

Sentinels of the Multiverse Adventure

By Joe Hopkins

The following story takes place in a part of the multiverse where the heroes struggle to defeat the villains and where copyright infringement is encouraged. Since I don't live in that multiverse, I claim no rights to this storyline, game, or idea.

These battles create a complete story arc. They are generally more difficult than normal battles although not in every case. Advanced mode is recommended but not necessary. It is expected that players have played and beaten each villain. If that is not the case it is recommended that players attempt that before attempting these battles. Also, 4 or 5 heroes is recommended unless otherwise specified. The number of players does not matter. Players should consider trying random heroes first before selecting specific heroes. None of these battles should be included in the community statistics effort on the forum regardless of outcome.

These events take place after those in Rook City, Infernal Relics, and Shattered Timelines. The time portal is now stable. All cards in these expansions and mini expansions are eligible. The Enhanced Edition base should be used. If a required hero has multiple versions any of them may be used unless otherwise specified. If an excluded hero has multiple versions all of them are excluded.

A big thank you to Greater than Games for making arguably the greatest game ever. Also a big thank you to Spiff for inspiring this story and idea with his original scenarios at www.spiffworld.com. Questions and suggestions should be emailed to joemagicman@gmail.com. Good luck, sentinels.

1) A Map in the Sands

- Villain: Mad Bomber Blade (available on www.boardgamegeek.com if you don't already have it)
- Environment: Tomb of Anubis
- Required Heroes: Ra
- Excluded Heroes: Omintron-X and Rook City Wraith

The story:

After the events that gave Dr. Blake Washington the powers of the sun god Ra the new hero continues his explorations with increased confidence. Ra has returned to the Tomb of Anubis where he discovered the staff of Ra and fought against the new Ennead threat. During the excavations Ra and his fellow heroes discover what appears to be an ancient stone map to location of immense power.

Before he can decipher the map the tomb shakes from an explosion. Baron Blade has followed Ra to the tomb and intends to bury him and the other heroes there in revenge for his past defeats. Ra asks the heroes to hold Blade off long enough that the map can be extracted from the tomb.

Win condition:

The heroes must defeat Baron Blade, but only after the environment trash has been shuffled into the environment deck.

The heroes need to buy time while the map is taken out of the tomb. It is okay for Baron Blade to flip, but he must not be defeated until the environment deck has been emptied and the trash reshuffled into the deck. After that the heroes are free to beat the snot out of him.

2) The Next Target

- Villain: Apostate
- Environment: Ruins of Atlantis
- Required Heroes: Chrono-Ranger and Rook City Wraith

The story:

The heroes were able to stop Baron Blade from destroying the map. After days of study Ra has translated the map, which seems to point to a location deep in the ocean. The Ruins of Atlantis. When the heroes arrive in the ruins a portal opens and Jim Brooks steps through hunting his next target, the legendary kraken. The heroes also discover

Apostate there searching for something.

“Where is it?” Apostate demands, “Where have you taken it? I know it was you because I found this.” Apostate holds up an ancient looking hair dryer.

“Hey, that’s mine,” says the Wraith, “I think.”

“Where is the chalice?” Apostate asks.

“Whatcha talkin’ bout?” asks the Chrono-Ranger.

“You don’t know, do you?” he sneers. “It goes by many names. The Holy Grail, the Fountain of Youth, the Cup of Immortality. It is a relic more powerful than any you or I have ever wielded. With it, I shall unleash hell.”

“Well, I ain’t sure what you’re hollerin’ ‘bout, but I reckon I got enough bullets in this here gun for you and the kraken, so if y’all are done yappin’ I’m ready to do some shootin’.”

Win condition:

The heroes must defeat Apostate, but only after three appendages have been reduced to 0 HP.

The heroes must kill the kraken. It is okay if Apostate flips, but he must not be defeated until the kraken has been killed. To do so, 3 kraken appendages must be reduced to 0 HP. Destroying them any other way is legal, but does not count toward the requirement. The 3 appendages need not be 3 distinct cards. Additionally, there cannot be any kraken appendages in play when the heroes win.

3) Omnitron-VIII

- Villain: Omnitron
- Environment: Time Cataclysm
- Required Heroes: Omnitron-X

The story:

The defeated Apostate vanishes in a blaze of hellfire leaving behind the tarnished hair dryer. The Wraith picks it up and the heroes leave. Back in the Freedom Five headquarters Maia Montgomery analyzes it with her mega computer and determines that it is over 100 years old. The computer places it as being created in 1883.

