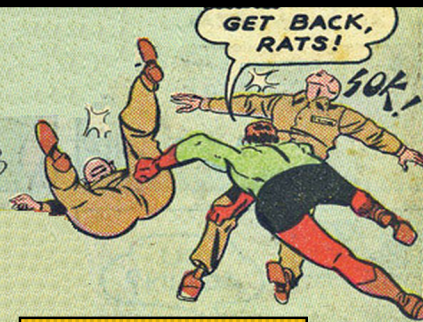




Sentinels of the Multiverse – Riftverse (Borrowed IP) – Hero Deck: Wonderman

SOK!

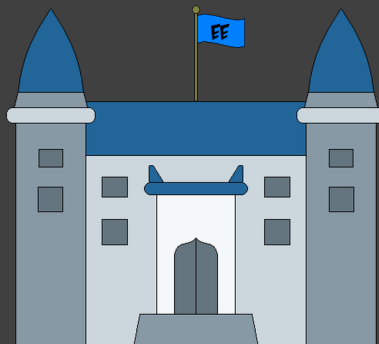


ONE-SHOT

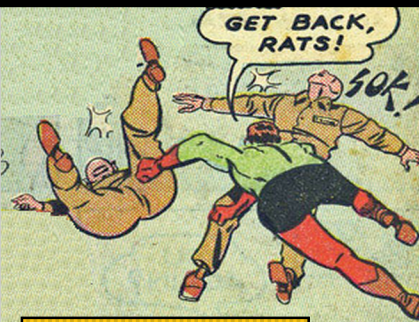
WONDERMAN DEALS 1 TARGET & 4 MELEE DAMAGE.

"GET BACK, RATS!" --WONDERMAN  
(COMPLETE BOOK OF COMICS AND FUNNIES, 1944)

WONDERMAN



SOK!

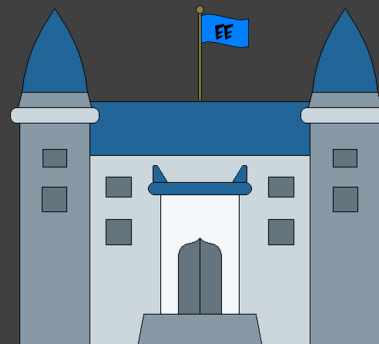


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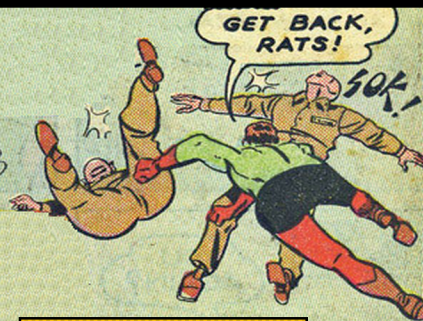
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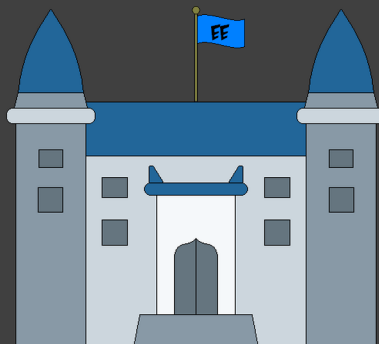


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WONDERMAN



VACUUM SPIRAL

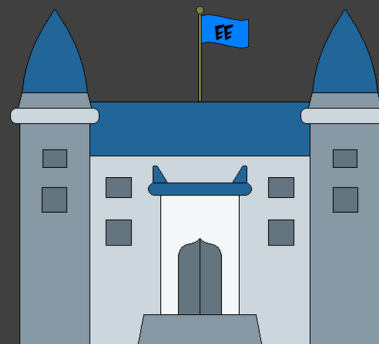


ONE-SHOT

MOVE AN ENVIRONMENT TARGET FROM IN PLAY TO THE BOTTOM OF THE ENVIRONMENT DECK.  
  
