



Sentinels of the Multiverse – Hero Deck: The Traveler (by Corey Parker (CMP139))

**ASTRAL PLANE**



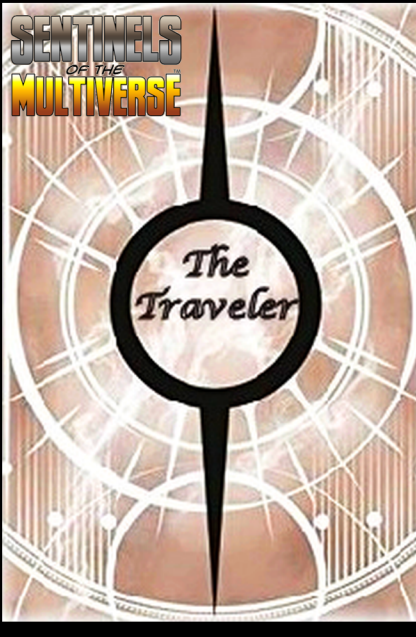
**ONGOING, PLANE**

YOU MAY PLAY AN ADDITIONAL CARD DURING YOUR PLAY PHASE. THE FIRST TIME YOU DRAW A CARD EACH TURN, DISCARD THE TOP CARD OF YOUR DECK. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER PLANE CARDS IN PLAY.

**POWER:** DISCARD YOUR HAND AND DRAW 4 CARDS. DESTROY THIS CARD.

"THE FIRST STEP TO SEEKING OUT THE NEXT WORLD."  
- THE TRAVELER, NEW WORLDS #1

**SENTINELS OF THE MULTIVERSE**



**The Traveler**

**BE READY**



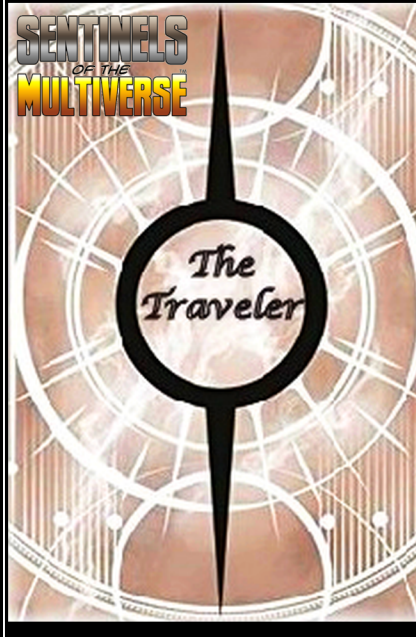
**ONE-SHOT**

SEARCH YOUR DECK FOR A EQUIPMENT CARD AND PUT IT INTO YOUR HAND. SHUFFLE YOUR DECK.

THEN YOU MAY DISCARD A CARD TO PLAY A CARD.

"YOU'D BE SURPRISED WHAT YOU FIND WHEN YOU TRAVEL."  
- THE TRAVELER, STRANGER #2

**SENTINELS OF THE MULTIVERSE**



**The Traveler**

**BE READY**



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**SENTINELS OF THE MULTIVERSE**



**The Traveler**

**BLAZING GAZE**



**ONGOING**

POWER: THE TRAVELER DEALS 1 TARGET 1 FIRE DAMAGE AND 1 RADIANT DAMAGE.

"WHEN YOU HAVE SEEN AS MUCH AS I, A SIMPLE GAZE CAN END A FIGHT."  
- THE TRAVELER, STRANGER #2

**SENTINELS OF THE MULTIVERSE**

The Traveler

**BLAZING GAZE**



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POWER: THE TRAVELER DEALS 1 TARGET 1 FIRE DAMAGE AND 1 RADIANT DAMAGE.

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**SENTINELS OF THE MULTIVERSE**

The Traveler

**DANCING SHIELD**



**EQUIPMENT, RELIC, LIMITED**

AT THE END OF YOUR TURN, MOVE THIS CARD NEXT TO A HERO TARGET IT IS NOT CURRENTLY NEXT TO.

REDUCE DAMAGE DEALT TO THAT TARGET BY 1.

