE END OF YOUR TURN IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, THE ENVIRONMENT DEALS THE X LOWEST HP NON-HERO TARGETS 1 IRREDUCIBLE INFERNAL DAMAGE EACH, WHERE X IS THE NUMBER OF CARDS IN THE ENVIRONMENT TRASH. OTHERWISE, THE PLAYER WITH THE FEWEST CARDS IN HAND MAY DRAW A CARD.

"AGGRIEVED DEAD, YOUR LIVING KIN ARE IN DANGER. STRIKE THEIR FOES DOWN AND VENGEANCE WILL BE YOURS."
- GHOST GIRL, THE MENAGERIE #26

ART BY MIKE WILLIAMS

menagerie
OF THE
MULTIVERSE



GHOST GIRL

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menagerie
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GHOST GIRL

DELVING DEEPER



ONGOING, LIMITED

AT THE END OF YOUR TURN, IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, REVEAL THE TOP CARD OF THE VILLAIN DECK. OTHERWISE, REVEAL THE TOP CARD OF THE ENVIRONMENT DECK.

THEN YOU MAY DISCARD THE REVEALED CARD. IF YOU DO, DESTROY THIS CARD. OTHERWISE, RETURN IT TO THE TOP OF ITS DECK.

"... AND SEE HAD A SON, HANNIBAL LETSON- LETSON, WHY DOES THAT SOUND FAMILIAR?"
- GHOST GIRL, THE MENAGERIE #16

ART BY MIKE WILLIAMS

menagerie
OF THE
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ART BY MIKE WILLIAMS

menagerie
OF THE
MULTIVERSE



GHOST GIRL

FRIENDLY GHOST



ONGOING, LIMITED, SPIRIT

AT THE END OF YOUR TURN, YOU MAY DESTROY THIS CARD. IF YOU DO, EACH PLAYER MAY PUT A CARD FROM THEIR TRASH OTHER THAN FRIENDLY GHOST INTO THEIR HAND.

POWER: DISCARD A CARD. IF YOU DO, UP TO TWO PLAYERS OTHER THAN YOU MAY USE A POWER ON THEIR CHARACTER CARD.

"SORRY I'M LATE, THERE WAS A LINE AT HAS BEANS. APPARENTLY THEY HAVE THESE FLAVORED COFFEES. DOES ANYONE WANT PUMPKIN SPICE?"

- GHOST GIRL, THE MENAGERIE SECRET ORIGINS #2

ART BY MIKE WILLIAMS

menagerie
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GHOST GIRL

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ART BY MIKE WILLIAMS

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GHOST GIRL

SINK INTO THE SHADOWS



ONGOING, LIMITED, SPIRIT

PLAY THIS CARD NEXT TO ANOTHER HERO TARGET.

REDUCE DAMAGE DEALT TO AND BY THAT HERO TARGET AND GHOST GIRL BY 3.

AT THE START OF YOUR TURN, DESTROY THIS CARD.

ROSSUM: "GET YOUR HANDS OFF ME, GIRL! WHERE ARE YOU TAKING ME?"

GHOST GIRL: "DOWN."

- THE MENAGERIE #35

ART BY MIKE WILLIAMS

menagerie
OF THE
MULTIVERSE



GHOST GIRL

SINK INTO THE SHADOWS



ONGOING, LIMITED, SPIRIT

PLAY THIS CARD NEXT TO ANOTHER HERO TARGET.

REDUCE DAMAGE DEALT TO AND BY THAT HERO TARGET AND GHOST GIRL BY 3.

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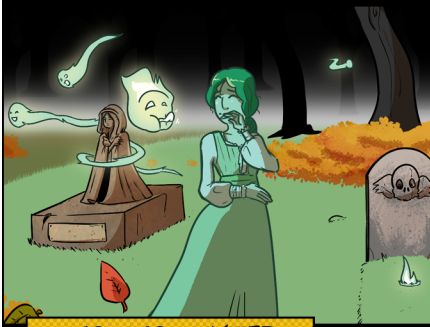
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GHOST GIRL

TENDING THE GRAVEYARD



ONGOING, LIMITED

IF THE TOP CARD OF YOUR TRASH IS A NON-SPIRIT CARD, GHOST GIRL IS IMMUNE TO DAMAGE FROM THE ENVIRONMENT.