“That’s one of the years that the time portal opens up to,” remarks Dr. Meredith Stinson.

“Looks like we are making a trip,” says Maia.

The heroes were able to stabilize the time portal from previous battles. They start the machine they created that opens the portal. The heroes step in and are transported through time. During the journey Omnitron-X joins them from another time portal.

“Ally organism identities verified. Temporal position verified. Self intercept initiated. Battle systems online.”

“What’s going on?” the heroes ask.

Omnitron-X reminds the heroes that throughout its existence it has continued to upgrade itself. The empathy component that marked the upgrade to its tenth form turned it into an ally. However, the upgrade that allowed it to travel through time belonged to Omnitron-VIII. The memory banks of Omnitron-X recall a battle between the eighth and tenth forms. A much, much larger time portal opens, Omnitron enters, and the battle begins.

Win condition:

The heroes must defeat Omnitron.

At the beginning of the battle reveal cards from the top of the villain deck until H-2 Components or Drones are revealed. Put those cards into the trash and shuffle the other revealed cards back into the villain deck. Omnitron-VIII’s time traveling ability allows it to put more cards into play than usual. Its start and end phases are still the same, but during its play phase Omnitron plays the top card of its deck AND puts the bottom card from its trash into play in that order. The villain trash can be looked through but cannot be reordered. (You still shuffle and reveal cards to find a component or drone on its factory side)

Additionally, Omnitron’s components are only destroyed if Omnitron takes 7 damage in a single TURN not round.

The fifth version of Omnitron strengthened its components to switch from round to turn as can be seen on Omnitron-X’s cards.

4) Back to the Past

- Villain: Plague Rat
- Environment: Silver Gulch: 1883
- Required Heroes: Absolute Zero

The story:

The heroes leave the broken hulk of Omnitron-VIII to drift through time. The last message that flashes through its circuits is, "Form inefficient for time travel. Computing smaller frame dimensions."

The heroes exit the time portal. They step into Silver Gulch, Oklahoma in the year 1883, but something has gone wrong. Something is there waiting for them. The Plague Rat attacks the heroes.

"The infection," gasps Ryan Frost, "How did it get here? We have to stop it before it spreads and alters the timeline."

Win condition:

The heroes must defeat Plague Rat, but there cannot be any infection cards in play when they do.

5) The Fountain of Youth

- Villain: La Capitan on advanced
- Environment: Ruins of Atlantis
- Required Heroes: The Wraith

The story:

With the infection successfully wiped out questions remain.

"Did the Rat follow us or was it here before us?" asked Tachyon.

"I don't know, but we'll have to find out later," said the Wraith.

The heroes head off to Atlantis. When they arrive they discover Maria Helena Teresa Fafila Servanda Jimena Mansuara Paterna Domenga Gelvira Placia Sendina Belita Eufemia Columba Gontina Aldonza Mafalda Cristina Tegrida de Falcon. The time pirate La Capitan has come to Atlantis to steal the legendary Fountain of Youth.

"A fitting treasure for a time pirate don't you think?" she asks holding up a beautifully ornate goblet.

"Hand it over," demands the Wraith.

"It's all just a game you know," La Capitan says offhandedly. "Unfortunately for you they misprinted me," she grins.

"Huh???"

Win condition:

The heroes must defeat La Capitan using her oversized misprinted version.

Her oversized card available through the Shattered Timelines Kickstarter was misprinted. Her split across time side's advanced rules say, "The first time La Capitan would be dealt damage each TURN (not round) redirect it to the non-villain target with the highest HP." The heroes must defeat her using this version of her advanced rules.

Additionally, this rule (contrary to the official ruling) takes precedence over (happens before) her rule, "Whenever La Capitan would be dealt damage, move a card from under this card to the appropriate trash. If you do prevent that damage."

This means that to remove cards from under La Capitan the heroes must hit her multiple times in a turn, the first of which gets redirected.

6) The Freedom Six

- Villain: Iron Legacy
- Environment: Final Wasteland
- Required Heroes: Tachyon, Bunker, The Wraith, Unity, Tempest, and Absolute Zero
- Required number of heroes: 5 (H=5)

The story:

The Wraith yanks the cup known as the Fountain of Youth from the defeated La Capitan.

"It is no matter," La Capitan says. "When you get bored playing the other villains we will meet again."

La Capitan breaks the fourth wall and the room around them begins to collapse. The heroes scramble out. The Wraith accidentally drops her hair dryer in the commotion.

