



Sentinels of the Multiverse -- Crossover Crisis (Ultimate Edition) -- Hero Deck: Safari Girl

MAGIC VINE



EQUIPMENT, VINE

POWER: SAFARI GIRL DEALS 1 TARGET 3 MELEE DAMAGE. IF AN ENVIRONMENT TARGET IS DESTROYED THIS WAY, PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

ART BY TARYYN & YAKGUARDIAN

SENTINELS CROSSOVER CRISIS

Safari Girl

MAGIC VINE



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ART BY TARYYN & YAKGUARDIAN

SENTINELS CROSSOVER CRISIS

Safari Girl

SUMMON GOGGLES



ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR MAGIC GOGGLES AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

YOU MAY DRAW A CARD.

YOU MAY PLAY A CARD.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

SUMMON GOGGLES



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SEARCH YOUR DECK OR TRASH FOR MAGIC GOGGLES AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

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ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

SUMMON GOGGLES



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SEARCH YOUR DECK OR TRASH FOR MAGIC GOGGLES AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

YOU MAY DRAW A CARD.

YOU MAY PLAY A CARD.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

RENEW, REUSE, RECYCLE



ONE-SHOT

DESTROY AN ENVIRONMENT CARD.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

YOU MAY PLAY A [VINE] CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

RENEW, REUSE, RECYCLE



ONE-SHOT

DESTROY AN ENVIRONMENT CARD.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

YOU MAY PLAY A [VINE] CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

RENEW, REUSE, RECYCLE



ONE-SHOT

DESTROY AN ENVIRONMENT CARD.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

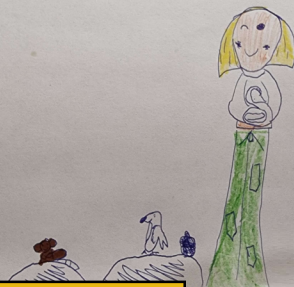
SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

YOU MAY PLAY A [VINE] CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

TALK TO THE ANIMALS



ONE-SHOT

SELECT A NON-ENVIRONMENT TARGET. EACH ENVIRONMENT TARGET DEALS THE SELECTED TARGET 1 MELEE DAMAGE.



SENTINELS CROSSOVER CRISIS

Safari Girl

TALK TO THE ANIMALS



ONE-SHOT

SELECT A NON-ENVIRONMENT TARGET. EACH ENVIRONMENT TARGET DEALS THE SELECTED TARGET 1 MELEE DAMAGE.



SENTINELS CROSSOVER CRISIS

Safari Girl

TALK TO THE ANIMALS



ONE-SHOT

SELECT A NON-ENVIRONMENT TARGET. EACH ENVIRONMENT TARGET DEALS THE SELECTED TARGET 1 MELEE DAMAGE.



SENTINELS CROSSOVER CRISIS

Safari Girl

SUMMON VINE



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [VINE] CARD IS REVEALED. PUT THE REVEALED [VINE] CARD IN YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

YOU MAY PLAY A [VINE] CARD OR DRAW A CARD.

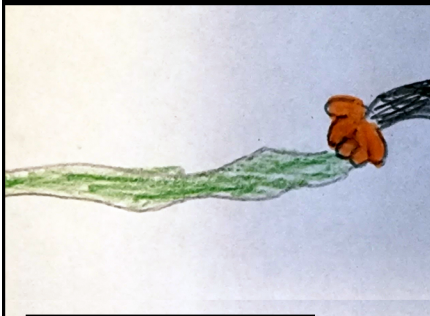


SENTINELS CROSSOVER CRISIS

Safari Girl

ART BY TARYYN

SUMMON VINE



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [VINE] CARD IS REVEALED. PUT THE REVEALED [VINE] CARD IN YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

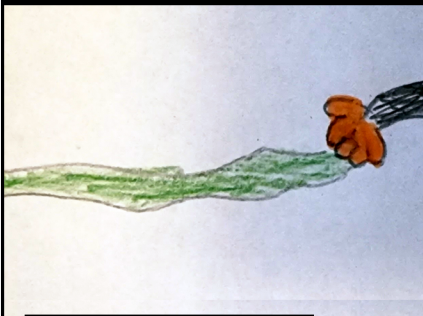
YOU MAY PLAY A [VINE] CARD OR DRAW A CARD.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

