



SENTINELS
OF THE
MULTIVERSE

CARD GAME

**VILLAINS:
CHALLENGE MODE**

HOW IT WORKS:

CHALLENGE MODE IS A NEW AND DANGEROUS WAY TO PLAY SENTINELS OF THE MULTIVERSE. IT GIVES EACH OF THE VILLAINS A NEW STYLE OF PLAYING THAT YOU CAN EVEN PLAY IN ADDITION TO ADVANCED MODE FOR THE EXTRA CHALLENGE. THE LAST TWO PAGES OF THIS DOCUMENT ARE EASY TO PRINT SO YOU CAN KEEP TRACK OF YOUR PROGRESS. THE MULTIVERSE IS SCARIER THAN EVER!



SENTINEL
SL
COMICS
#241

FREEDOM FIVE



THE ASTONISHING
ORIGIN OF

CITIZEN DAWN

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CORE GAME VILLAINS



BARON BLADE

“DECOY IMPULSION BEAM”

The TerraLunar Impulsion Beam’s countdown cannot be stopped.

- When Baron Blade flips to his second side, do not put the Villain Trash on top of the villain deck or shuffle the villain deck.
- At the start of the villain turn, if there are 15 or more cards in the villain trash, Baron Blade’s TerraLunar Impulsion Beam activates, pulling the moon into the Earth. Game Over.



CITIZEN DAWN

“SOLAR RETRIBUTION”

Citizen Dawn retaliates when her Citizens are defeated.

- Whenever a Citizen card is destroyed, Citizen Dawn deals the hero target with the highest HP 3 fire damage.



GRAND WARLORD VOSS

“HOSTILE TAKE OVER”

When Voss moves in the battle, he brings more resources.

- Whenever Grand Warlord Voss flips, play the top card of the Villain deck.



OMNITRON

“REDUNDANT SYSTEMS”

Each component has its own damage threshold.

- Dealing Omnitron 7 damage only destroys one Component card, heroes choice.

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FREEDOM FIVE



INVASION DAY!

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ROOK CITY VILLAINS



THE CHAIRMAN

"CHEMICAL IMMORTALITY"

The Chairman and The Operative regain health at the start of their turn.

- At the start of the villain turn, The Chairman and The Operative both regain (H) HP.



THE MATRIARCH

"CARRION WASTELAND"

The wastelands ruined by The Matriarch's fowl are pervasive.

- Domain cards are Indestructible.



PLAGUE RAT

"NOXIOUS STENCH"

Plague Rat's presence poisons everything.

- At the start of the villain turn, Plague Rat deals each non-villain target 1 toxic damage.



SPITE

"STRUNG-OUT MANIAC"

Spite's potential strength is limitless.

- Spite can regain HP past his maximum HP.

INFERNAL RELICS VILLAINS



AKASH'BHUTA

"ECO-TITAN"

The earth, its forms, and her limbs are fully under her sway.

- Akash'Bhuta is immune to Environment damage and Villain damage.



APOSTATE

"DEMON LORD"

Apostate gains power from the passing of his minions.

- Whenever a Demon card enters play, play the top card of the Villain deck.



THE ENNEAD

"ETERNAL SPELLCRAFT"

All of The Ennead act together.

- Every Villain One-Shot has all three symbols as keywords:



GLOOMWEAVER

"CHAOS DIMENSION"

You cannot prevent the summoning of GloomWeaver.

- Villain Relics are Indestructible.

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#4
OF 6

Baptism

BY

Fire



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SHATTERED TIMELINES VILLAINS



THE DREAMER

“FRAIL CHILD”

Striking The Dreamer even once will destroy her.

- Increase damage dealt to The Dreamer by 5.



IRON LEGACY

“FINAL JUSTICE”

Legacy's powers cannot be suppressed.

- At the start of the villain turn, shuffle the villain trash and reveal cards until an ongoing card is revealed. Put it into play. Put the rest of the cards back in the villain trash.



KISMET

“BURNING TALISMAN”

Holding the Talisman is painful for heroes.

- At the start of each hero's turn, if the Talisman is in their play area, it deals that hero character card (H) fire damage.



LA CAPITAN

“TIMELESS CREW”

La Capitan always attacks with her crew behind her.

- At the start of the game, reveal cards from the top of the villain deck until (H) Crew cards are revealed. Put those revealed Crew cards into play. Shuffle the villain deck.
- Whenever La Capitan flips, move the Crew card with the highest HP from the Villain trash into play.

