



Sentinels of the Multiverse – Santa Hero Deck (not really serious)

SANTA'S STABLE



ONE-SHOT

REVEAL CARDS FROM THE TOP OF YOUR DECK UNTIL A REINDEER CARD IS REVEALED. PUT THE REVEALED REINDEER CARD INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

I'M GOING TO NEED SOME REINDEER...
—SANTA CLAUS (SANTA SAVES THE MULTIVERSE ONE-SHOT)

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GEAR UP



ONE-SHOT

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

YOU MAY DRAW A CARD. YOU MAY PLAY A CARD.

WHAT TO WEAR? WHAT TO WEAR?
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NAUGHTY



ONGOING

PLAY THIS CARD NEXT TO A NON-HERO TARGET WHICH DOES NOT HAVE A NAUGHTY CARD NEXT TO IT. DAMAGE DEALT TO THE TARGET NEXT TO THIS CARD IS INCREASED BY 1.

OH, NAN, NAN, NAN... YOU'VE BEEN A BAD BOY.
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NICE



ONGOING


PLAY THIS CARD NEXT TO A HERO CHARACTER CARD OTHER THAN SANTA. AT THE END OF THAT HERO'S TURN, THE HERO CHARACTER CARD NEXT TO THIS CARD REGAINS 1HP.

PAUL? YES, INDEED, HIS WHOLE FAMILY'S BEEN ON THE NICE LIST FOR GENERATIONS.
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SANTA




SANTA'S LIST



ONE-SHOT

SEARCH YOUR TRASH FOR ALL NAUGHTY AND NICE CARDS AND MOVE THEM TO YOUR HAND. YOU MAY PLAY AN ONGOING CARD.

OH ME, OH MY I'M GOING TO HAVE TO UPDATE MY LIST.
—SANTA CLAUS (SANTA SAVES THE MULTIVERSE ONE-SHOT)

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SANTA'S WORKSHOP



ONE-SHOT

EACH PLAYER MAY SEARCH THEIR DECK OR TRASH FOR AN ONGOING OR EQUIPMENT CARD AND MOVE THAT CARD TO THEIR HAND.

IF YOU CAN DREAM IT, WE CAN BUILD IT!
--SANTA CLAUS (SANTA SAVES THE MULTIVERSE ONE-SHOT)

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SANTA'S SUIT



EQUIPMENT, RELIC

SANTA IS IMMUNE TO COLD DAMAGE.
DAMAGE DEALT TO SANTA IS REDUCED BY 1.

THE CLOTHES TRULY DO MAKE THE MAN.
--LEGACY (SANTA SAVES THE MULTIVERSE ONE-SHOT)

SANTA



CHRISTMAS SNOW



ONE-SHOT

MOVE 1 VILLAIN ONGOING CARD TO THE BOTTOM OF THE VILLAIN DECK.

MOVE 1 ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.

I LOVE HOW SNOW MAKE THE WHOLE WORLD LOOK BRAND NEW.
--SIREN (SANTA SAVES THE MULTIVERSE ONE-SHOT)

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SANTA'S SLEIGH



EQUIPMENT, RELIC

AT THE START OF YOUR TURN, SANTA REGAINS 1 HP, EVEN IF THIS WOULD BE PREVENTED BY ANOTHER EFFECT.

SWEET RIDER! CAN I DRIVE? --SLUISE
HA, HA-HA, HA-HA! -- NO. --SANTA CLAUS
(SANTA SAVES THE MULTIVERSE ONE-SHOT)

SANTA



PRESENTS



ONE-SHOT

ONE OTHER PLAYER MAY DRAW A CARD AND THEN MAY PLAY A CARD, EVEN IF ANOTHER EFFECT WOULD PREVENT THESE ACTIONS. IF DAMAGE IS DEALT AS A RESULT OF THESE ACTIONS, IT IS IRREDUCIBLE AND CANNOT BE REDIRECTED.

GO AHEAD, OPEN IT HANNAH. YOU'VE BEEN A VERY GOOD GIRL THIS YEAR.
--SANTA CLAUS (SANTA SAVES THE MULTIVERSE ONE-SHOT)

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LITTLE HELPERS



ONE-SHOT

ALL OTHER PLAYERS MAY DRAW A CARD. YOU MAY DRAW 3 CARDS AND THEN IMMEDIATELY END YOUR TURN.

NO ONE STANDS ALONE. NOT EVEN SANTA.
—QUICKSILVER (SANTA SAVES THE MULTIVERSE ONE-SHOT)

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CHRISTMAS MIRACLE



ONE-SHOT

IF THE CARDS DASHER & DANCER, PRANCER & VIXEN, COMET & CUPID, DONNER & BLITZEN, SANTA'S SUIT, AND SANTA'S SLEIGH ARE IN PLAY, THEN EACH HERO OTHER THAN SANTA MAY CHOOSE TO DO 2 OF THE FOLLOWING:
 - DRAW 2 CARDS
 - PLAY A CARD
 - USE A POWER
 - THE HERO DEALS 1 TARGET 5 COLD DAMAGE.
 THEN, REMOVE THIS CARD FROM THE GAME.

YES, VIOLET. YES INDEED, THERE IS A SANTA CLAUS.
—JENNY SPARKLEHUFFIN
(SANTA SAVES THE MULTIVERSE ONE-SHOT)

SANTA



SANTA

ST

CLAUS

25

SANTA

CHRISTMAS WISH

POWER: ONE PLAYER MAY DRAW A CARD.
ONE HERO MAY USE A POWER.

⇒ EACH PLAYER DRAWS A CARD.

⇒ DESTROY A NON-CHARACTER VILLAIN CARD.

⇒ ONE HERO MAY USE A POWER.

⇒THIRD PARTY — STANDARD⇒