SUMMON VINE



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [VINE] CARD IS REVEALED. PUT THE REVEALED [VINE] CARD IN YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

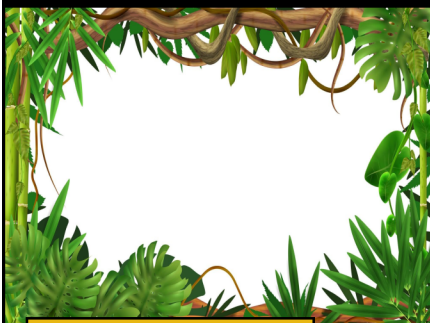
YOU MAY PLAY A [VINE] CARD OR DRAW A CARD.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

ENVIRONMENTAL ENERGY



ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, YOU MAY PLAY A [VINE] CARD.

IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, INCREASE DAMAGE DEALT BY SAFAIR GIRL BY 1.

SENTINELS CROSSOVER CRISIS

Safari Girl

ENVIRONMENTAL ENERGY



ONGOING, LIMITED

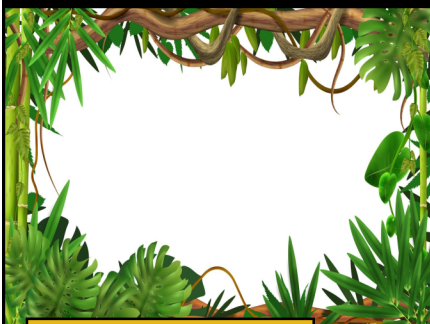
WHEN THIS CARD ENTERS PLAY, YOU MAY PLAY A [VINE] CARD.

IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, INCREASE DAMAGE DEALT BY SAFAIR GIRL BY 1.

SENTINELS CROSSOVER CRISIS

Safari Girl

ENVIRONMENTAL ENERGY



ONGOING, LIMITED

WHEN THIS CARD ENTERS PLAY, YOU MAY PLAY A [VINE] CARD.

IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, INCREASE DAMAGE DEALT BY SAFARI GIRL BY 1.

SENTINELS CROSSOVER CRISIS

Safari Girl

SOMEONE TO WATCH OVER THEM



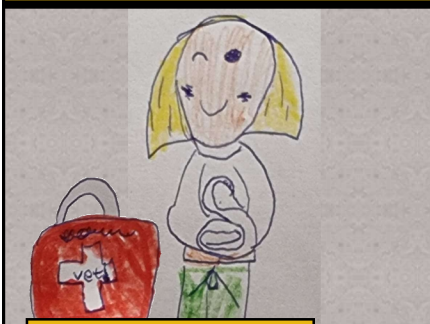
ONGOING, LIMITED

WHEN AN ENVIRONMENT TARGET OR A [COMPANION] CARD WOULD BE DESTROYED, YOU MAY INSTEAD RESTORE IT TO ITS MAXIMUM HP AND THEN DESTROY THIS CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

SOMEONE TO WATCH OVER THEM



ONGOING, LIMITED

WHEN AN ENVIRONMENT TARGET OR A [COMPANION] CARD WOULD BE DESTROYED, YOU MAY INSTEAD RESTORE IT TO ITS MAXIMUM HP AND THEN DESTROY THIS CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

SOMEONE TO WATCH OVER THEM



ONGOING, LIMITED

WHEN AN ENVIRONMENT TARGET OR A [COMPANION] CARD WOULD BE DESTROYED, YOU MAY INSTEAD RESTORE IT TO ITS MAXIMUM HP AND THEN DESTROY THIS CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

KARATE KICK



ONGOING, LIMITED

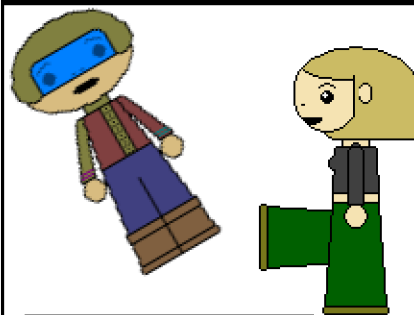
POWER: SAFARI GIRL DEALS 2 TARGETS 2 MELEE DAMAGE EACH.