REVEAL THE TOP CARD OF THE ENVIRONMENT DECK.  
PLAY OR DISCARD THE REVEALED CARD.

"MEANWHILE-- UNDETECTED-- THE INTENSIFIED VACUUM SPIRAL CLEAVES THROUGH THE INKY REACHES OF SPACE!"  
--CAPTION (MYSTERY COMICS #1, 1944)

WONDERMAN





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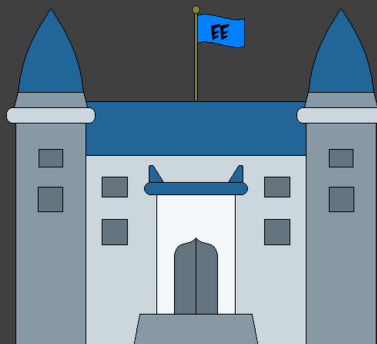
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## WONDERMAN



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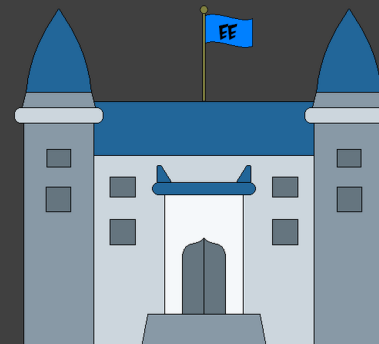
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## WONDERMAN



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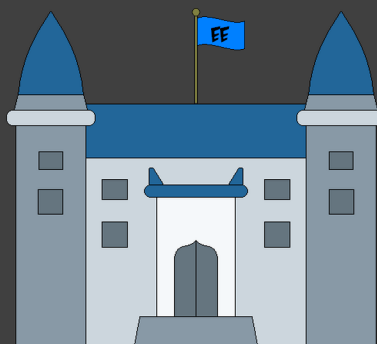
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## WONDERMAN



## INTERROGATE

"I KNOW IT'S SOME KIND OF BEAM, MUG-- BUT WHO'S SENDING IT?"



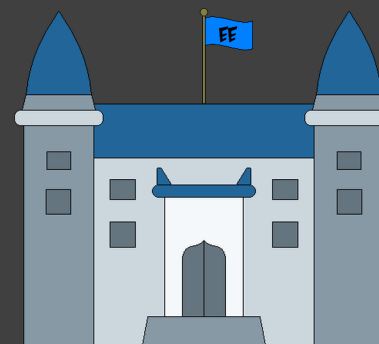
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MOVE AN NON-CHARACTER VILLAIN TARGET FROM IN PLAY TO THE BOTTOM OF THE VILLAIN DECK.

PLAY THE TOP CARD OF THE VILLAIN DECK.

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--WONDERMAN (MYSTERY COMICS #1, 1944)

## WONDERMAN



## INTERROGATE



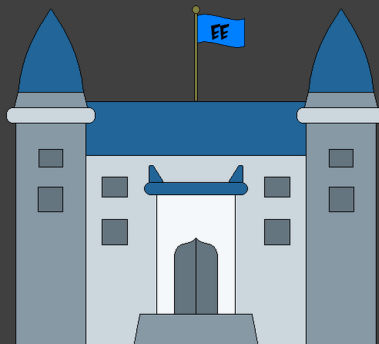
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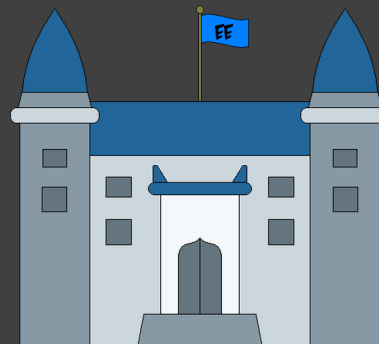
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## WONDERMAN



