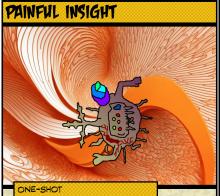


Sentinels of the Multiverse – Riftverse – Hero Deck: Zoth Drarok



ZOTH DRAROK DEALS 1 HERO 2 IRREDUCIBLE PSYCHIC DAMAGE. IF A HERO TOOK DAMAGE THAT WAY, THAT HERO'S PLAYER REVEALS THE TOP 5 CARDS OF THEIR DECK, REPLACES THEM IN ANY ORDER, AND THEN DRAWS OR DISCARD THE TOP CARD OF THEIR DECK.

"YOU CAN ALWAYS CHANGE MISTAKES YOU MADE IN THE FUTURE, BUT IT INFLICTS PAIN ON YOUR PAST SELVES THAT YOU ESEL NOW." ---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #8)

SENTINELS OF THE SIRAINOED

PAINFUL INSIGHT



ONE-SHOT

ZOTH DRAROK DEALS 1 HERO 2 IRREDUCIBLE PSYCHIC DAMAGE. IF A HERO TOOK DAMAGE THAT WAY, THAT HERO'S PLAYER REVEALS THE TOP 3 CARDS OF THEIR DECK, REPLACES THEM IN ANY ORDER, AND THEN DRAWS OR DISCARD THE TOP CARD OF THEIR DECK.

"YOU CAN ALWAYS CHANGE MISTAKES YOU MADE IN THE FUTURE, BUT IT INFLICTS PAIN ON YOUR PAST SELVES THAT YOU EEL NOW." --ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #8)

SENTINELS OF THE STRANDED

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PAINFUL INSIGHT



ONE-SHOT

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PAINFUL INSIGHT



ONE-SHOT

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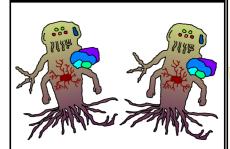
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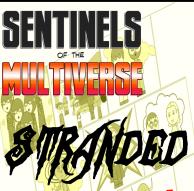


ONGOING, LIMITED

YOU MAY USE AN ADDITIONAL POWER ON YOUR TURN.

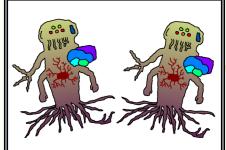
AT THE START OF YOUR TURN, ZOTH DRAROK DEALS HIMSELF 2 FIXED ENERGY DAMAGE.

"ACTUALLY, THE DIFFICULT PART IS BEING AT ONLY TWO PLACES AT ONE TIME." "ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #5)



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BILOCATIONALITY



ONGOING, LIMITED

YOU MAY USE AN ADDITIONAL POWER ON YOUR TURN.

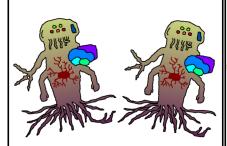
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"ACTUALLY, THE DIFFICULT PART IS BEING AT ONLY TWO PLACES AT ONE TIME." —ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #5)

SENTINELS OF THE STRANDED

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ONGOING, LIMITED

YOU MAY USE AN ADDITIONAL POWER ON YOUR TURN.

AT THE START OF YOUR TURN, ZOTH DRAROK DEALS HIMSELF 2 FIXED ENERGY DAMAGE.

"ACTUALLY, THE DIFFICULT PART IS BEING AT ONLY TWO PLACES AT ONE TIME." "ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #5)

SENTINELS OF THE WINDER WIN

PEPEAT THE PAST



MOVE A CARD FROM PLAY TO THE TOP OF ITS DECK.

"...AND WHAT YOU THINK OF AS THE PAST, IS THE UNKNOWN FUTURE FOR SOMEONE ELSE."
--ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #7)

SENTINELS OF THE STRANDED

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DESTROY A NON-TARGET ENVIRONMENT CARD.