OTHERWISE, INCREASE DAMAGE DEALT BY THE ENVIRONMENT TO NON-HERO TARGETS BY 1.

"THAT LUMINOUS CREATURE IS NOT MEANT FOR THIS WORLD."
- GHOSTHEART, THE MENAGERIE #8

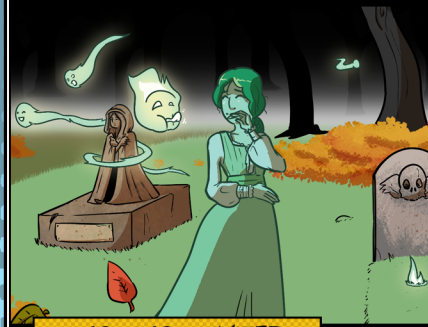
ART BY MIKE WILLIAMS

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ART BY MIKE WILLIAMS

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GHOST GIRL

THE COST OF MAGICCK



ONE-SHOT

DESTROY ANY NUMBER OF RELICS YOU CONTROL. FOR EACH ONE DESTROYED THIS WAY, CHOOSE ONE:

- PUT ONE NON-INDESTRUCTIBLE, NON-CHARACTER CARD THIRD FROM THE TOP OF ITS DECK.
- ONE TARGET CANNOT DEAL DAMAGE UNTIL THE START OF YOUR NEXT TURN. DRAW THREE CARDS.
- UP TO THREE PLAYERS MAY USE A POWER.

ESCARLATA: "DIDN'T YOU SAY THAT'S YOUR MOTHER'S? ISN'T THAT IMPORTANT TO YOU?"
GHOST GIRL: "NOT MORE SO THESE PEOPLE'S LIVES."
- THE MENAGERIE SECRET ORIGINS #24

ART BY MIKE WILLIAMS

menagerie
OF THE
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GHOST GIRL

THE COST OF MAGICCK



ONE-SHOT

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ART BY MIKE WILLIAMS

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GHOST GIRL

...A COMFORT TO OTHERS



ONE-SHOT

EACH HERO TARGET REGAINS 1 HP.
YOU MAY PLAY A CARD.

"I ALWAYS DREAMED OF FLYING."
- GHOST GIRL, THE MENAGERIE #4

ART BY MIKE WILLIAMS

MANAGERIE
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GHOST GIRL

...A COMFORT TO OTHERS



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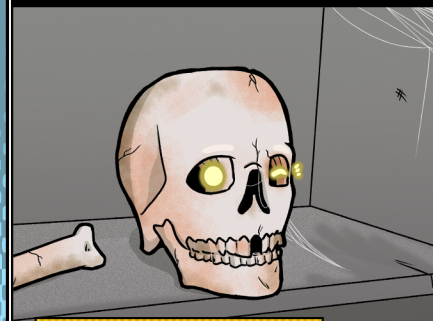
ART BY MIKE WILLIAMS

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MULTIVERSE



GHOST GIRL

MANNY THE SKULL



ONGOING, SPIRIT

PLAY THIS CARD NEXT TO A HERO TARGET.
INCREASE DAMAGE DEALT BY THAT TARGET BY 1.

IF THAT TARGET WOULD BE DEALT 3 OR MORE
DAMAGE FROM A SINGLE SOURCE, PREVENT
THAT DAMAGE AND DESTROY THIS CARD.

"I JUST CRAVE ADVENTURE, MISS!
I WANT TO SEE THE WORLD AGAIN!
I WANT TO BE OUT THERE!"
- MANNY, THE MENAGERIE SECRET ORIGINS #16

ART BY MIKE WILLIAMS

MANAGERIE
OF THE
MULTIVERSE



GHOST GIRL

A LITTLE MISCHIEF



ONE-SHOT, SPIRIT

SELECT TWO NON-HERO TARGETS. EACH DEALS THE OTHER 2 MELEE DAMAGE.