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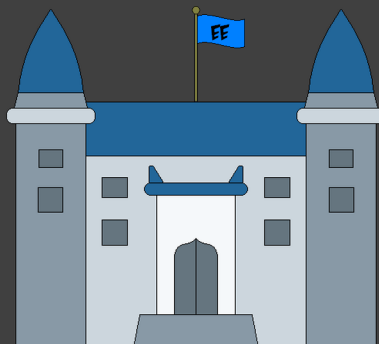
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## WONDERMAN



## COMPENSATOR BELT

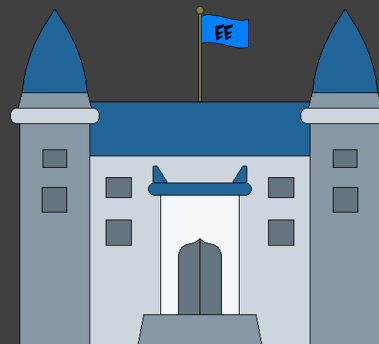


### EQUIPMENT, LIMITED

WONDERMAN IS IMMUNE TO DAMAGE DEALT BY ENVIRONMENT TARGETS.

"WE NEED SOME KIND OF DEVICE THAT WILL STABILIZE THE OXYGEN AND PRESSURE WHEREVER WE GO!"  
--WONDERMAN (MYSTERY COMICS #2, 1944)

## WONDERMAN





## COMPENSATOR BELT

BESIDES...WE'LL NEED SOME KIND OF DEVICE THAT WILL STABILIZE THE OXYGEN AND PRESSURE WHEREVER WE GO! I'D BETTER GET TO WORK,CAROL!

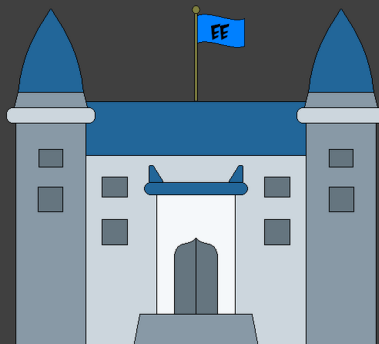


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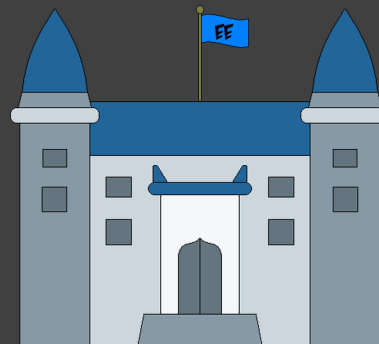


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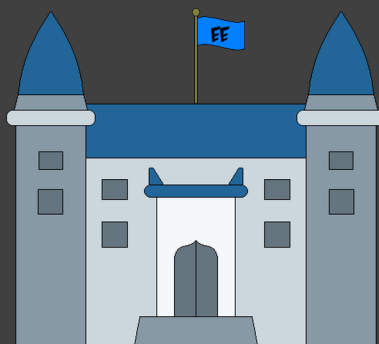


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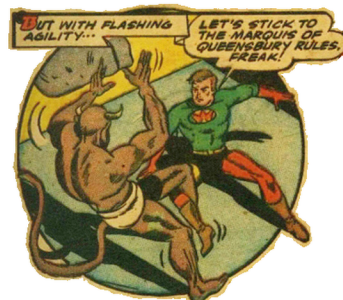
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## WONDERMAN



## A RIGHT & A LEFT

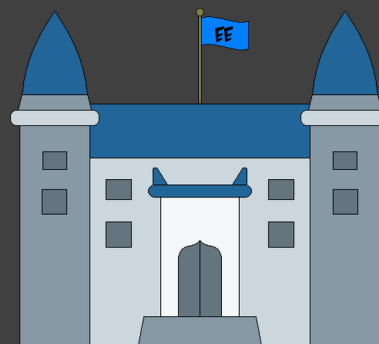


### ONE-SHOT

WONDERMAN DEALS 2 TARGETS 2 MELEE DAMAGE EACH.