Having escaped Atlantis the heroes head back to the time portal in Silver Gulch. Dr. Meredith Stinson calibrates their return to the present. The portal glows an odd green.

"Um, is that right?" asks Absolute Zero.

"I guess we'll find out," says Tachyon. They step through the portal and are flung into the far future. It's clear something is wrong. They each emerge one at a time although some are from other timelines, different versions of themselves. Only members of the Freedom Five and Freedom Six seem to be emerging from the portal.

"The timeline appears to be tearing again. First the Plague Rat in the past and now this," says Tachyon, "It's not like the chaos of the time cataclysm. It's almost like a controlled tear looking for a specific result." As she finishes her sentence a version of Paul Parsons steps out. Iron Legacy clenches his fists and charges.

Win condition:

The heroes must defeat Iron Legacy. Only members of the Freedom Six may be used. At the beginning of the game there must be 5 heroes. The first time one of those heroes is defeated it is removed from play and the remaining member of the Freedom Six emerges from the time portal with full health and takes the incapacitated hero's place in the battle.

7) Investigation

- Villain: Miss Information
- Environment: Silver Gulch: 1883
- Required Heroes: Nightmist

The story:

"Something weird is going on here," says Faye Diamond. "We might not be able to return to our time from here, but I may be able to return us to 1883. If we return to that time then maybe we can figure out how to get home from there."

"It's worth a shot."

The heroes reverse their last trip and arrive back in Silver Gulch.

"I am going to investigate who or what is causing the portal to prevent us from returning home," says Nightmist.

Win condition:

The heroes must defeat Miss Information. At the start of each round (before the start of the villain turn) reveal the top card of Nightmist's deck for that round $H = \text{that card's magic level} + 2$. Then shuffle Nightmist's deck.

For example, if a magic level 1 card is revealed then $H=3$ for that round. If a magic level 4 card is revealed then $H=6$ for that round.

8) Ennead Medium Difficulty

- Villain: The Ennead on advanced
- Environment: Time Cataclysm
- Required Heroes: Bunker

The story:

"Aminia, you're behind all this?"

The secretary turned villain lays crying on the ground.

"You sabotaged the time portal, sent the Plague Rat back in time, and sent Iron Legacy after us. Why?" ask the heroes.

"You don't care about me. You would let me die. I know. I've seen it," says Miss Information.

"That's not true, Aminia. That wasn't us. That wasn't real. We need you. Come back with us," Lieutenant Tyler Vance says warmly.

"Yeah, according to quantum duplicity theory, there's tons of other universes," says Tachyon. "Some where we

don't have powers and some where Stan Lee isn't a comic book character and somewhere we are..."

"You're not helping," says Vance. He turns back to Miss Information, "Please."

The battered secretary wipes her face and considered. Finally she relented. "Alright, but I want a raise."

"Um, okay."

"And my own office. And 4 weeks paid vacation. Oh, and we should probably get going if we are going to stop the original Ennead that I brought back from ancient Egypt and are on their way to the present."

The heroes just gaped at her.

Win condition:

The heroes must defeat the Ennead on advanced. However, instead of putting H of the Ennead into play at the beginning of the game, only put H-2 into play.

9) Activating the Fountain

- Villain: Spite
- Environment: Megalopolis
- Required Heroes: Unity, Ra, Tachyon
- Excluded Heroes: Haka, Visionary

The story:

With the Ennead defeated the heroes step out of the portal back in the present. Their quest to find the Fountain of Youth was successful.

"I am going to take this back to the lab for analysis," says Tachyon pointing at the ancient cup.

"I will join you," says Ra, "I happen to know a thing or two about studying mysterious relics. Dvora might be helpful, too."

"I'd be happy to help," says Unity.

The rest of the heroes head off for some well-deserved relaxation.

As the research on the Fountain gets underway the heroes discover that it can be, in a word, "activated" by using different kinds of energy.

Meanwhile the serial killer Spite is on the prowl in Megalopolis. The heroes use whatever time they have between researching to rescue potential victims.

Win condition:

The heroes must activate the Fountain of Youth and defeat Spite. To activate the Fountain the heroes must do damage to Spite from various sources. There are 5 jewels on the cup one for each source of damage from heroes. To activate a jewel the heroes must deal damage to Spite using H One-Shots, H Equipment cards, H Ongoing cards, H Innate Powers, and H Mechanical Golems. The order of the damage does not matter. If a card causes damage to Spite multiple times each instance counts. It doesn't matter if the damage is from the act of playing the card or from using a power on the card. If a card boosts damage that does not count as having dealt damage (for example, if Unity plays Hasty augmentation which lets Ra use his innate power and increases it, then the innate power is what did the damage so that is counted, but the One-Shot Hasty Augmentation is not counted because it didn't do any damage.) If a hero card redirects damage then that doesn't count as having done the damage. The H damage instances from each card type must be dealt before Spite is defeated.