THEN IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, REDUCE DAMAGE DEALT BY THOSE TARGETS BY 1 TO NON-VILLAIN TARGETS BY 1 UNTIL THE START OF YOUR NEXT TURN.

"DON'T TOUCH ME, BLUE BOY!"
- FACET, THE MENAGERIE ANNUAL #2

ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
MULTIVERSE**



GHOST GIRL

A LITTLE MISCHIEF



ONE-SHOT, SPIRIT

SELECT TWO NON-HERO TARGETS. EACH DEALS THE OTHER 2 MELEE DAMAGE.

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ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
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GHOST GIRL

MOTHER'S HAIRPIN



EQUIPMENT, RELIC, SPIRIT

AT THE END OF YOUR TURN, IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, THE LOWEST HP HERO CHARACTER REGAINS 2 HP.

POWER: DISCARD A NON-SPIRIT CARD. IF YOU DO, REDUCE DAMAGE DEALT TO 1 HERO TARGET BY 1 UNTIL THE START OF YOUR NEXT TURN.

"THIS WAS OUR MOTHER'S.
DO YOU REMEMBER HER? DO YOU
REMEMBER WHAT SHE TAUGHT US?"
- GHOST GIRL, THE MENAGERIE #44

ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
MULTIVERSE**



GHOST GIRL

A TERROR TO SOME...



ONE-SHOT, SPIRIT

SELECT A TARGET. UNTIL THE START OF YOUR NEXT TURN, DAMAGE DEALT TO THAT TARGET IS IRREDUCIBLE.

THEN IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, THAT TARGET DEALS ITSELF 2 PSYCHIC DAMAGE.

"YOU WILL NOT DESTROY THESE WORLDS! I WON'T LET YOU!"
- GHOST GIRL, THE MENAGERIE #45

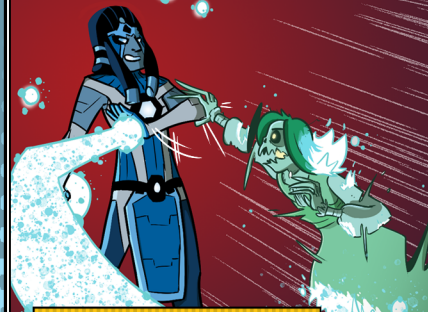
ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
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GHOST GIRL

A TERROR TO SOME...



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THEN IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, THAT TARGET DEALS ITSELF 2 PSYCHIC DAMAGE.

"YOU WILL NOT DESTROY THESE WORLDS! I WON'T LET YOU!"
- GHOST GIRL, THE MENAGERIE #45

ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
MULTIVERSE**



GHOST GIRL

A TERROR TO SOME...



ONE-SHOT, SPIRIT

SELECT A TARGET. UNTIL THE START OF YOUR NEXT TURN, DAMAGE DEALT TO THAT TARGET IS IRREDUCIBLE.

THEN IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, THAT TARGET DEALS ITSELF 2 PSYCHIC DAMAGE.

"YOU WILL NOT DESTROY THESE WORLDS! I WON'T LET YOU!"
- GHOST GIRL, THE MENAGERIE #45

ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
MULTIVERSE**



GHOST GIRL

STAFF OF THE MAGUS



EQUIPMENT, RELIC

AT THE END OF YOUR TURN IF THE TOP CARD ON YOUR TRASH IS A NON-SPIRIT CARD, GHOST GIRL DEALS UP TO 3 TARGETS 1 DAMAGE OF ANY TYPE.

POWER: DISCARD A SPIRIT CARD. IF YOU DO, GHOST GIRL DEALS 1 TARGET 3 DAMAGE OF ANY TYPE.