"LET'S STICK TO THE MARQUIS OF QUEENSBURY RULES, FREAK!" --WONDERMAN (WONDER COMICS #11, 1947)

## WONDERMAN



## A RIGHT & A LEFT

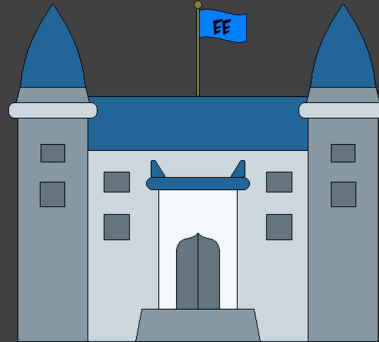


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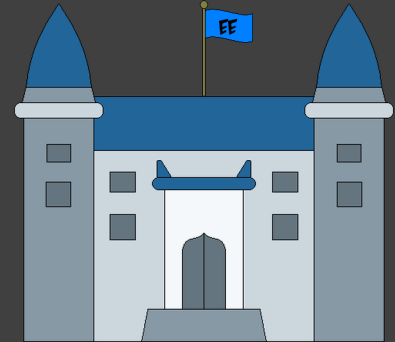


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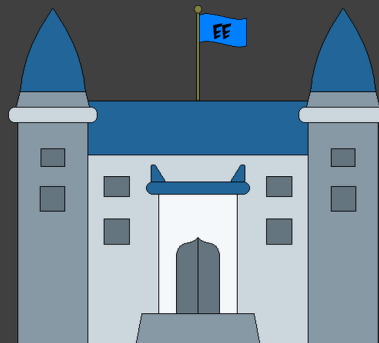


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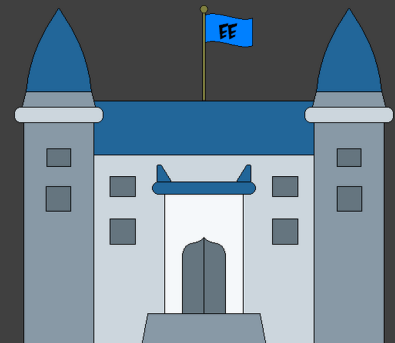


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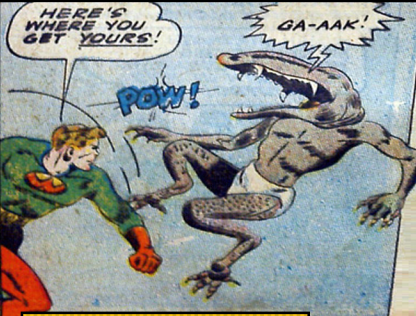
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# WONDERMAN





**CRACK!**

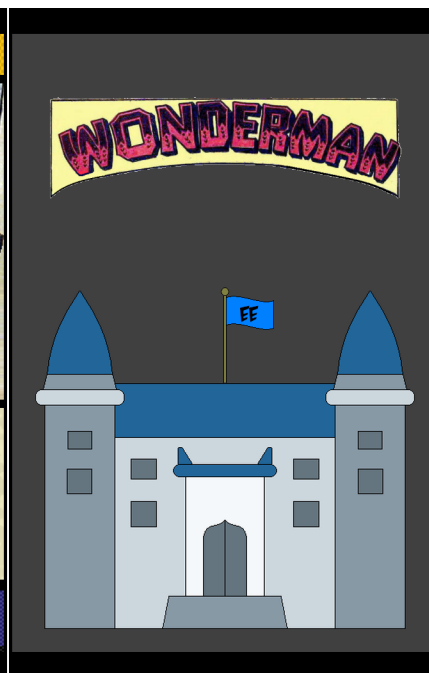


**ONGOING, LIMITED**

POWER: WONDERMAN DEALS 1 TARGET & MELEE DAMAGE.

POWER: DRAW 3 CARDS THEN DESTROY THIS CARD.