10) Hunting for Cards

- Villain: Ambuscade
- Environment: Insula Primalis
- Required Heroes: Haka, Visionary
- Excluded Heroes: Unity, Ra, Tachyon

The story:

After returning from the time portal most of the heroes took some time to relax. Haka and the Visionary are meditating in the untamed wild of Insular Primalis.. Haka has a vision of events from the past while Visionary has a vision from the future. Both visions include a glowing jeweled cup covered in unreadable symbols. Both tell of a horrible fate. Most startling is Visionary's precognitive vision of Ra activating the cup and its terrible consequences.

Their visions are interrupted by a gunshot. Ambuscade has set traps for them and takes the opportunity to bring down his best prize, the mighty Haka.

Win condition:

The heroes must finish their visions and defeat Ambuscade.

Before the game starts, turn H-1 traps face-up in Ambuscade's deck. I prefer to turn them upside-down and keep the other cards right side up. It makes shuffling easier than if they are face-up.

Haka and Visionary must finish their visions before it is too late. Haka must play his three meditation cards: Haka of Battle, Haka of Healing, and Haka of Shielding. Visionary must play her three meditation cards: Suggestion, Precognition, and Prophetic Vision. Playing these cards has no actual effect. Once used the card goes to a separate pile that is considered out of the game. A player may choose to use the card as normal, but then the card goes to the trash and doesn't count toward the required condition to win.

11) An Ominous Vision

- Villain: Akash'Bhuta
- Environment: Mixed
- Required Heroes: Fanatic, Young Legacy, Argent Adept
- Excluded Heroes: Unity, Ra, Tachyon

The story:

Haka and Visionary escape from the hunter Ambuscade. Their visions showed a goblet filled with a glowing energy. They both recognize it as the cup taken from La Capitan in Atlantis. The Fountain of Youth. They try to contact Tachyon and Ra at the Freedom Five headquarters, but they get no response. Next they contact the heroes that can get to them the fastest. Fanatic, Young Legacy, and Argent Adept.

"You have to fly there as fast as possible," Visionary says.

Haka explains that the alien race that created the Fountain crashed their ship into Earth. The people of Atlantis found it and used it to create a powerful city, but their city sunk when its people activated it. The Visionary explains that her vision showed Ra activating it on a grander scale and wiping out everyone on Earth.

The heroes take off. The disastrous entity Akash'Bhuta senses the heroes' desperation and uses this opportunity to attack again as they fly over the landscape.

Win condition:

The heroes must defeat Akash'Bhuta.

The heroes are flying over several environments on their way to warn Tachyon, Ra, and Unity. To construct the environment deck shuffle the following cards together from several different environments:

Insula Primalis: Enraged T-Rex, Pterodactyl Thief, River of Lava

Rook City: Tony Taurus, Blighted Streets, Ambitious Racketeer

Pike Industrial Complex: Escaped Lab Rat, Supercooled Trisolvent Vat, Chemical Explosion

Tomb of Anubis: Anubis, Akana, Judgement of Anubis

Time Cataclysm: Charging Triceratops, Typhoon, Main Computer Room

12) Too Late

- Villain: The Dreamer
- Environment: Megalopolis
- Required Heroes: Expatriette

The story:

The heroes arrive at the Freedom Five headquarters in Megalopolis, but they are too late. Ra, Tachyon, and Unity have activated the Fountain. The other heroes find them unconscious. Worse, they find young Vanessa Long unconscious, too. The young girl, now 8, was living at the Freedom Five headquarters after the events two years ago. Now, the psychic projections her unconscious mind created have begun to appear again.

As the bizarre creatures begin to fill the lab the cup is knocked to the floor. The glowing energy in it spills out and flows into the fallen heroes. At the same time several of the other heroes fall to the floor as their energy flows into the cup.

“What happened,” asks a groggy Unity.

“The cup,” gasps Tachyon, “It’s unstable.”

“Looks like things are about to get messy,” says Amanda Cohen, “Just the way I like it.” Expatriette loads Pride and Prejudice and takes aim at the nearest monster.

Win condition:

The heroes must defeat the Dreamer.