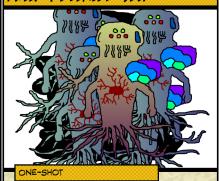
IF THERE IS AN ENVIRONMENT TARGET WITH HALF OR
LESS OF ITS MAXIMUM HP, YOU MAY REMOVE IT FROM
THE GAME.

"DEAD IS NOT THE RIGHT WORD. NEITHER IS GONE. IT IS A MORE HORRIBLE THING THAN YOUR LIMITED LANGUAGE HAS WORDS FOR."
--ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #9)

SENTINELS OF THE STRANDED

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FULLY REVEALED SELF



ZOTH DRAROK DEALS EACH TARGET 1 IRREDUCIBLE PSYCHIC DAMAGE.

ZOTH DRAROK DEALS EACH NON-HERO TARGET 2 PSYCHIC DAMAGE.

IF ANY TARGETS WERE DESTROYED, YOU MAY DRAW A CARD.

"TO KNOW ALL OF ONE'S PAST AND FUTURE SELVES, YOU MUST LIVE IN THE NOW AS YOU NEVER HAVE BEFORE OR EVER WILL."

---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #10)

SENTINELS OF THE SURANDED

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FULLY PEVEALED SELF



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ZOTH DRAROK DEALS EACH TARGET 1 IRREDUCIBLE PSYCHIC DAMAGE.

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--ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #10)

SENTINELS

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STRANDED

FULLY PEVEALED SELF



ONE-SHOT

ZOTH DRAROK DEALS EACH TARGET 1 IRREDUCIBLE PSYCHIC DAMAGE.

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--ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #10)

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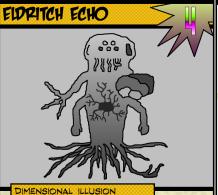


WHEN DAMAGE WOULD BE DEALT TO A HERO IN THIS PLAY AREA, YOU MAY REDIRECT IT TO THIS CARD.

"BEING TWELVE PLACES AT ONCE IS SO MUCH EASIER."



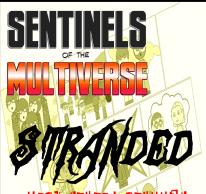
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THIS CARD MAY BE PLAYED IN ANY HERO PLAY AREA.

WHEN DAMAGE WOULD BE DEALT TO A HERO IN THIS PLAY AREA, YOU MAY REDIRECT IT TO THIS CARD.

"BEING TWELVE PLACES AT ONCE IS SO MUCH EASIER."
--ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #12)





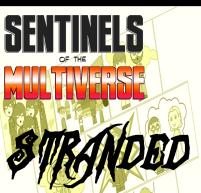


DIMENSIONAL ILLUSION

THIS CARD MAY BE PLAYED IN ANY HERO PLAY AREA.

WHEN DAMAGE WOULD BE DEALT TO A HERO IN THIS PLAY AREA, YOU MAY REDIRECT IT TO THIS CARD.

"BEING TWELVE PLACES AT ONCE IS SO MUCH EASIER."
--ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #12)



ELDPITCH ECHO



DIMENSIONAL ILLUSION

THIS CARD MAY BE PLAYED IN ANY HERO PLAY AREA.

WHEN DAMAGE WOULD BE DEALT TO A HERO IN THIS PLAY AREA, YOU MAY REDIRECT IT TO THIS CARD.

"BEING TWELVE PLACES AT ONCE IS SO MUCH EASIER." -- ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #12)

SENTINELS

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STRANDED

POCKET DIMENSION



ONE-SHOT

EACH PLAYER MAY DRAW A CARD.

ONE HERO MAY DEAL THEMSELF 2 IRREDUCIBLE PSYCHIC DAMAGE. IF THEY TOOK DAMAGE THIS WAY, THEIR PLAYER MAY PLAY A CARD.

"IF YOU REACH THROUGH THE PORTAL WHERE MY LEFT EAR WOULD BE, I THINK YOU'LL FIND WHAT YOU'RE LOOKING FOR."

---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #18)



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POCKET DIMENSION



ONE-SHOT

EACH PLAYER MAY DRAW A CARD.

