PLAYTESTERS: JOE APODACA, ANDREW ARENSON, ERIK AVALOS, PHIL BARTALOTTA, CHRISTOPHER BATTLES, KEVIN BENDER, WILLIAM BENTLEY, MAC BISSEY, BRANDON BLICK, AARON BOWYER, MATTHEW BROODIE-STEWART, JIM BROOKS, STEVEN BUUS, LANE CARMAN, TYLER CISELL, ANDREA CIVIERA, CHRISTOPHER DADE, EVAN DANIELS, ALEXANDER DEMIANIW, SHAUN DIGNAN, CHARLES DODGE, CHARLES DRYDEN, JASON FARRIS, JASON CHRISTOPHER FAUGHT, JEREMY GOTTESMAN, BETH GOZA, BRYAN GRAHAM, JEFF GROSS, TREVOR HALLGAN, JESSE HARCHACK, RICHARD HEARD, CLAYTON HELME, THOMAS HODSON-COTTINGHAM, SHERVYN VON HGERL, JEFFREY HUNTINGTON, JAMES JEFFERY III, TIM JEWETT, ROBERT KAMPHAUS II, RUSS LUZETSKI, JEREMY MCCAW, DREW MILES, KEVIN MOSLEY, JEFFREY MUELLER, GARY MUNSON, COLIN O’KELLEY, JAMES PAYNE, ALLAN PENDERGRAST, AARON PHILLIPS, DAVE PIEIRK, ADAM POGATSHNIK, RODRIGO SANTANDER PULGAR, JEFFREY RICHARDSON, ERIK RODRIGUEZ, ANDREW SEKELA, MATT SLOWIAK, JOSEPH SUL, ARTHUR TEBBEL, PETER JASON ULBRICH, DEBBIE VIGIL, STEVEN WALLACE, PAUL WATSON, WAYNE WILLIAMSON, FRODE WIST, REBECCA ZOOLE
**INTRODUCTION**

Ancient deities, extra-planar elder gods, and dark spirits threaten the very fabric of the multiverse! Who will stand in their way?

**SENTINELS OF THE MULTIVERSE: INFERNAL RELICS** adds two heroes, four villains, and two environments to expand and enhance the ongoing battle for the multiverse!

**WHAT’S NEW?**

Both of the two new heroes in **INFERNAL RELICS** have unique mechanics by which their decks operate. Below is a quick overview of NIGHTMIST’s spell icon mechanic, and on the next page we cover THE ARGENT ADEPT.

**NIGHTMIST**, the cursed paranormal investigator, has a spell icon on each of her cards in the lower right corner, as shown to the right:

Note that her cards can reference the spell icon of other cards in her deck or hand. This represents the unpredictable nature of her magical abilities while still providing **NIGHTMIST** with powerful options.

Each copy of a card in **NIGHTMIST**’s deck has a different spell icon value, so a good deal of her strategy comes from deciding which cards to use and which to hold on to for later.

**HERO BIO: NIGHTMIST**

Faye Diamond took over Diamond Investigations after her father retired. She delved into the agency’s files, researching the missing person case of her grandfather Joe. Her findings brought her to Arkham, Mass. and into the workings of a coven. Here, for the first time, she encountered the occult and magical relics, which resulted in Faye being cursed with a mostly incorporeal form. One night, while Faye was poring over the tome of elder magic, there was a rapid knocking at the door. To Diamond Investigations - Tachyon had gathered information about paranormal investigators and had come seeking the help of the best: Faye Diamond. Taking the name **NIGHTMIST**, Faye assisted the Freedom Five in turning back the first assault of terror from the villainous entity known as Gloomweaver.
THE ARGENT ADEPT

THE ARGENT ADEPT FEATURES A MULTI-LAYERED MECHANIC INVOLVING INSTRUMENT CARDS WHICH CAN ACTIVATE THE PERFORM AND ACCOMPANY TEXT OF THREE TYPES OF ONGOING CARDS: MELODIES, HARMONIES, AND RHYTHMS.