"A GIFT TO PROTECT NOT JUST MYSELF, BUT ALSO THOSE IN NEED OF HELP."  
- THE TRAVELER, STRANGER #2

**SENTINELS OF THE MULTIVERSE**

The Traveler

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**SENTINELS OF THE MULTIVERSE**

The Traveler

**ENDLESS BACKPACK**



**EQUIPMENT, LIMITED**

POWER: DRAW 2 CARDS.  
 POWER: RETURN ONE OF YOUR EQUIPMENT CARDS TO YOUR HAND. PLAY A CARD.

"I NEED SOMEWHERE TO PUT EVERYTHING I'VE GATHERED."  
 - THE TRAVELER, STRANGER #2

**SENTINELS OF THE MULTIVERSE**

The Traveler

**ENDLESS BACKPACK**



**EQUIPMENT, LIMITED**

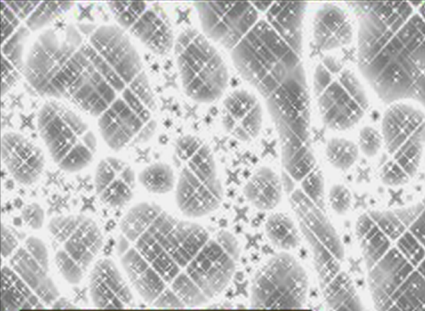
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"I NEED SOMEWHERE TO PUT EVERYTHING I'VE GATHERED."  
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**SENTINELS OF THE MULTIVERSE**

The Traveler

**WEAVING LIGHT**



**ONGOING, LIMITED**

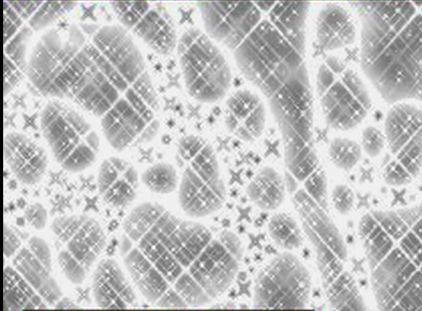
INCREASE ALL HP RECOVERY BY 1.

"RELAX AND LET THE SOOTHING LIGHT FLOW THROUGH YOU."  
 - THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**

The Traveler

**WEAVING LIGHT**



**ONGOING, LIMITED**

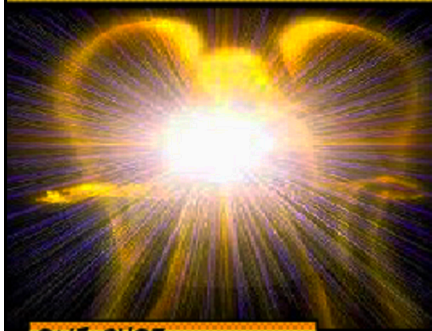
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**SENTINELS OF THE MULTIVERSE**

The Traveler

HEALING NOVA

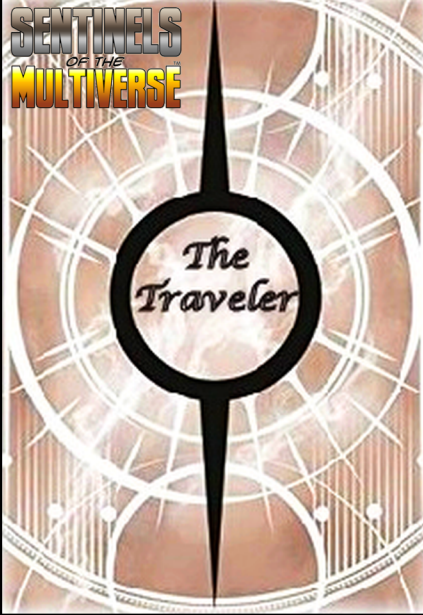


ONE-SHOT

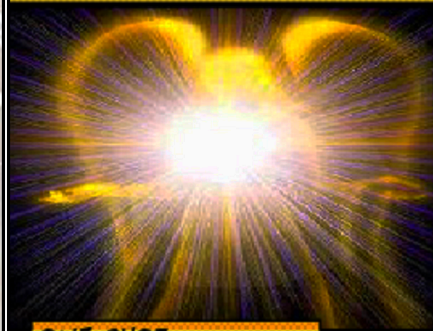
EACH HERO REGAINS 1 HP.  
DRAW A CARD.