ONE HERO MAY DEAL THEMSELF 2 IRREDUCIBLE PSYCHIC DAMAGE. IF THEY TOOK DAMAGE THIS WAY, THEIR PLAYER MAY PLAY A CARD.

"IF YOU REACH THROUGH THE PORTAL WHERE MY LEFT EAR WOULD BE, I THINK YOU'LL FIND WHAT YOU'RE LOOKING FOR."

---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #16)

SENTINELS OF THE STRANDED

POCKET DIMENSION



ONE-SHOT

EACH PLAYER MAY DRAW A CARD.

ONE HERO MAY DEAL THEMSELF 2 IRREDUCIBLE PSYCHIC DAMAGE. IF THEY TOOK DAMAGE THIS WAY, THEIR PLAYER MAY PLAY A CARD.

"IF YOU REACH THROUGH THE PORTAL WHERE MY LEFT EAR WOULD BE, I THINK YOU'LL FIND WHAT YOU'RE LOOKING FOR."

--ZOTH DRAROK (TOME OF ELDRICH HORRORS, V.2 #16)

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POCKET DIMENSION



ONE-SHOT

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---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 \$16)

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ELDRITCH REGENERATION



AT THE END OF YOUR TURN, ZOTH DRANOK REGAINS

POWER: ZOTH DRAROK REGAINS 2HP, YOU MAY DRAW UP TO 2 CARDS, THEN DESTROY THIS CARD.

"I WILL ATTEMPT TO PULL MYSELF A LITTLE FURTHER INTO THIS REALITX" --ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #11)

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ELDRITCH REGENERATION



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"I WILL ATTEMPT TO PULL MYSELF A LITTLE FURTHER INTO THIS REALITY." ---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #11)

SENTINELS OF THE STRANDED

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ELDRITCH REGENERATION



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"I WILL ATTEMPT TO PULL MYSELF A LITTLE FURTHER INTO THIS REALITY." "ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #11)

SENTINELS

MUTWES

STRANDED

ELDRITCH FORM



ONGOING, LIMITED

THE FIRST TIME EACH TURN THAT A NON-HERO TARGET DEALS DAMAGE TO ZOTH DRAROK, THAT TARGET THEN DEALS ITSELF 2 PSYCHIC DAMAGE.

"LOOK ONTO ME AND DESPAIR, FOR YOUR FUTURE SELVES ARE WEEPING AT THE LOSS OF THEIR PAST." --ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #13)

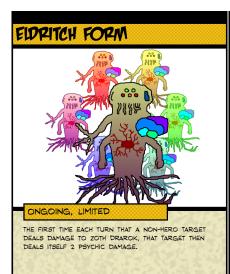
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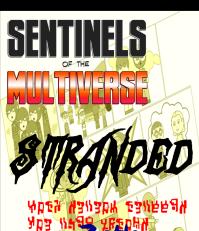
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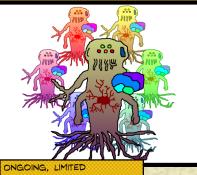
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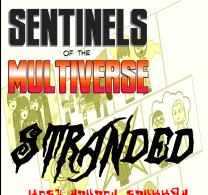
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ELDRITCH FORM



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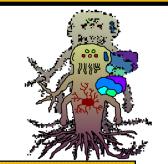
"LOOK ONTO ME AND DESPAIR, FOR YOUR FUTURE SELVES ARE WEEPING AT THE LOSS OF THEIR PAST." ---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #13)



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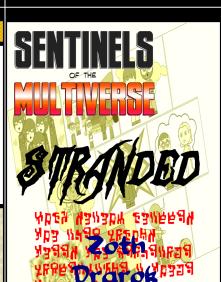
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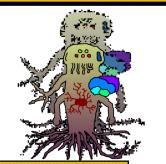
ONE-SHOT

PLAY THE TOP CARD OF EACH DECK IN TURN ORDER. ZOTH DRAROK DEALS ITSELF (P)-1 PSYCHIC DAMAGE.