"YOU'VE DONE SO WELL, SO MARVELOUSLY. . . BETTER THAN I EVER COULD."
- MAGUS EVERARD, THE MENAGERIE #62

ART BY MIKE WILLIAMS

**MENAGERIE
OF THE
MULTIVERSE**



GHOST GIRL

DISRUPTIVE POSSESSION



ONE-SHOT, SPIRIT

SELECT ONE:

⇒ DESTROY AN ONGOING CARD AND THE VILLAIN TARGET WITH THE LOWEST HP DEALS ITSELF 2 PSYCHIC DAMAGE.

⇒ SELECT AN ENVIRONMENT CARD. IT DEALS EACH NON-HERO TARGET 1 PSYCHIC DAMAGE. THEN DESTROY THAT CARD.

MERCURY: "CAN YOU STOP THE BOMB?"

GHOST GIRL: "NO, BUT I CAN CHANGE WHAT IT DOES. . ."

- THE MENAGERIE #21

ART BY MIKE WILLIAMS

MENAGERIE OF THE MULTIVERSE



GHOST GIRL

DISRUPTIVE POSSESSION



ONE-SHOT, SPIRIT

SELECT ONE:

⇒ DESTROY AN ONGOING CARD AND THE VILLAIN TARGET WITH THE LOWEST HP DEALS ITSELF 2 PSYCHIC DAMAGE.

⇒ SELECT AN ENVIRONMENT CARD. IT DEALS EACH NON-HERO TARGET 1 PSYCHIC DAMAGE. THEN DESTROY THAT CARD.

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MENAGERIE OF THE MULTIVERSE



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DISRUPTIVE POSSESSION



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SELECT ONE:

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⇒ SELECT AN ENVIRONMENT CARD. IT DEALS EACH NON-HERO TARGET 1 PSYCHIC DAMAGE. THEN DESTROY THAT CARD.

MERCURY: "CAN YOU STOP THE BOMB?"

GHOST GIRL: "NO, BUT I CAN CHANGE WHAT IT DOES. . ."

- THE MENAGERIE #21

ART BY MIKE WILLIAMS

MENAGERIE OF THE MULTIVERSE



GHOST GIRL

MYSTIC ASSISTANCE



ONE-SHOT

ONE PLAYER REVEALS THE TOP THREE CARDS OF THEIR DECK AND PUTS ONE INTO THEIR HAND, ONE INTO THEIR TRASH, AND ONE INTO PLAY.

GHOST GIRL: "I'M CHARLOTTE PALMER, THE GHOST GIRL AND NEW MAGUS."

GOLD DRAGON: "YOU'RE THE MAGUS? WHAT HAPPENED TO THAT EVERARD GUY?"

- THE MENAGERIE SECRET ORIGINS #2X

ART BY MIKE WILLIAMS

MENAGERIE OF THE MULTIVERSE



GHOST GIRL

MYSTIC ASSISTANCE



ONE-SHOT

ONE PLAYER REVEALS THE TOP THREE CARDS OF THEIR DECK AND PUTS ONE INTO THEIR HAND, ONE INTO THEIR TRASH, AND ONE INTO PLAY.

GHOST GIRL: "I'M CHARLOTTE PALMER, THE GHOST GIRL AND NEW MAGUS!"
GOLD DRAGON: "YOU'RE THE MAGUS? WHAT HAPPENED TO THAT EVERARD GUY?"
- THE MENAGERIE SECRET ORIGINS #24

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

MYSTIC ASSISTANCE



ONE-SHOT

ONE PLAYER REVEALS THE TOP THREE CARDS OF THEIR DECK AND PUTS ONE INTO THEIR HAND, ONE INTO THEIR TRASH, AND ONE INTO PLAY.

GHOST GIRL: "I'M CHARLOTTE PALMER, THE GHOST GIRL AND NEW MAGUS!"
GOLD DRAGON: "YOU'RE THE MAGUS? WHAT HAPPENED TO THAT EVERARD GUY?"
- THE MENAGERIE SECRET ORIGINS #24

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

PHANTOM WAIL



ONE-SHOT, SPIRIT

UP TO FOUR NON-HERO TARGETS EACH DEAL THEMSELVES 1 PSYCHIC DAMAGE.

IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, INCREASE THIS DAMAGE BY 2.

GHOST GIRL: "DON'T TELL ME JASON SAW ME LIKE THAT?!"
CONCORD: "UH, YEAH. . . WE ALL SAW YOU."
- THE MENAGERIE #4

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

PHANTOM WAIL



ONE-SHOT, SPIRIT

UP TO FOUR NON-HERO TARGETS EACH DEAL THEMSELVES 1 PSYCHIC DAMAGE.

IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, INCREASE THIS DAMAGE BY 2.

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CONCORD: "UH, YEAH. . . WE ALL SAW YOU."
- THE MENAGERIE #4

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

PHANTOM WAIL



ONE-SHOT, SPIRIT

UP TO FOUR NON-HERO TARGETS EACH DEAL THEMSELVES 1 PSYCHIC DAMAGE.

IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, INCREASE THIS DAMAGE BY 2.

GHOST GIRL: "DON'T TELL ME JASON SAW ME LIKE THAT?"
CONCORD: "UH, YEAH. . . WE ALL SAW YOU."
- THE MENAGERIE #14

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

THE RULE OF THREE



ONGOING, LIMITED

AT THE END OF YOUR TURN, IF THREE NON-SPIRIT CARDS ENTERED YOUR TRASH THIS TURN, GHOST GIRL REGAINS 3 HP DEALS 3 DAMAGE OF ANY TYPE TO 1 TARGET, AND THREE PLAYERS DRAW A CARD. THEN DESTROY THIS CARD.

POWER: DRAW TWO CARDS AND DISCARD A CARD. IF YOU DISCARDED A NON-SPIRIT CARD THIS WAY, ONE PLAYER MAY DRAW A CARD AND DISCARD A CARD.

"MAGIC ALWAYS COMES IN THREES: POWER, PURPOSE, AND PRACTITIONER. FIND ALL THREE AND YOU CAN BREAK ANY ENCHANTMENT."
- GHOST GIRL, THE MENAGERIE SECRET ORIGINS #21

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

THE RULE OF THREE



ONGOING, LIMITED

AT THE END OF YOUR TURN, IF THREE NON-SPIRIT CARDS ENTERED YOUR TRASH THIS TURN, GHOST GIRL REGAINS 3 HP DEALS 3 DAMAGE OF ANY TYPE TO 1 TARGET, AND THREE PLAYERS DRAW A CARD. THEN DESTROY THIS CARD.

POWER: DRAW TWO CARDS AND DISCARD A CARD. IF YOU DISCARDED A NON-SPIRIT CARD THIS WAY, ONE PLAYER MAY DRAW A CARD AND DISCARD A CARD.

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ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL

THE RULE OF THREE



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POWER: DRAW TWO CARDS AND DISCARD A CARD. IF YOU DISCARDED A NON-SPIRIT CARD THIS WAY, ONE PLAYER MAY DRAW A CARD AND DISCARD A CARD.

"MAGIC ALWAYS COMES IN THREES: POWER, PURPOSE, AND PRACTITIONER. FIND ALL THREE AND YOU CAN BREAK ANY ENCHANTMENT."
- GHOST GIRL, THE MENAGERIE SECRET ORIGINS #21

ART BY MIKE WILLIAMS

MANAGERIE OF THE MULTIVERSE



GHOST GIRL



GHOST GIRL

26



GHOST OR GIRL?
POWER: IF THE TOP CARD OF YOUR TRASH IS A SPIRIT CARD, 1 TARGET DEALS ITSELF 1 PSYCHIC DAMAGE. OTHERWISE, YOU MAY PLAY AN ONGOING CARD.