"LET'S SEE WHO WE CAN FIX UP"  
- THE TRAVELER, WAR OF THE REALMS #1

SENTINELS  
OF THE  
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HEALING NOVA

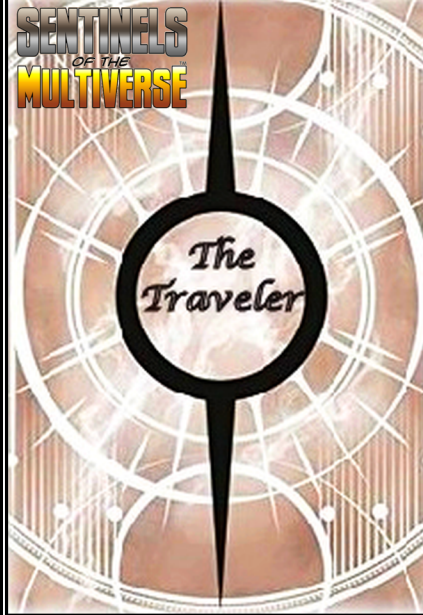


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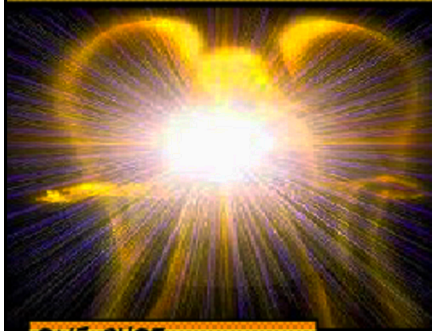
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DRAW A CARD.

"LET'S SEE WHO WE CAN FIX UP"  
- THE TRAVELER, WAR OF THE REALMS #1

SENTINELS  
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HEALING NOVA

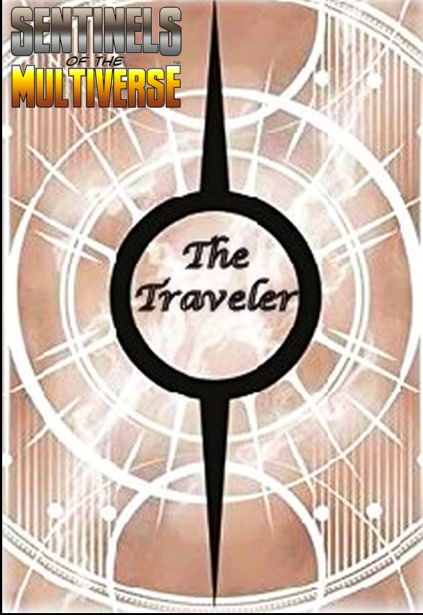


ONE-SHOT

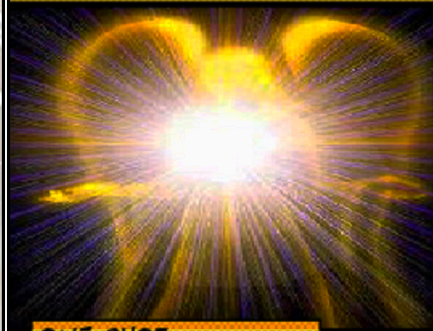
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DRAW A CARD.

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SENTINELS  
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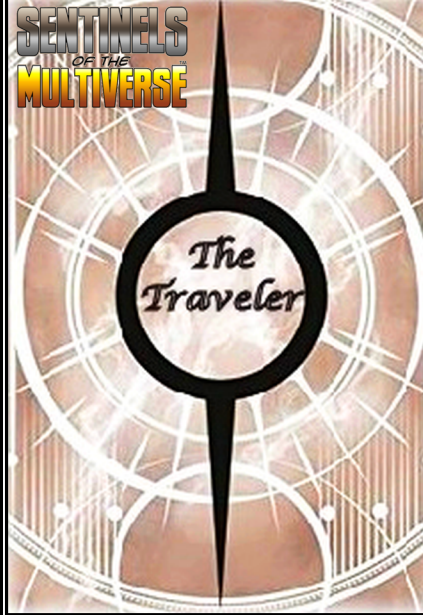


ONE-SHOT

EACH HERO REGAINS 1 HP.  
DRAW A CARD.