"HERE'S WHERE YOU GET YOURS!"  
--WONDERMAN (WONDER COMICS #9, 1946)



**CRACK!**

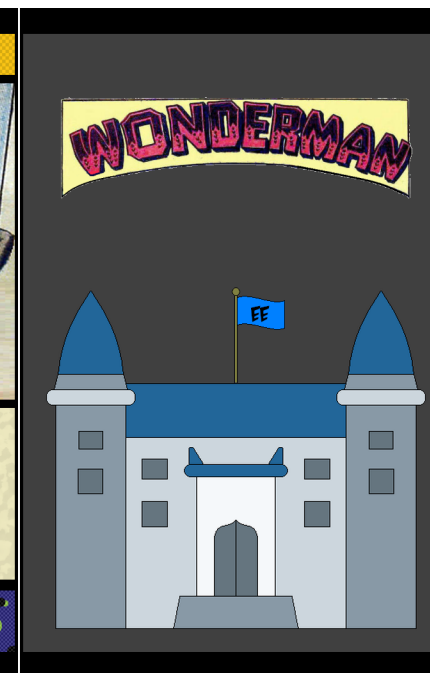


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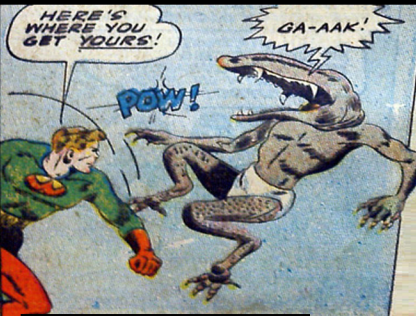
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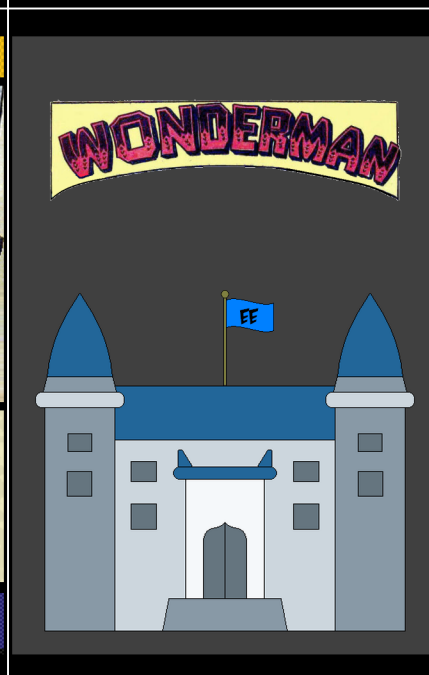


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**CRUNCH!**

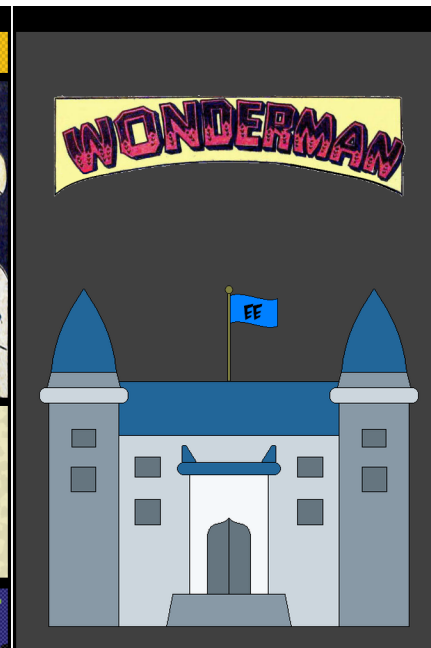
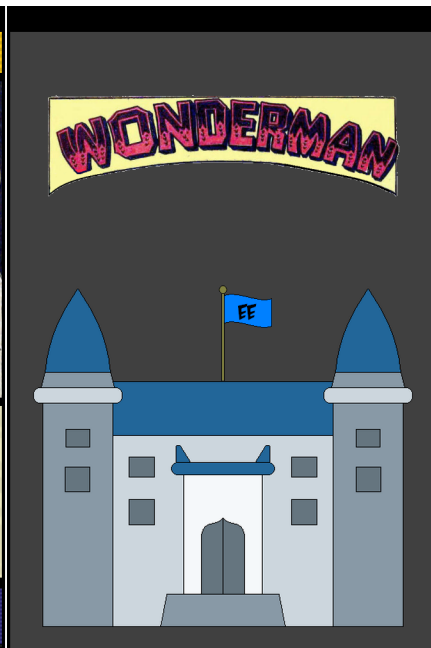