"SORRY. WHEN YOU SAID 'I NEED A MINUTE.' I TOOK IT LITERALLY." ---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #14)



TIME CASCADE

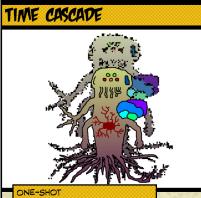


ONE-SHOT

PLAY THE TOP CARD OF EACH DECK IN TURN ORDER. ZOTH DRAROK DEALS ITSELF (P)-1 PSYCHIC DAMAGE.

"SORRY. WHEN YOU SAID 'I NEED A MINUTE.' I TOOK IT LITERALLY." ~ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #14)

SENTINELS OF THE STRANDED



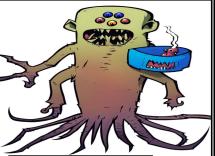
PLAY THE TOP CARD OF EACH DECK IN TURN ORDER.
ZOTH DRAROK DEALS ITSELF (1)-1 PSYCHIC DAMAGE.

"SORRY, WHEN YOU SAID 'I NEED A MINUTE.' I TOOK IT LITERALLY." ---ZOTH DRAROK (TOME OF ELDRITCH HORRORS, V.2 #14)

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ONGOING, LIMITED

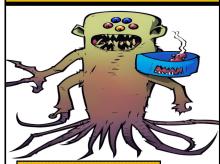
POWER: ZOTH DRAROK DEALS 1 TARGET 3 PSYCHIC DAMAGE.

"I DO NOT SEE THE RESEMBLANCE. IT DOES NOT LOOK LIKE ME. ARE YOU SUKE YOUR VISUAL ORBS ARE STALL FUNCTIONALE PERHAPS YOU ARE INCAPABLE OF ACTUALLY SEEING ME." —ZOTH DRAROK (TOME OF ELDRICH HORRORS, V.2 #15)

SENTINELS OF THE STRANDED

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SCREAM BEYOND TIME



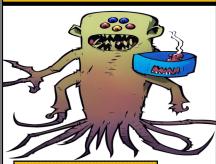
ONGOING, LIMITED

POWER: ZOTH DRAROK DEALS 1 TARGET 3 PSYCHIC DAMAGE.

"I DO NOT SEE THE RESEMBLANCE, IT DOES NOT LOOK LIKE ME, ARE YOU SURE YOUR VISUAL ORBS ARE STILL FUNCTIONALY PERMAPS YOU ARE INCAPPLE OF ACTUALLY SEEING ME." "-ZOTH DRARCK (TOME OF ELDRITCH HORRORS, V.2 #IS)

SENTINELS OF THE SURVINE STRAINED

SCREAM BEYOND TIME



ONGOING, LIMITED

POWER: ZOTH DRAROK DEALS 1 TARGET 3 PSYCHIC DAMAGE.

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- 3 1 TARGET REGAINS 1HP.
- 1 TARGET DEALS ITSELF 1 IRREDUCIBLE PSYCHIC DAMAGE.
- 3 1 PLAYER MAY USE A POWER.



IT WAS SPAWNED SO LONG AGO THAT TIME WAS A CONCEPT THAT NOT ALL ENTITIES HAD YET ACCEPTED. IT BECAME TRAPPED IN THE "SPACE" BETWEEN AN ANCIENT ELDRITCH REALM AND THE WALLS OF THE RATIONAL UNIVERSE. IT WAS ACCIDENTALLY FREED WHEN THE MULTIVERSE SPLIT INTO MANY MULTIVERSES TO FORM THE MEGAVERSE. THEN IT SUPPED (MOST OF THE WAY) THROUGH A CRACK AND JOINED A GROUP OF HEROES BECAUSE THE THING THEY WERE FIGHTING, LOOKED LIKE IT NEEDED FIGHTING, IT STAYED AND BECAME A HERO ... JUST DON'T LOOK DIRECTLY AT IT FOR TOO LONG OR YOU'LL GO MAD.