ART BY YAKGUARDIAN

SENTINELS CROSSOVER CRISIS

Safari Girl

KARATE KICK



ONGOING, LIMITED

POWER: SAFARI GIRL DEALS 2 TARGETS 2 MELEE DAMAGE EACH.

ART BY YAKGUARDIAN

SENTINELS CROSSOVER CRISIS

Safari Girl

KARATE KICK



ONGOING, LIMITED

POWER: SAFARI GIRL DEALS 2 TARGETS 2 MELEE DAMAGE EACH.

ART BY YAKGUARDIAN

SENTINELS CROSSOVER CRISIS

Safari Girl

VENGEANCE IS VINE!



ONGOING, VINE

WHENEVER DAMAGE IS DEALT TO AN ENVIRONMENT TARGET, ADD 1 TOKEN TO THIS CARD.

POWER: DEAL 1 TARGET X ENERGY DAMAGE, WHERE X = THE NUMBER OF TOKENS ON THIS CARD. REMOVE ALL TOKENS FROM THIS CARD.

SENTINELS CROSSOVER CRISIS

Safari Girl

LIFE IN THE WILD



ONGOING

REDUCE FIRE, TOXIC, AND RADIANT DAMAGE DEALT TO SAFARI GIRL BY 2.

REDUCE DAMAGE DEALT TO [COMPANION] CARDS BY 1.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

LIFE IN THE WILD



ONGOING

REDUCE FIRE, TOXIC, AND RADIANT DAMAGE DEALT TO SAFARI GIRL BY 2.

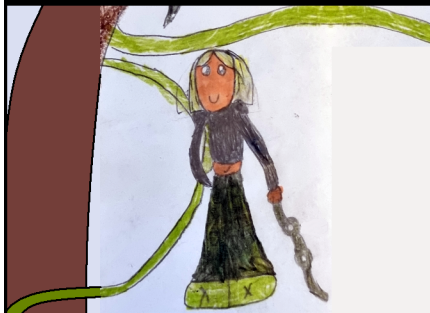
REDUCE DAMAGE DEALT TO [COMPANION] CARDS BY 1.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

LIFE IN THE WILD



ONGOING

REDUCE FIRE, TOXIC, AND RADIANT DAMAGE DEALT TO SAFARI GIRL BY 2.

REDUCE DAMAGE DEALT TO [COMPANION] CARDS BY 1.

ART BY TARYYN

SENTINELS CROSSOVER CRISIS

Safari Girl

PARROT



5

COMPANION

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 1 SONIC DAMAGE.

POWER: THIS CARD DEALS ALL NON-HERO TARGETS 1 IRREDUCIBLE SONIC DAMAGE. THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.

SENTINELS CROSSOVER CRISIS

Safari Girl

MONKEY

5



COMPANION

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 1 MELEE DAMAGE.

POWER: MOVE A NON-CHARACTER VILLAIN CARD FROM PLAY TO THE BOTTOM OF THE VILLAIN DECK. THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.

SWINGING VINE



ONGOING, VINE

PLAY THIS CARD IN ANOTHER PLAY AREA. AT THE START OF THAT PLAY AREA'S TURN, SAFARI GIRL USES A POWER, THEN DESTROY THIS CARD.

ART BY TARYYN

SENTINELS
CROSSOVER CRISIS

Safari Girl

SNAKE

5



COMPANION

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 1 TOXIC DAMAGE.

POWER: THIS CARD DEALS 1 TARGET 3 IRREDUCIBLE TOXIC DAMAGE. THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.

SWINGING VINE



ONGOING, VINE

PLAY THIS CARD IN ANOTHER PLAY AREA. AT THE START OF THAT PLAY AREA'S TURN, SAFARI GIRL USES A POWER, THEN DESTROY THIS CARD.