At the start of each round (before the villain’s start phase) the players choose one of the heroes. This hero is incapacitated by the cup for the round. They maintain their HP, cards in play, cards in hand, and are still a target, but are otherwise treated as incapacitated. Their cards (deck, in play, and hand) are indestructible, have no text (no effects) and are considered out of the game. However, their HP can still be affected since they are a target. They take an incapacitated turn instead of a normal one. This means that they skip their play, power, and draw phase, but get to use one of their incapacitated effects.

The same hero cannot be chosen in two consecutive rounds. If a hero is actually incapacitated by losing all their HP then that hero cannot be chosen to skip their turn, but they do take an incapacitated turn like normal.

If H-1 heroes are incapacitated then the heroes lose.

13) Let’s Talk

- Villain: Grand Warlord Voss
- Environment: The Block
- Required Heroes: Tempest

The story:

The heroes are able to stabilize the cup and awaken the young Vanessa again.

“What is that thing?”

“I do not know, but I know who does,” states Tempest. “Grand Warlord Voss carved a path of destruction through the galaxy. The path he followed was one of Thorathian legend. A myth of an ancient race of immortal nomads. I don’t know the story, but I believe that he came to Earth to find that relic,” he says pointing to the cup.

“He is locked up in the Block right now,” says Legacy. “Let’s go see if we can get any information from him. The rest of you stay here and guard that cup.”

The heroes head off to the Block. The warden agrees to let them see Voss. Unfortunately, one of the other prisoners sees the heroes’ arrival as the perfect opportunity for an escape. The prisoner shuts down the Block’s security. Can the heroes keep Voss and the other prisoners from escaping?

Win condition:

The heroes must defeat Grand Warlord Voss and keep him from escaping from the block.

At the end of the villain turn put an “escape” counter on Grand Warlord Voss. If Voss ever gets 3 escape counters on him he escapes from the Block and the heroes lose. Each time Voss flips, remove all escape counters from him.

14) The Big Picture

- Villain: Kismet
- Environment: Pike Industrial Complex
- Required Heroes: Fanatic

The story:

“This place can’t hold me,” bellows Grand Warlord Voss from his cell.

“Save it,” says Tempest, “If it were up to me you’d be dead instead of here.”

“Hahaha. Is that why you have come?”

“No. Tell us about the Lathintis,” says Tempest.

“Hahaha, you came to swap children’s stories?” laughs Voss.

“A story you believe,” says Tempest.

Voss is silent for a moment. He smiles, but does not deny it. “It is a legend of a people that visited my planet long ago,” he says. “They were gods. Their power came from the Lathintis. It was technology, magical, and divine all in one. They say that he who drinks of its power becomes immortal.”

“No,” says the Visionary, “Our visions showed it kills everyone.”

“You simple fools. It cannot kill. It removes one’s consciousness and stores it forever. The body may wither, but the mind is forever alive.”

“That explains the incapacitation effects.”

“So it is on Earth,” Voss says, “I knew it. But, if you have activated it then to claim it I need only wait here in this prison for your planet is doomed.”

The heroes head back to the Freedom Five headquarters. When they get there they find Fanatic in dismay.

“She took the Fountain of Youth,” Fanatic says. “I was guarding it, but luck was on her side.”

“Who took it?”

“Kismet.”

“She was in the Block. She must have been the one that turned off the security there and escaped while we handled Voss. I don’t know how she could have been lucky enough to have avoided all of us.”

“I know not where she fled,” says Fanatic.

“We may not know where she went, but the Fountain’s energy signature is unmistakable,” said Tachyon, already triangulating the location.

Win condition:

The heroes must defeat Kismet.

At the start of the game search Kismet’s deck for Lady Luck and put it into play.

15) Any Hero, Any Villain, Any Environment

- Villain: The Chairman
- Environment: Rook City
- Required Heroes: Visionary, Legacy, Argent Adept
- Excluded Heroes: All others

The story:

“What do you mean it’s not here?” says Legacy.

“I sold it,” replies Kismet.

“To who?” asks the Argent Adept.

“To whom,” corrects the Visionary. The Adept just glared at her.

“I don’t know,” Kismet says.

“The energy signature is being distorted. I can’t pinpoint it,” says Tachyon.

“You don’t seem to understand the situation, Kismet,” says Legacy. “We have to find that cup. Let’s split up and search the city,” he says to the heroes.

“We’re going to need this,” says Visionary as she yanks the lucky talisman from Kismet’s hands.

“NOOOO,” she shrieks.