- **INSTRUMENT CARD**: This is an instrument card. Instruments have powers which can activate certain ongoing cards.
- **MELODY CARD**: This is a melody card. Melodies have perform abilities, which are particularly strong.
- **HARMONY CARD**: This is a harmony card. Harmonies have perform and accompany abilities.
- **RHYTHM CARD**: This is a rhythm card. Rhythms have perform and accompany abilities.

PERFORM AND ACCOMPANY ABILITIES ARE DIFFERENT FROM POWERS IN THAT THEY MUST BE ACTIVATED BY EITHER AN INSTRUMENT CARD OR THE ARGENT ADEPT’S INNATE POWER. HOWEVER, THEY ARE ALSO MORE VERSATILE AS THEY CAN BE USED MULTIPLE TIMES PER TURN, IF THERE ARE MULTIPLE WAYS OF ACTIVATING THEM IN PLAY.

HERO BIO: THE ARGENT ADEPT

AS LONG AS HUMAN CULTURES HAVE EXISTED, THERE HAS ALWAYS BEEN A VIRTUOSO OF THE VOID - A MASTER MUSICIAN WHO HOLDS BACK THE TIDE OF CHAOS AND DESTRUCTION THROUGH AN INNATE CONNECTION TO POWERFUL PRIMAL FORCES OF THE NATURAL WORLD. WHEN A YOUNG BARTENDER NAMED ANTHONY DRAKE CAME IN CONTACT WITH AN ANCIENT CHINESE BELL IN AN EXHIBIT AT A CULTURAL ARTS MUSEUM, HE LEARNED MORE ABOUT THE WAYS OF THE WORLD, AS WELL AS HIS OWN DESTINY, THAN HE EVER COULD HAVE IMAGINED. HE WAS THE NEWEST VIRTUOSO OF THE VOID! DRAKE SET OUT, LEAVING HIS MUNDANE LIFE BEHIND, TO GATHER THE REMAINING INSTRUMENTS OF PAST VIRTUOSOS IN ORDER TO LEARN TO CHANNEL HIS NEW-FOUND POWER. CALLING HIMSELF THE ARGENT ADEPT, HE FIGHTS AS AN AGENT OF ORDER AND RESTORATION AGAINST THE DISCORD SEWN BY ALL MANNER OF VILE BEINGS.
TURN SEQUENCE

VILLAIN TURN

- **START:** Follow any instructions on any cards in play which occur at the start of the villain turn.
- **PLAY:** Reveal the top card of the villain deck and play it, following any instructions printed on that card.
- **END:** Follow any instructions on any cards in play which occur at the end of the villain turn.

HERO TURN

- **START:** Follow any instructions on any cards in play which occur at the start of this hero’s turn.
- **PLAY:** This hero’s player may choose to play one card from their hand, following any instructions printed on that card.
- **POWER:** This hero’s player may choose to use one power from one of their cards in play which has a power.
- **DRAW:** This hero’s player may draw the top card of their hero deck.
- **END:** Follow any instructions on any cards in play which occur at the end of this hero’s turn.

ENVIRONMENT TURN

- **START:** Follow any instructions on any cards in play which occur at the start of the environment turn.
- **PLAY:** Reveal the top card of the environment deck and play it, following any instructions printed on that card.
- **END:** Follow any instructions on any cards in play which occur at the end of the environment turn.

VILLAIN BIO: AKASH’BHUTA

AKASH’BHUTA, the spirit of chaos and destruction in nature, is as eternal as the natural world itself. She can manifest her physical form in any size and shape, and takes on the properties of any natural element, often appearing as a mountain among mountains, or as a vast hill of earth in a field. However, as much as she seems a natural creature, her very existence is destruction. She feeds off of ending life, thriving by bringing chaos and discord to places of order and harmony. In the earliest records of civilization, there has always been mention of a champion of order who fights against the destructive ways of Akash’bhuta. However, Akash’bhuta seems to always persevere, and champions of order able to face down such a destructive force are few and far between . . .
ALL DAMAGE HAS A “TYPE” WHICH RELATES TO THE NATURE OF THAT DAMAGE. IN MANY CASES, DAMAGE TYPE DOES NOT MATTER WHEN IT COMES TO DAMAGING TARGETS. HOWEVER, SOME CARDS AND ABILITIES INTERACT WITH DAMAGE TYPE IN A VARIETY OF WAYS. THE SENTINELS OF THE MULTIVERSE DAMAGE TYPES ARE: COLD, ENERGY, FIRE, INFERNAL, LIGHTNING, MELEE, PROJECTILE, PSYCHIC, RADIANT, SONIC, AND TOXIC.