"LET'S SEE WHO WE CAN FIX UP"  
- THE TRAVELER, WAR OF THE REALMS #1

SENTINELS  
OF THE  
MULTIVERSE



**HEALING TOUCH**



**SENTINELS OF THE MULTIVERSE**

**ONE-SHOT**  
1 TARGET REGAINS 3 HP.  
DRAW A CARD.

"I'VE SEEN MUCH IN MY LIFE.  
ONE ACT CAN MAKE ALL THE DIFFERENCE."  
- THE TRAVELER, WAR OF THE REALMS #2

**SENTINELS OF THE MULTIVERSE**

**The Traveler**

**HEALING TOUCH**



**SENTINELS OF THE MULTIVERSE**

**ONE-SHOT**  
1 TARGET REGAINS 3 HP.  
DRAW A CARD.

"I'VE SEEN MUCH IN MY LIFE.  
ONE ACT CAN MAKE ALL THE DIFFERENCE."  
- THE TRAVELER, WAR OF THE REALMS #2

**SENTINELS OF THE MULTIVERSE**

**The Traveler**

**HEALING TOUCH**



**SENTINELS OF THE MULTIVERSE**

**ONE-SHOT**  
1 TARGET REGAINS 3 HP.  
DRAW A CARD.

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**SENTINELS OF THE MULTIVERSE**

**The Traveler**

**HEALING TOUCH**



**SENTINELS OF THE MULTIVERSE**

**ONE-SHOT**  
1 TARGET REGAINS 3 HP.  
DRAW A CARD.

"I'VE SEEN MUCH IN MY LIFE.  
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- THE TRAVELER, WAR OF THE REALMS #2

**SENTINELS OF THE MULTIVERSE**

**The Traveler**

**WEAVERLY PLANE**

**ONGOING, PLANE**

INCREASE RADIANT DAMAGE BY 2 AND REDUCE INFERNAL DAMAGE BY 2. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER PLANE CARDS IN PLAY.

POWER: THE TRAVELER DEALS EACH NON-HERO TARGET 1 RADIANT DAMAGE. DESTROY THIS CARD.

FANATIC: "IT'S HOW I'VE ALWAYS DREAMED!"  
 THE TRAVELER: "YOU GET USED TO IT."  
 NEW WORLDS #2

**SENTINELS OF THE MULTIVERSE**

The Traveler

**DEVASTATION BY LIGHT**

**ONE-SHOT**

DESTROY 1 ONGOING OR ENVIRONMENT CARD. THE TRAVELER DEALS 1 TARGET 2 RADIANT DAMAGE.

"LET THIS BE CLEANSSED BY HOLY LIGHT!"  
 - THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**

The Traveler

**DEVASTATION BY LIGHT**

**ONE-SHOT**

DESTROY 1 ONGOING OR ENVIRONMENT CARD. THE TRAVELER DEALS 1 TARGET 2 RADIANT DAMAGE.

"LET THIS BE CLEANSSED BY HOLY LIGHT!"  
 - THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**

The Traveler

**DEVASTATION BY LIGHT**

**ONE-SHOT**


DESTROY 1 ONGOING OR ENVIRONMENT CARD. THE TRAVELER DEALS 1 TARGET 2 RADIANT DAMAGE.

"LET THIS BE CLEANSSED BY HOLY LIGHT!"  
 - THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**

The Traveler

**WELSH PLANE**



**ONGOING, PLANE**

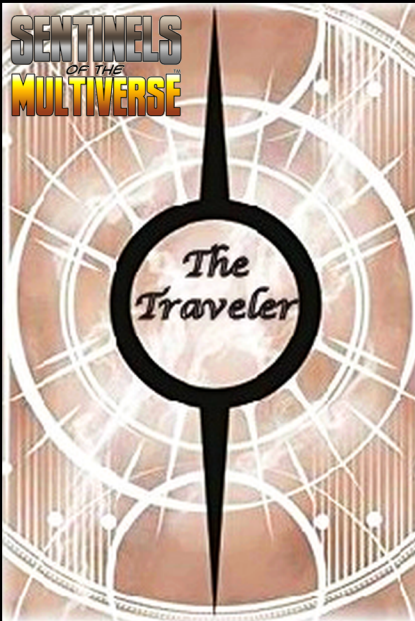
AT THE END OF YOUR TURN, THE ENVIRONMENT DEALS EACH TARGET 1 FIRE DAMAGE AND 1 INFERNAL DAMAGE. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER PLANE CARDS IN PLAY.