WRATH OF THE COSMOS VILLAINS



DEADLINE

“ENDLING WORKMANSHIP”

Deadline’s devices cannot be destroyed.

- Villain Device cards are indestructible.



INFINITOR

“PERVERSIVE HORRORS”

His manifestations are not easily dismissed.

- Reduce damage dealt to Manifestation cards by 2.



KAARGRA WARFANG

“ILLUSTRIOUS BLOODSWORN”

The Bloodsworn Gladiators are known for their prowess.

- Whenever a Gladiator card enters play, flip the top card of the title deck and put it under that Gladiator card with the Title text showing.



PROGENY

“ULTIMATE SCION”

Progeny’s Scion abilities can compound even further.

- Scion cards do not destroy other Scion cards upon entering play until there are 5 or more Scion cards in play.

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FREEDOM FIVE ANNUAL



HAKA
AT THE MERCY OF
THE
SLAUGHTERHOUSE SIX!

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01

MINI EXPANSION VILLAINS



AMBUSCADE

"TRAP MASTER"

Ambuscade has set traps in advance, and lots of them.

- At the start of the game, turn all Trap cards in Ambuscade's deck face up. Whenever a Trap card would be discarded, shuffle it back into the villain deck face up and play the top card of the villain deck.



MISS INFORMATION

"SLOPPY SABOTEUR"

Miss Information is not being particularly subtle with her plan.

- Whenever a Clue card enters play, play the top card of the villain deck.



WAGER MASTER

"ALL FUN AND PAIN"

Wager Master's games pain the minds of the heroes.

- Whenever a villain card is flipped face down, each hero target deals itself 1 psychic damage.

PROMO VILLAINS



MAD BOMBER BLADE

“NANOBOT POWER ARMOR”

While Blade enacts his plan, he still wears a power suit.

- Reduce damage dealt to Baron Blade by 2.



COSMIC OMNITRON

“COSMIC OVERDRIVE”

Omnitron’s cosmic power greatly increases its capabilities.

- Double the value of  in this game.



SPITE: AGENT OF GLOOM AND SKINWALKER GLOOMWEAVER

“SUMMONER AND OVERLORD”

Spite is working to summon a horrifying incarnation of GloomWeaver.

- After defeating Spite: Agent of Gloom, immediately set up and play a game against the villain Skinwalker GloomWeaver without altering the environment or any of the heroes or hero cards. Heroes do not regain HP or draw cards between games.

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AMERICA'S FINEST

LEGACY



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VENGEANCE VILLAINS



BARON BLADE

“MASTERMIND”

Baron Blade has planned for all eventualities.

- Baron Blade is immune to Villain damage.



ERMINE

“CANNY THIEF”

Ermine is hard to take down.

- At the start of the game, put Subtle Diversion and Uncatchable into play.



FRICTION

“STURDY TECH”

Friction’s gear cannot be disabled.

- The Shock Dampeners card is indestructible.



FRIGHT TRAIN

“ALL ABOARD”

Fright Train is the first villain you must face in this fight.

- As long as Fright Train is a target, redirect all hero damage to Fright Train.



PROLETARIAT

“THE WILL OF THE PEOPLE”

Proletariat has steeled his mind.

- Targets named Proletariat are immune to psychic damage.

SENTINEL
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COMICS
ONE-SHOT

THE TRIAL OF BARON BLADE



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VILLAIN CHALLENGES CHECK LIST

CORE GAME VILLAINS

- BARON BLADE**
"DECOY IMPULSION BEAM"
- CITIZEN DAWN**
"SOLAR RETRIBUTION"
- GRAND WARLORD VOSS**
"HOSTILE TAKE OVER"
- OMNITRON**
"REDUNDANT SYSTEMS"

ROOK CITY VILLAINS

- THE CHAIRMAN**
"CHEMICAL IMMORTALITY"
- THE MATRIARCH**
"CARRION WASTELAND"
- PLAGUE RAT**
"NOXIOUS STENCH"
- SPITE**
"STRUNG-OUT MANIAC"

INFERNAL RELICS VILLAINS

- AKASH'BHUTA**
"ECO-TITAN"
- APOSTATE**
"DEMON LORD"
- THE ENNEAD**
"ETERNAL SPELLCRAFT"
- GLOOMWEAVER**
"CHAOS DIMENSION"

SHATTERED TIMELINES VILLAINS

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"SUMMONER AND OVERLORD"

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"MASTERMIND"
- ERMINE
"CANNY THIEF"
- FRICTION
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