DAMAGE CAN ALSO BE IRREDUCIBLE, REGARDLESS OF ITS TYPE. WHENEVER DAMAGE IS IRREDUCIBLE, IT CANNOT BE DECREASED BY ANY EFFECT. IRREDUCIBLE DAMAGE CAN STILL BE INCREASED OR REDIRECTED. HOWEVER, IF A TARGET IS IMMUNE TO DAMAGE, OR IF AN EFFECT PREVENTS DAMAGE TO A TARGET ENTIRELY, IRREDUCIBLE DAMAGE CANNOT BE DEALT TO THAT TARGET.

THE NEXT FEW PAGES CONTAIN SOME FREQUENTLY ASKED QUESTIONS AND THEIR ANSWERS, ALONG WITH EXAMPLES TO FURTHER EXPLAIN AND INFORM. AFTER THAT, YOU’LL FIND THE GLOSSARY, FULL OF HANDY DEFINITIONS OF KEYWORDS AND IMPORTANT GAME TERMS. ALSO, THE BACK OF THE RULEBOOK HAS A SIMPLE TURN ORDER DIAGRAM.

NEED MORE INFORMATION? GO TO WWW.SENTINELSOFTHEMULTIVERSE.COM, WHERE WE SHARE EXCITING NEWS FROM GREATER THAN GAMES, EXTENDED CHARACTER BIOS FOR THE HEROES AND VILLAINS OF SENTINELS OF THE MULTIVERSE, AND AN ACTIVE ONLINE COMMUNITY!

FANATIC, THE WINGED ANGEL OF VENGEANCE, HAS GREAT STRENGTH AND GREAT POWER, BUT THOSE ABILITIES RELY ENTIRELY UPON HER WORLD VIEW, HER FAITH. SO, WHEN THE BLACK-WINGED MAN ATTACKED, CLAIMING HER AS ONE OF HIS KIND, SHE WAS TAKEN ABACK. BEZALIEL, AS HE CALLED HIMSELF, POINTED OUT ALL THE SIMILARITIES: THEIR WINGS, THEIR POWERS, EVEN THEIR SWORDS! BEZALIEL INSISTED TO THE ANGELIC WARRIOR THROUGHOUT THEIR FIGHTS THAT SHE WAS IN FACT HIS CREATION, AND NOT A HOLY ANGEL AT ALL! SHAKEN, FANATIC FLED FROM THEIR INITIAL CONFRONTATION, NEEDING TO MEDITATE ON THESE CLAIMS. WITH FANATIC OUT OF THE PICTURE, BEZALIEL BEGAN HIS ASSAULT, EARNING THE NAME APOSTATE FROM HIS FOES. HE BROUGHT POWERFUL DARK RELICS INTO THIS PLANE AND SUMMONED DEMONIC ENTITIES, SPREADING A WAVE OF TERROR AND DESTRUCTION ACROSS THE WORLD!
GAMEPLAY FAQS

Over the course of a game, there are situations in which the effects of multiple cards take place simultaneously or have competing effects. In all situations, card effects that happen simultaneously take effect in the order in which the cards were played.

Example: At the start of Gloomweaver’s turn, if his three relics are in play, his instructions say to flip his character cards. The grimoire of curses says that at the start of the villain turn, each player may discard one card. However, if all three relics were in play, then Gloomweaver would flip first, as he was in play first, and then the grimoire of curses would activate.