**POWER:** DESTROY 1 NON-CHARACTER CARD IN PLAY. DESTROY THIS CARD.

AS THE PARTY FOLLOWED THE STRANGER, ALL HE SAID WAS, "WATCH YOUR STEP!"


- NEW WORLDS #5

**SENTINELS OF THE MULTIVERSE**



The Traveler

**RADIANT BLAST**



**ONE-SHOT**

THE TRAVELER EITHER DEALS 1 TARGET 5 RADIANT DAMAGE OR UP TO 3 TARGETS 1 RADIANT DAMAGE EACH.

"FEEL THE POWER OF LIGHT!"


- THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**RADIANT BLAST**



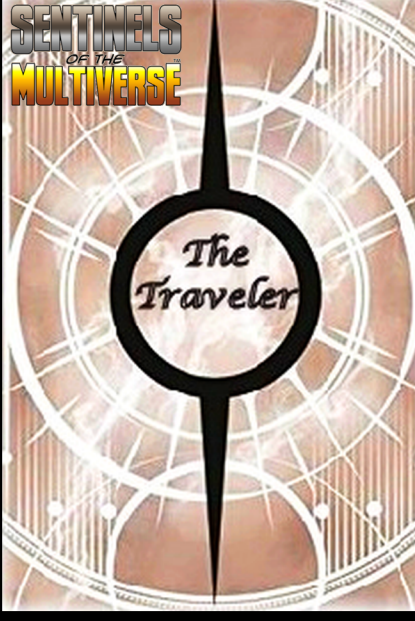
**ONE-SHOT**

THE TRAVELER EITHER DEALS 1 TARGET 5 RADIANT DAMAGE OR UP TO 3 TARGETS 1 RADIANT DAMAGE EACH.

"FEEL THE POWER OF LIGHT!"


- THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**RADIANT BLAST**



**ONE-SHOT**

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"FEEL THE POWER OF LIGHT!"

- THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**



The Traveler



**HOME**



**ONGOING, PLANE**


YOU MAY USE AN ADDITIONAL POWER DURING YOUR POWER PHASE.

WHENEVER A HERO TARGET WOULD BE DEALT DAMAGE BY A NON-HERO TARGET, REDIRECT IT TO THE TRAVELER. WHEN THIS CARD ENTERS PLAY, DESTROY ALL OTHER PLANE CARDS IN PLAY.

POWER: EACH HERO REGAINS 2 HP AND DRAWS A CARD. DESTROY THIS CARD.


"WELCOME HEROES! YOU'LL BE UNDER MY CARE WHILE YOU ARE HERE."  
- THE TRAVELER, NEW WORLDS #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**RESTORATION**



**ONE-SHOT**

DESTROY 4 OF YOUR ONGOING CARDS. IF 4 CARDS ARE DESTROYED THIS WAY, REMOVE 5 FROM THE GAME AND EITHER 1 HERO TARGET REGAINS 12 HP OR FLIP AN INCAPACITATED HERO CHARACTER CARD, RESTORE IT TO 8 HP AND THAT HERO'S PLAYER SHUFFLES THEIR CARDS INTO THEIR DECK AND DRAWS 4 CARDS.

"TO BRING SOMEONE BACK FROM THE BRINK ALWAYS TAKES A TOLL."  
- THE TRAVELER, WAR OF THE REALMS #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**OUTSIDER'S WINGS**




**ONGOING, LIMITED**

YOU MAY DRAW AN ADDITIONAL CARD DURING YOUR DRAW PHASE.

"A GIFT GRANTED TO THOSE OF GOOD WILL AND STRONG FAITH."  
- THE TRAVELER, STRANGER #3

**SENTINELS OF THE MULTIVERSE**



The Traveler

**OUTSIDER'S WINGS**



**ONGOING, LIMITED**

YOU MAY DRAW AN ADDITIONAL CARD DURING YOUR DRAW PHASE.


"A GIFT GRANTED TO THOSE OF GOOD WILL AND STRONG FAITH."  
- THE TRAVELER, STRANGER #3

**SENTINELS OF THE MULTIVERSE**



The Traveler

**POPPIAL**




**ONE-SHOT**

SEARCH YOUR DECK FOR A PLANE CARD AND EITHER PUT IT INTO PLAY OR INTO YOUR HAND.

