

Sentinels of the Multiverse – Buffyverse – Environment: Sunnydale Graveyard

DALTON

6



VAMPIRE

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

WHEN THIS CARD ENTERS PLAY, SEARCH THE ENVIRONMENT DECK AND TRASH FOR ANCIENT CRYPT AND PUT IT INTO PLAY. IF YOU SEARCHED THE DECK THIS WAY, SHUFFLE IT.

INCREASE DAMAGE DEALT BY VAMPIRES BY 1.

AT THE START OF THE ENVIRONMENT TURN, PLAY THE TOP CARD OF THE VILLAIN DECK.

SPIKE CHOSE THE ONLY INTELLIGENT FLEDGLING HE COULD FIND TO BE HIS RESEARCHER. DRUSILLA FOUND HIM FASCINATING. THE JUDGE FOUND HIM TOO HUMAN.



Sunnydale
Graveyard

DRACULA

8



VAMPIRE

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

AT THE START OF THE ENVIRONMENT TURN, THE HERO TARGET WITH THE LOWEST HP DEALS EACH OTHER HERO TARGET 2 MELEE DAMAGE.

AT THE END OF THE ENVIRONMENT TURN, DRACULA DEALS THE HERO TARGET WITH THE SECOND HIGHEST HP 2 MELEE DAMAGE.

WHEN THIS CARD IS DESTROYED, SHUFFLE IT INTO THE ENVIRONMENT DECK.

THE MOST FAMOUS OF VAMPIRES HAS MANY POWERS. ABLE TO REFORM HIS BODY AND ENTRALL THE UNWARY. HE WOULD BE EVEN MORE FORMIDABLE IF HE HADN'T LET HUMANS WRITE A BOOK DESCRIBING ALL OF THEM.



Sunnydale
Graveyard

FIENDISH WARRIOR

7



DEMON

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO TARGET WITH THE SECOND HIGHEST HP ① - 1 MELEE DAMAGE.

THE FIRST TIME EACH TURN THIS CARD IS DEALT DAMAGE, REDUCE DAMAGE DEALT TO IT BY 2 UNTIL THE START OF THE NEXT HERO TURN.

PLENTY OF DEMON SPECIES JUST WANT TO BLEND IN AND LIVE IN PEACE. THOSE AREN'T THE ONES THAT COME TO SUNNYDALE.



Sunnydale
Graveyard

FORD

5



VAMPIRE, NEWBORN

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE LOWEST HP HERO TARGET 2 MELEE DAMAGE.

WHENEVER A HERO TARGET DEALS DAMAGE TO FORD, THAT TARGET DEALS ITSELF 1 PSYCHIC DAMAGE.

STANDING OVER HER FORMER FRIEND'S GRAVE, BUFFY TRIED TO CONTAIN HER SORROW. FINALLY, SHE ASKED, "DOES IT GET EASY?" "WHAT DO YOU WANT ME TO SAY?" GILES REPLIED.



Sunnydale
Graveyard

HARMONY

7



VAMPIRE, NEWBORN

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

AT THE END OF THE VILLAIN TURN, THIS CARD DEALS THE SECOND LOWEST HP HERO TARGET 1 MELEE DAMAGE AND 1 SONIC DAMAGE. DISCARD THE TOP CARD OF EACH DECK.

THE NUMBER TWO TEEN QUEEN AT SUNNYDALE HIGH WAS ONE OF THE FEW HUMANS WHOSE TEMPERAMENT WAS IMPROVED BY DEMONIC POSSESSION. NOT THAT THERE WAS MUCH TO IMPROVE ON.



*Sunnydale
Graveyard*

HOLDEN WEBSTER

9



VAMPIRE, NEWBORN

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO WITH THE HIGHEST HP 3 MELEE DAMAGE. REVEAL THE TOP CARD OF THAT PLAYER'S DECK AND PUT IT ON TOP OR BOTTOM OF THAT PLAYER'S DECK.

"OKAY, BUT ARE YOU KILLING ME BECAUSE I'M EVIL OR BECAUSE YOU OPENED UP?" THE VAMPIRE ASKED. BUFFY WONDERED WHO WOULD BE STUPID ENOUGH TO SIRE A PSYCH STUDENT.