Additionally, there are times when players encounter ambiguous situations. In any ambiguous situation, the players choose the outcome.

Example: At the end of the villain turn, Akash’bhuta’s card arboreal phalanges deals the no-villain target with the highest HP minus 1 melee damage. The argent adept and nightmist are currently tied for highest HP at 12 HP each in a four player game. After brief consideration, the players decide that the 3 melee damage should be dealt to nightmist.

Do damage bonuses apply to each instance of damage or to total damage?

Damage bonuses apply to each instance of damage. If a card or power breaks out damage in any way, each instance is increased appropriately.

Example: At the end of the villain turn, apostate deals the hero target with the highest HP minus 2 melee damage and minus 2 infernal damage. In a 3 player game, that would be 1 melee and 1 infernal damage, but if some effect increased apostate’s damage by 1, then he would deal 2 melee and 2 infernal damage.

VILLAIN BIO: GLOOMWEAVER

The extra-dimensional demon known as Gloomweaver feeds on the gloom and despair of mankind. Although he can send his thoughts and power into this world for brief periods of time, walking the nightmares of the living, he has failed to permanently breach the veil that separates him from the feast of desperate souls that our world offers. But that is about to change. Following cult leader Massey, the children of the gloom have begun collecting Gloomweaver’s terrible relics: the pouch of bones, the drum of despair, and the grimoire of curses. If all three are brought together and the demon-god invoked, the planar seals will be broken, allowing Gloomweaver and his worshipers to spread gloom, despair, and death across the multiverse indefinitely.
2. If irreducible damage is increased, can it be decreased again?

No. If 2 points of irreducible fire damage is being dealt, and that is increased by an environment card to 3 points, all of the damage is still irreducible and cannot be reduced.

3. If a target is immune to damage somehow, is it still considered a target?

Yes. Even though the Chairman is immune to damage on his “Master of the Underworld” side, he is still a target.

4. If my hero can use more than one power per turn, can I use the same power twice? What if I have multiple copies of the same “power” in play?

Each power in play can be used a maximum of once per turn, regardless of how many powers your hero may use that turn. If a card is not limited, you can have multiple copies of it in play. However, each copy of that card is considered its own power. Since you are limited to activating one power per turn, you may thus only activate one of the two “instances” of the power during your power phase.

Villain Bio: The Ennead

Rodrick Ward had long led a team of so-called “archaeological entrepreneurs”. They had seen more of the ancient world than the top archaeologists and museum curators combined, and they sold all their discoveries to the highest bidders. Ward and his team of tomb robbers spent years scouring the Sahara for undiscovered ruins before finally stumbling upon a hidden structure, forgotten by time and buried beneath the sweeping sands. There, in a sealed chamber, they found nine sarcophagi depicting powerful Egyptian deities holding great artifacts of power. Each of them took a relic from the outstretched golden hands and the team was instantly transformed into The Ennead of Heliopolis! In these new forms, they had vast power and knowledge, but also harbored ancient memories and hatred.
GLOSSARY

ACTIVE: AN ACTIVE HERO HAS MORE THAN 0 HP. A HERO IS ACTIVE IF THEY ARE NOT INCAPACITATED.

CHARACTER CARD: A UNIQUE CARD WHICH REPRESENTS THE PRIMARY OR A MAJOR CHARACTER OF A DECK. CHARACTER CARDS DO NOT HAVE THE SAME BACK AS THE REST OF THEIR DECK, RATHER, THEY HAVE A UNIQUE BACK THAT PROVIDES THEIR EXTRA RULES, SUCH AS A VILLAIN’S FLIP SIDE OR A HERO’S INCAPACITATED ABILITIES.

CURRENT HP: THE HP OF A TARGET, RELATIVE TO HOW MUCH DAMAGE THAT TARGET HAS TAKEN, IF ANY. FOR INSTANCE, A TARGET WITH A MAXIMUM HP OF 7 THAT HAS BEEN DEALT 2 DAMAGE HAS A CURRENT HP OF 5.