**ONE-SHOT**

DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

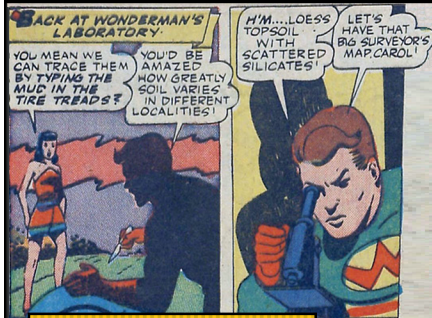
"I'VE BEEN SAVING MY BULLDOZER MANEUVER FOR JUST THIS MOMENT..."  
--WONDERMAN (WONDER COMICS #9, 1946)







## INVESTIGATE



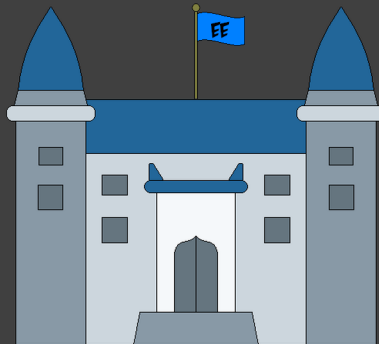
ONE-SHOT

REVEAL THE TOP 2 CARDS OF THE VILLAIN DECK. REPLACE THEM IN ANY ORDER.

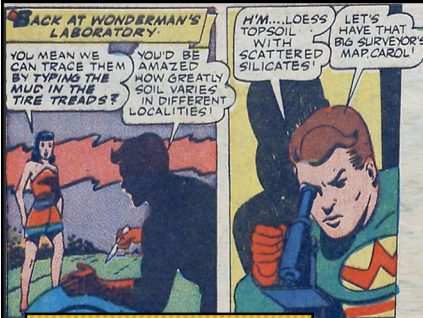
ONE OTHER HERO MAY PLAY A CARD.

"BACK AT WONDERMAN'S LABORATORY"  
—CAPTION (MYSTERY COMICS #3, 1940)

# WONDERMAN



## INVESTIGATE



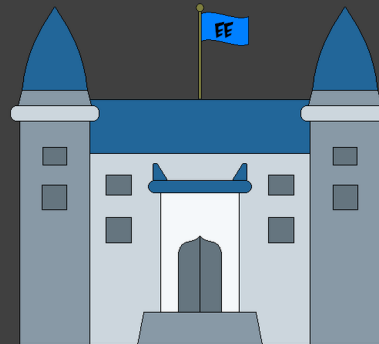
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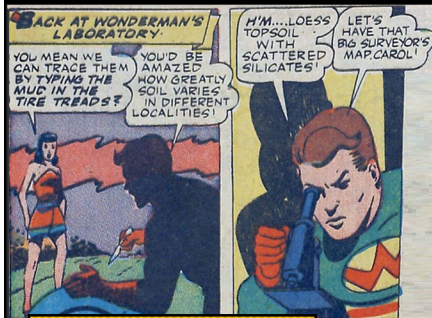
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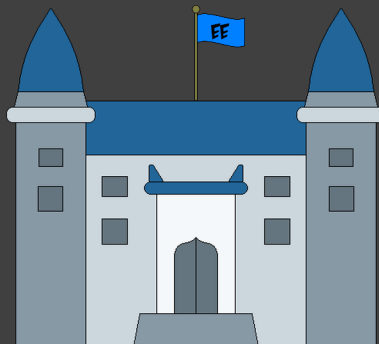
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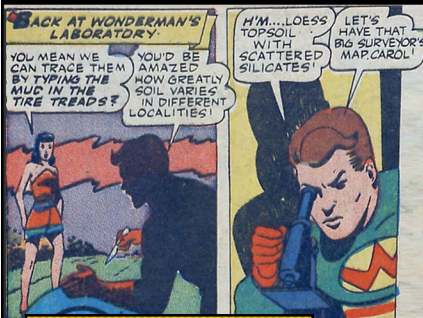
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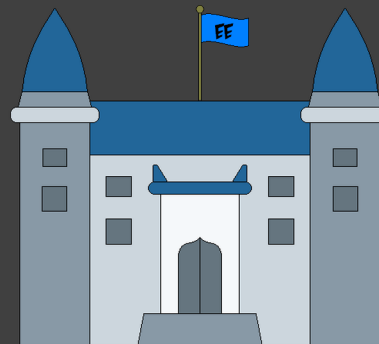
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# WONDERMAN