ART BY TARYYN

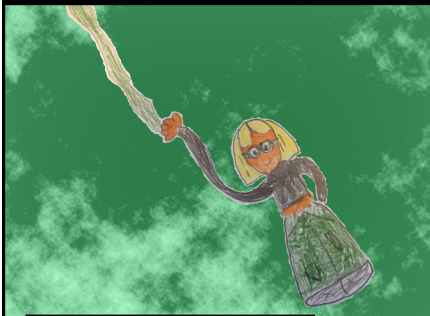
SENTINELS
CROSSOVER CRISIS

Safari Girl

SENTINELS
CROSSOVER CRISIS

Safari Girl

SWINGING VINE



ONGOING, VINE

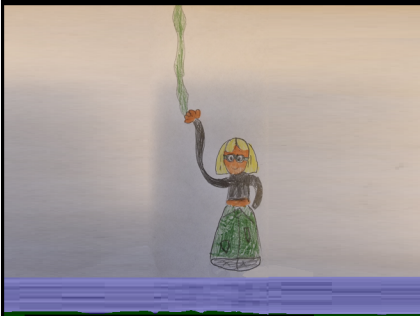
PLAY THIS CARD IN ANOTHER PLAY AREA. AT THE START OF THAT PLAY AREA'S TURN, SAFARI GIRL USES A POWER, THEN DESTROY THIS CARD.

ART BY TARYYN

SENTINELS
CROSSOVER CRISIS

Safari Girl

CLIMBING VINE



ONGOING, LIMITED, VINE

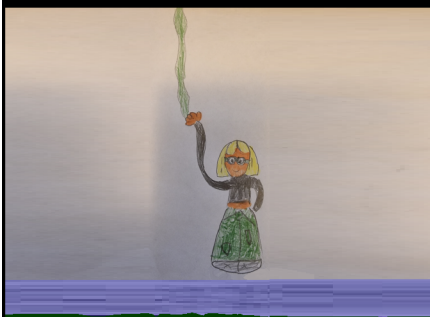
WHEN DAMAGE WOULD BE DEALT TO SAFARI GIRL BY THE ENVIRONMENT OR BY AN ENVIRONMENT TARGET, YOU MAY REDIRECT THAT DAMAGE TO A NON-ENVIRONMENT TARGET.

ART BY TARYYN

SENTINELS
CROSSOVER CRISIS

Safari Girl

CLIMBING VINE



ONGOING, LIMITED, VINE

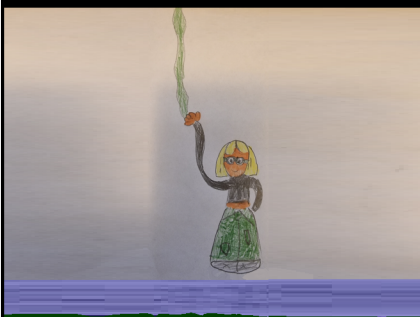
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ART BY TARYYN

SENTINELS
CROSSOVER CRISIS

Safari Girl

CLIMBING VINE



ONGOING, LIMITED, VINE

WHEN DAMAGE WOULD BE DEALT TO SAFARI GIRL BY THE ENVIRONMENT OR BY AN ENVIRONMENT TARGET, YOU MAY REDIRECT THAT DAMAGE TO A NON-ENVIRONMENT TARGET.

ART BY TARYYN

SENTINELS
CROSSOVER CRISIS

Safari Girl

RIFT COMICS
28
Safari Girl




PART OF HER ENVIRONMENT
POWER: SAFARI GIRL DEALS 1 TARGET 1 MELEE DAMAGE. IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, DRAW A CARD.

CHARACTER CREATED & ART BY TARYYN. DECK BY SCPD.



- 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.
- MOVE AN ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.
- EACH PLAYER DRAWS A CARD.

RIFT COMICS
27
Safari Girl



ENVIRONMENTAL ACTIVISM
POWER: MOVE AN ENVIRONMENT CARD FROM IN PLAY TO THE BOTTOM OF ITS DECK. PLAY THE TOP CARD OF THE ENVIRONMENT DECK. DRAW A CARD.

CHARACTER CREATED BY TARYYN. ART BY YAKGUARDIAN.

Incapacitated!



- 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.
- MOVE AN ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.
- EACH PLAYER DRAWS A CARD.

RIFT COMICS
27
Safari Girl



CHANNEL EARTH'S ENERGY
POWER: PLAY THE TOP CARD OF THE ENVIRONMENT DECK. IF IT IS A TARGET, SAFARI GIRL DEALS 1 TARGET 2 ENERGY DAMAGE.

Incapacitated!



- 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.
- MOVE AN ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.
- EACH PLAYER DRAWS A CARD.

(12/1/2024; revised deck 4/18/2025)
Safari Girl created by Taryn; deck designed by YakGuardian

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