DESTROY: WHEN A CARD IS DESTROYED, IT IS REMOVED FROM PLAY AND PLACED IN THE APPROPRIATE TRASH.

DECK: THE SET OF CARDS ASSOCIATED WITH A SPECIFIC HERO, VILLAIN, OR ENVIRONMENT. ALL CARDS IN A DECK HAVE A UNIFORM BACK.

DEVICE: KEYWORD APPEARING ON VILLAIN CARDS. DEVICES HAVE HP. WHEN PLAYED, DEVICES REMAIN IN PLAY, BUT ARE DESTROYED WHEN REDUCED TO 0 OR FEWER HP.

DRAW: WHEN A HERO CARD IS DRAWN, THAT HERO CARD GOES INTO THE HERO’S PLAYER’S HAND, UNLESS STATED OTHERWISE.

ENVIRONMENT: AN ENVIRONMENT IS A DECK NOT PLAYED BY A PLAYER WHICH SIMULATES THE ENVIRONMENT IN WHICH THE GAME TAKES PLACE. ENVIRONMENTS HAVE A DECK OF 15 ENVIRONMENT CARDS. LIKE TARGETS, ENVIRONMENTS CAN BE SOURCES OF DAMAGE, BUT, UNLIKE TARGETS, THE ENVIRONMENTS THEMSELVES DO NOT HAVE HP AND CANNOT BE DEALT DAMAGE, THOUGH SOME CARDS IN AN ENVIRONMENT DECK DO HAVE HP.

ENVIRONMENT CARD: ANY CARD FROM AN ENVIRONMENT DECK.

ENVIRONMENT TARGET: ANY TARGET THAT IS ALSO AN ENVIRONMENT CARD. IF A CARD AFFECTS NON-ENVIRONMENT TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT ENVIRONMENT CARDS.

EQUIPMENT: A KEYWORD APPEARING ON HERO CARDS. EQUIPMENT REMAINS IN PLAY AFTER BEING PLAYED AND CAN ONLY BE DESTROYED BY CARDS WHICH SPECIFICALLY TARGET EQUIPMENT CARDS.

FLIP: VILLAIN CHARACTER CARDS ARE FLIPPED WHEN CERTAIN CRITERIA ARE MET. FOR EXAMPLE, AKASH’BHUTA’S VILLAIN CHARACTER CARDS ARE FLIPPED WHEN THE ENVIRONMENT TRASH IS SHUFFLED INTO THE ENVIRONMENT DECK. HERO CHARACTER CARDS ARE FLIPPED WHEN THAT HERO IS REDUCED TO 0 OR FEWER HP.

HERO: A HERO IS A CHARACTER PLAYED BY A PLAYER. HEROES HAVE CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE HERO AND THEIR INNATE POWER ON THE FRONT, AND THEIR INCAPACITATED ABILITIES ON THE BACK. EACH HERO HAS A DECK OF 40 HERO CARDS.

HERO CARD: ANY CARD FROM A HERO DECK.

HERO CHARACTER CARD: THE MAIN CARD FOR A HERO. HEROES HAVE CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE HERO AND THEIR INNATE POWER ON THE FRONT, AND THEIR INCAPACITATED ABILITIES ON THE BACK.

HERO TARGET: ANY TARGET THAT IS ALSO A HERO CARD OR A HERO CHARACTER CARD. IF A CARD AFFECTS NON-HERO TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT HERO CARD OR HERO CHARACTER CARDS.

HP: HP STANDS FOR “HIT POINTS” AND REPRESENTS THE AMOUNT OF DAMAGE THAT A TARGET CAN TAKE BEFORE IT IS DESTROYED. ONLY CERTAIN CARDS HAVE HP. ALL CARDS WITH HP ARE TARGETS.
GLOSSARY - CONTINUED

IMMUNE: IF A TARGET IS IMMUNE TO DAMAGE, ITS CURRENT HP CANNOT BE REDUCED BY DAMAGE. HOWEVER, IT MAY STILL BE TARGETED BY DAMAGE. ALSO, IT CAN STILL BE DESTROYED BY CARDS THAT DESTROY TARGETS WITHOUT DEALING DAMAGE.