*Sunnydale
Graveyard*

RAMONE

4



VAMPIRE, NEWBORN

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE HERO TARGET WITH THE HIGHEST HP 4 MELEE DAMAGE.

RILEY CREEPT CAREFULLY THROUGH THE GRAVEYARD. THE VAMPIRE WHO'D STABBED BUFFY WAS JUST AHEAD, AND THE FORMER SOLDIER WOULDN'T GIVE HIM ANY WARNING.



*Sunnydale
Graveyard*

STRANGE OMEN



WHEN THIS CARD ENTERS PLAY, REVEAL THE TOP CARD OF THE VILLAIN DECK. THEN REMOVE THE TOP 3 CARDS OF THE VILLAIN DECK, SHUFFLE THEM TOGETHER AND REPLACE THEM.

WHEN THE CARD REVEALED BY THIS ENTERS PLAY, DESTROY THIS CARD.

WHEN THIS CARD IS DESTROYED, INCREASE DAMAGE DEALT BY VILLAIN TARGETS BY 1 UNTIL THE END OF THE TURN.

IT SEEMED AS THOUGH BUFFY COULDN'T GO A YEAR WITHOUT FINDING SOME MYSTERIOUS PORTENT. SHE JUST HOPED IT WOULDN'T INTERRUPT ANOTHER DATE.



*Sunnydale
Graveyard*

STUCK IN THE GROUND



UNQUIET GRAVE

WHEN THIS CARD ENTERS PLAY, REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL A NEWBORN IS REVEALED. PUT THAT CARD INTO PLAY AND PUT THIS CARD NEXT TO THAT CARD. SHUFFLE THE REMAINING REVEALED CARDS INTO THE ENVIRONMENT DECK.

INCREASE DAMAGE DEALT TO THE NEWBORN NEXT TO THIS CARD BY 1.

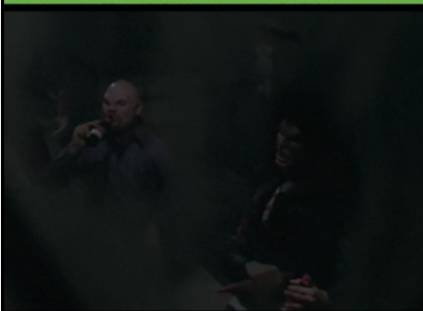
WHEN THE NEWBORN NEXT TO THIS CARD IS DESTROYED, DESTROY THIS CARD.

BUFFY, INTERRUPTED IN THE MIDDLE OF HER SPEECH, STARED AT THE VAMPIRE IN DISBELIEF. DAWN BARELY HELD IN HER LAUGHTER.



Sunnydale Graveyard

VAMP NEST



AT THE END OF THE ENVIRONMENT TURN, REVEAL CARDS FROM THE TOP OF THE ENVIRONMENT DECK UNTIL A VAMPIRE IS REVEALED AND PUT IT INTO PLAY. SHUFFLE THE REMAINING REVEALED CARDS INTO THE ENVIRONMENT DECK.

AT THE START OF THE ENVIRONMENT TURN, IF THERE ARE NO NON-CHARACTER VAMPIRES IN PLAY, DESTROY THIS CARD.

THE CHILDE-SIRE BOND MEANS THAT VAMPIRES OFTEN FORM INTO PACKS. ANY CHILDE WHICH ESCAPES A PURGE COULD QUICKLY FORM ITS OWN PACK IN TURN.



Sunnydale Graveyard

ZACHARY KRALIC

10



VAMPIRE

INCREASE RADIANT DAMAGE DEALT TO THIS CARD BY 1.

AT THE END OF ENVIRONMENT TURN, THIS CARD DEALS THE HIGHEST HP HERO TARGET 3 MELEE DAMAGE, THEN DEALS HIMSELF 1 PSYCHIC DAMAGE.

WHENEVER THIS CARD TAKES DAMAGE, INCREASE DAMAGE DEALT BY THIS CARD BY 1.

THE COUNCIL MEMBERS SHUDDERED AS WALLS ECHOED THROUGH THE EMPTY HOUSE. NONE OF THEM ENVIED THE SLAYER WHO WOULD FACE THIS CREATURE, BUT IT WAS THEIR DUTY TO ENSURE SHE DID.



Sunnydale Graveyard