## CAROL PAIGE

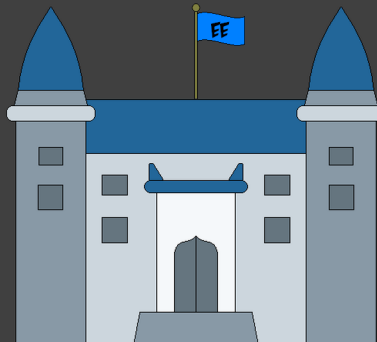


ALLY

YOU MAY USE AN ADDITIONAL POWER ON YOUR TURN.

"YOU'VE BEEN TOO TROUBLESOME-- FOR TOO LONG!"  
--CAROL PAIGE (WONDER COMICS #14, 1947)

## WONDERMAN



## FLAME PISTOL



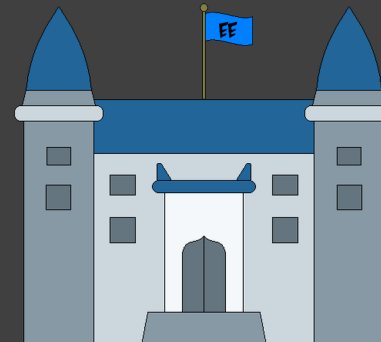
EQUIPMENT, LIMITED

AT THE END OF YOUR TURN, IF CAROL PAIGE IS IN PLAY, YOU MAY USE THIS CARD'S POWER NOW.

POWER: WONDERMAN DEALS 1 TARGET 2 FIRE DAMAGE.

"AND I'LL HAVE MY FLAME PISTOL HANDY TOO!"  
--CAROL PAIGE (WONDER COMICS #13, 1947)

## WONDERMAN



## FLAME PISTOL



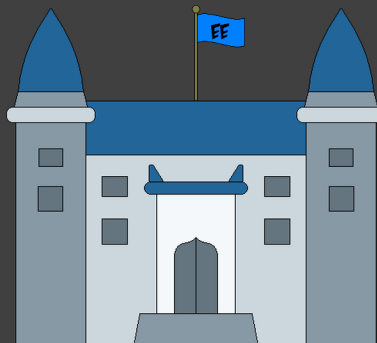
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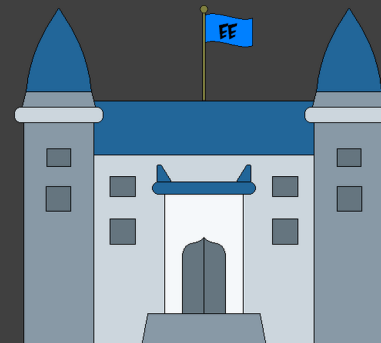
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## WONDERMAN







With the exception of the modern interpretations of Wonderman (by John Ellis and myself), the characters, art, and quotes are in the public domain.  
The EE Castle is based on an emoticon from Discord. | 13 August 2023 (revised 4 April 2025)