INCAPACITATED: A HERO IS INCAPACITATED WHEN REDUCED TO 0 OR FEWER HP. WHEN THIS OCCURS, IMMEDIATELY REMOVE ALL OF THAT HERO’S CARDS FROM THE GAME AND FLIP THE HERO CHARACTER CARD. ON THE BACK, THE HERO HAS INCAPACITATED ABILITIES, ONE OF WHICH CAN BE USED ON EACH OF THAT HERO’S SUBSEQUENT TURNS. INCAPACITATED HEROES CANNOT REGAIN HP AS THEY NO LONGER HAVE HP.

INDESTRUCTIBLE: IF A CARD IS INDESTRUCTIBLE, IT CANNOT BE DESTROYED OR REMOVED FROM PLAY. IF A TARGET IS INDESTRUCTIBLE, IT STAYS IN PLAY EVEN IF IT IS REDUCED TO 0 OR FEWER HP.

INNATE POWER: POWERS PRINTED ON THE FRONT OF THE HERO CHARACTER CARD.

IRREDUCIBLE: IF DAMAGE IS IRREDUCIBLE, IT CANNOT BE REDUCED BY ANY EFFECT. IRREDUCIBLE DAMAGE CAN STILL BE INCREASED OR REDIRECTED. IRREDUCIBLE DAMAGE CAN ALSO BE PREVENTED ENTIRELY BY EFFECTS THAT PREVENT DAMAGE, OR BY TARGETS THAT ARE IMMUNE TO DAMAGE.

KEYWORD: THE WORDS IN THE RECTANGULAR BOX AT THE TOP OF ANY GAME TEXT SECTION. ANY KEYWORDS NOT DEFINED IN THIS GLOSSARY WILL MAKE SENSE CIRCUMSTANTIALLY.

LIMITED: A KEYWORD APPEARING ON HERO CARDS. LIMITED CARDS ARE UNIQUE, IN THAT ONLY ONE CARD OF THAT NAME CAN BE IN PLAY AT ONE TIME. IF A LIMITED CARD WITH THE SAME NAME AS A LIMITED CARD ALREADY IN PLAY WOULD COME INTO PLAY, THE SECOND CARD IS PUT INTO THE APPROPRIATE TRASH INSTEAD.

MAXIMUM HP: A TARGET’S HP AS PRINTED. A TARGET CANNOT REGAIN HP PAST ITS MAXIMUM HP AMOUNT.

ONE-SHOT: A KEYWORD APPEARING ON HERO AND VILLAIN CARDS. THE EFFECTS OF A ONE-SHOT CARD HAPPEN IMMEDIATELY UPON BEING PLAYED, AFTER WHICH THE ONE-SHOT CARD IS MOVED TO THE APPROPRIATE TRASH.

ONGOING: A KEYWORD APPEARING ON HERO AND VILLAIN CARDS. ONGOING CARDS REMAIN IN PLAY AFTER BEING PLAYED AND CAN ONLY BE DESTROYED BY CARDS WHICH SPECIFICALLY TARGET ONGOING CARDS OR DESTROY ALL CARDS IN PLAY.

PLAY: WHEN A CARD IS PLAYED, THE TEXT ON IT TAKES EFFECT, AND THEN THE CARD EITHER STAYS IN PLAY OR GOES TO THE APPROPRIATE TRASH, DEPENDING ON THE TYPE OF CARD. HERO CARDS ARE PLAYED FROM PLAYERS’ HANDS, WHILE VILLAIN AND ENVIRONMENT CARDS ARE PLAYED FROM THE TOP OF THE VILLAIN OR ENVIRONMENT DECKS, RESPECTIVELY.

POWER: AN ABILITY POSSESSED BY HEROES THAT CAN BE USED DURING A HERO’S POWER PHASE. A GIVEN POWER MAY ONLY BE USED ONCE PER TURN, EVEN IF A HERO IS ALLOWED TO USE MORE THAN ONE POWER DURING THEIR TURN.