THEN SHUFFLE YOUR DECK.


"NOW WHERE SHALL I GO TODAY?"  
- THE TRAVELER, STRANGER #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**POPPIAL**



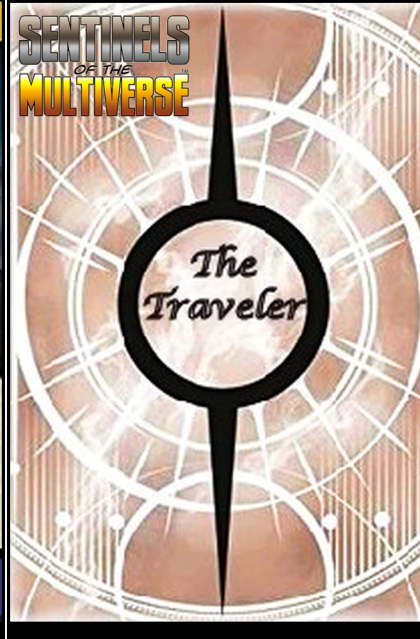
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THEN SHUFFLE YOUR DECK.

"NOW WHERE SHALL I GO TODAY?"  
- THE TRAVELER, STRANGER #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**TRAVELER'S CANE**



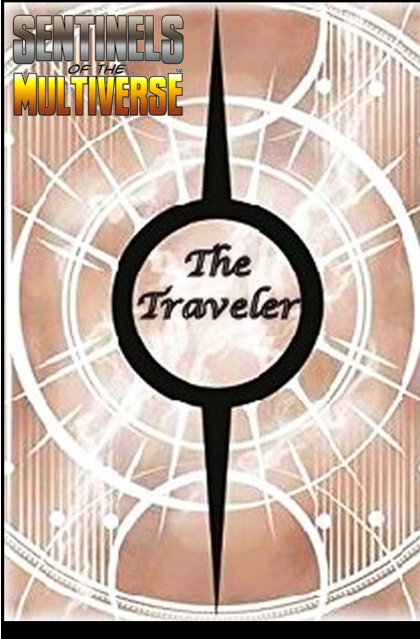
**EQUIPMENT, LIMITED**

POWER: 1 TARGET REGAINS 2 HP.

POWER: THE TRAVELER DEALS 1 TARGET 2 MELEE DAMAGE.

"NOTHING HELPS MOVE YOU ALONGS LIKE A GOOD CANE!"  
- THE TRAVELER, STRANGER #1

**SENTINELS OF THE MULTIVERSE**



The Traveler

**TRAVELER'S CANE**



**EQUIPMENT, LIMITED**

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**SENTINELS OF THE MULTIVERSE**



The Traveler

# The Traveler

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## HEALING WAVE

POWER: EACH OTHER HERO TARGET REGAINS 1 HP.



- ▷ ONE TARGET REGAINS 2 HP.
- ▷ REDUCE ALL DAMAGE DEALT BY 1 UNTIL THE START OF YOUR NEXT TURN.
- ▷ ONE PLAYER MAY TAKE A CARD FROM THEIR TRASH INTO THEIR HAND.

▷THIRD PARTY — STANDARD◁

# The Modern Traveler

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## PREPARE

POWER: DRAW A CARD AND 1 TARGET REGAINS 1 HP.



- ▷ UP TO 3 TARGETS REGAIN 1 HP.
- ▷ ONE PLAYER MAY DRAW A CARD NOW.
- ▷ ONE HERO MAY USE A POWER NOW.

▷THIRD PARTY — PROMO◁

# The Celestial Traveler

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## HOLY FURY

POWER: UNTIL THE END OF YOUR NEXT TURN, WHENEVER THE TRAVELER WOULD CAUSE A TARGET TO REGAIN HP, HE INSTEAD DEALS 1 TARGET THAT MUCH RADIANT DAMAGE.



- ▷ DESTROY AN ONGOING CARD.
- ▷ EACH HERO CHARACTER MAY DEAL THEMSELVES 1 RADIANT DAMAGE TO DRAW A CARD NOW.
- ▷ CHOOSE A TARGET. THE NEXT TIME THEY WOULD REGAIN HP, THEY INSTEAD DEAL THEMSELVES 2 RADIANT DAMAGE.

▷THIRD PARTY — PROMO◁