ART BY MIKE WILLIAMS



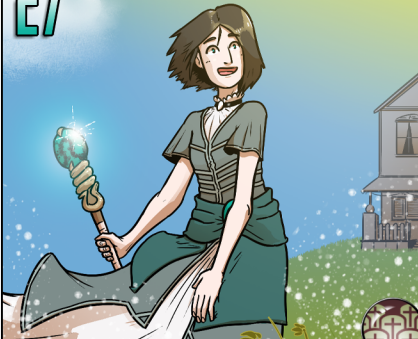
- ⇒ ONE HERO REGAINS 2 HP.
- ⇒ ONE PLAYER MAY PLAY A CARD.
- ⇒ DISCARD THE TOP 2 CARDS OF A DECK.

ART BY MIKE WILLIAMS



GHOST GIRL MAGUS OF MYSTERIES

27



MAGIC OF THE MAGUS
POWER: PUT ONE CARD IN YOUR TRASH ON TOP OF YOUR TRASH. GHOST GIRL DEALS ONE TARGET 1 DAMAGE OF ANY TYPE.

ART BY MIKE WILLIAMS



- ⇒ ONE PLAYER MAY DRAW A CARD.
- ⇒ PUT THE TOP TWO CARDS OF A TRASH PILE ON THE BOTTOM OF ITS DECK IN ANY ORDER.
- ⇒ SELECT A DECK. UNTIL THE START OF YOUR NEXT TURN, PLAY WITH THE TOP CARD OF THAT DECK TURNED FACE UP.

ART BY MIKE WILLIAMS



Team members COMICS 25

GHOST GIRL Spirit of the Solstice



PAST, PRESENT, AND FUTURE
POWER: ONE PLAYER MAY PLAY A CARD SHARING A KEYWORD WITH A VILLAIN CARD IN PLAY OR ON TOP OF THE VILLAIN TRASH. IF NO CARD IS PLAYED THIS WAY, PLAY THE TOP CARD OF A DECK

ART BY MIKE WILLIAMS



- ⇒ ONE PLAYER MAY USE A POWER.
- ⇒ ONE PLAYER MAY PLAY A CARD.
- ⇒ EACH PLAYER MAY SHUFFLE A CARD FROM THEIR TRASH INTO THEIR DECK. EACH PLAYER WHO DOES DRAWS A CARD.

ART BY MIKE WILLIAMS

THE MENAGERIE
SECRET ORIGINS

TESTERMAN
WILL, WILL, & WILL
GARRETT
WILLIAMS




THE GHOST OF OAKLAND CEMETARY HAS ARISEN!

WHO IS SHE? WHAT DOES SHE WANT?

DIRECT EDITION

RATED T+

GHOST GIRL



ALIASES
CHARLOTTE PALMER

FIRST APPEARANCE
MENAGERIE SECRET ORIGINS #2

GROUP AFFILIATIONS
THE MENAGERIE

POWERS/SKILLS
SPECTRAL FORM. FEAR-INDUCING AURA. TELEPORTATION AND REMOTE VIEWING VIA SHADOWS. OTHER UNKNOWN MYSTICAL ABILITIES.

THE MENAGERIE
SECRET ORIGINS

TESTERMAN
WILL, WILL, & WILL
GARRETT
WILLIAMS

NEW BEGINNINGS FOR
GHOST GIRL

INCLUDES SPECIAL GUESTS FROM
SPOOKY GHOSTVIZIER
COMICS




ALSO IN THIS ISSUE
WHAT WILL THE IRREGULATORS DO WITHOUT A10?

DIRECT EDITION

RATED T+

GHOST GIRL
MAGUS OF MYSTERIES



ALIASES
CHARLOTTE PALMER, THE MAGUS

FIRST APPEARANCE
MENAGERIE SECRET ORIGINS #4, THE MENAGERIE #62 (AT THE MAGUS)

GROUP AFFILIATIONS
THE MENAGERIE; THE MAGI OF MAGIC

POWERS/SKILLS
NATURAL TALENT WITH SORCERY. INEXPLICABLE RAPPORT WITH SUPERNATURAL CREATURES. THE STAFF OF THE MAGUS GRANTS INCREDIBLE MAGICAL POWER TO BEARER.