REDIRECT: DAMAGE THAT IS REDIRECTED DOES NOT AFFECT THE ORIGINAL TARGET. INSTEAD, IT AFFECTS THE TARGET TO WHOM IT IS REDIRECTED.

RESTORE: WHEN A TARGET HAS HP RESTORED, INCREASE ITS CURRENT HP BY THAT AMOUNT, UP TO BUT NOT EXCEEDING ITS MAXIMUM HP.

NEMESIS: EACH VILLAIN HAS A NEMESIS HERO INDICATED BY THE HERO ICON OF THE NEMESIS LOCATED ON THE VILLAIN CHARACTER CARD. HEROES AND VILLAINS WHO ARE NEMESSES HAVE THEIR DAMAGE INCREASED BY ONE WHEN DEALING DAMAGE TO EACH OTHER.

GLOSSARY - CONTINUED

SENTINELS OF THE MULTIVERSE: THE GREATEST COOPERATIVE, FIXED-DECK, COMIC BOOK THEMED CARD GAME IN THE MULTIVERSE!

TARGET: ANY CARD WITH HP IS A TARGET.

TRASH: EACH DECK IN THE GAME HAS A TRASH INTO WHICH CARDS FROM THAT DECK ARE PLACED WHEN THEY ARE DESTROYED, DISCARDED, OR OTHERWISE MOVED THERE.

TURN: THE PORTION OF THE GAME DURING WHICH ALL OF THE ACTIONS ASSOCIATED WITH A GIVEN DECK TAKE PLACE. THE THREE TYPES OF TURNS IN SENTINELS OF THE MULTIVERSE ARE HERO TURNS, VILLAIN TURNS, AND ENVIRONMENT TURNS.

VILLAIN: A VILLAIN IS A CHARACTER NOT PLAYED BY A PLAYER. VILLAINS HAVE CHARACTER CARDS, WHICH LIST THE MAXIMUM HP OF THE VILLAIN AS WELL AS THE SETUP, GAMEPLAY, AND ADVANCED RULES FOR THAT SPECIFIC VILLAIN. VILLAIN CHARACTER CARDS HAVE TWO SIDES, AND MAY FLIP IN THE COURSE OF PLAY. EACH VILLAIN HAS A DECK OF 25 VILLAIN CARDS.

VILLAIN CARD: ANY CARD FROM A VILLAIN DECK.

VILLAIN CHARACTER CARDS: THE MAIN CARDS FOR A VILLAIN. VILLAINS HAVE CHARACTER CARDS WHICH LIST THE MAXIMUM HP OF THE VILLAIN AS WELL AS THE SETUP, GAMEPLAY, AND ADVANCED RULES FOR THAT SPECIFIC VILLAIN.

VILLAIN TARGET: ANY TARGET THAT IS ALSO A VILLAIN CARD OR A VILLAIN CHARACTER CARD. IF A CARD AFFECTS NON-VILLAIN TARGETS, IT CAN AFFECT ANY TARGETS THAT ARE NOT VILLAIN CARDS OR VILLAIN CHARACTER CARDS.

GO FORTH, HEROES!

YOU AND YOUR ALLIES HAVE BEEN CALLED TO DEFEAT THE VILLAINS WHO THREATEN OUR WORLD! IT IS TIME TO ANSWER THE CALL - JOIN YOUR TEAMMATES IN FIGHTING EVIL AS DEFENDERS OF THE WORLD . . . PROTECTORS OF THE UNIVERSE . . .
**Villain Turn**

- **START!** Start of the Villain Turn
- **PLAY!** Play a Villain Card
- **END!** End of the Villain Turn

**Hero Turns**

- **START!** Start of the Hero Turn
- **PLAY!** Play a Hero Card
- **POWER!** Use a Power
- **DRAW!** Draw a Hero Card
- **END!** End of the Hero Turn

**Environment Turn**

- **START!** Start of the Environment Turn
- **PLAY!** Play an Environment Card
- **END!** End of the Environment Turn

**H** = The number of Heroes

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