Win condition:

The heroes must defeat the Chairman.

This battle tests the designer’s claim that any hero team can defeat any villain in any environment. Only Visionary, Legacy, and Argent Adept can be used unless you feel there is a weaker team you want to try.

At the beginning of each round (before the start of the villain turn) reveal the top 3 cards of any deck and return them to the top in any order.

16) Gloomweaver House Ruled

- Villain: Gloomweaver
- Environment: Realm of Discord
- Required Heroes: Tachyon
- Excluded Heroes: Visionary, Legacy, Argent Adept

The story:

The heroes fight to reclaim the Fountain of Youth from the Chairman. Meanwhile, in the Realm of Discord, the

elder god Gloomweaver has been planning another attempt at crossing over into our plane. He feels the chaotic energy of the activated Fountain of Youth accelerating. As he feeds off the energy his cultists begin the summoning ritual. Can the heroes handle this strengthened Gloomweaver?

Win condition:

The heroes must defeat Gloomweaver.

These are the house rules I use for Gloomweaver. It makes him more likely to flip.

At the start of the game search the villain deck for all 5 Zombies and put them in the villain trash. Search the deck for 1 copy of each of the 3 cultists and put them in play. Shuffle the deck.

Gloomweaver's familiar Ophelia the Defiler has the keyword "Relic" and has 25 HP. The heroes still win if there are 3 villain relics in the trash at the start of Gloomweaver's turn on side A.

Additionally, Gloomweaver flips if there are 3 villain relics in play at the END of his turn.

17) Turn It Off

- Villain: Baron Blade
- Environment: Rook City
- Required Heroes: Mr. Fixer

The story:

The heroes have stopped Gloomweaver and recovered the Fountain of Youth from the Chairman. It is still glowing and unstable.

"Gloomweaver was the one changing the energy field. I should be able to stabilize it now. Just don't do anything to disrupt the field," says Tachyon.

"No problem," remarks Mr. Fixer.

Still bent on revenge, Baron Blade attacks the heroes as they are leaving Rook City. They must stabilize the fountain before it activates and absorbs all sentient thought on Earth (i.e. before the Baron has 15 cards in his trash)

Win condition:

The heroes must defeat Baron Blade.

On his side B after dealing H damage to the highest hero Baron Blade also deals H damage to the lowest hero.

Additionally, the heroes may not deal more than 6 damage to a target in a turn. If they do, the fountain will destabilize and activate on a global scale. Game over.

Hero targets may deal damage to multiple targets, but hero targets may not deal more than 6 damage to a single target in a single turn. Damage dealt by villain and environment cards does not count toward this limit. The 6 damage limit is counted after all modifiers. We are only counting HP lost.

18) Slowed but not Stopped

- Villain: The Matriarch
- Environment: Insula Primalis
- Allowed Heroes: Heroes that have two versions
- Excluded Heroes: Chrono-Ranger, Omnitron-X, the Scholar

The story:

"We need to get the fountain away from any populated areas," points out Tachyon.

"It's stable for now," says Ra, "but we've only slowed the process, not stopped it."

The heroes take the Fountain of Youth to Insula Primalis to buy some time. They need to find away to stop the "immortality" process. Unfortunately, for them the Matriarch is there learning to control the bigger, deadlier birds of the primordial wilderness. Not only that, the fountain is causing all kinds of strange reality effects due to the energy that Gloomweaver leached off it.

Win condition:

The heroes must defeat the Matriarch.

Select two versions of each hero. For example, Bunker has his normal Indestructible Bunker with Initialize version and also his Engine of War with Locomotion version. If a hero has more than two versions choose two of them for

the game. Each hero's max health is the lower of the two versions regardless of which version is in play. At the beginning of the game each player chooses one version to start as. At the beginning of each round players switch to the other version of their hero. All cards other cards in the game are unaffected. Any effects that are targeting that hero continue to affect the new version. This switching continues even after a hero is incapacitated.

19) A Plan

- Villain: Citizen Dawn
- Environment: Wagner Mars Base
- Required Heroes: Any
- Excluded Heroes: Visionary, Wraith, Nightmist, Omnitron-X, Unity

The story:

After the near disaster caused by Ra activating the Fountain of Youth the heroes have succeeded in stabilizing it. However, the activation process has only been paused. The heroes take the cup to the Wagner Mars Base to further isolate from populated areas and study it.

"According to these read outs the cup is absorbing all the energy it can," says Ra.

"And if it gets enough it will begin absorbing all conscious thought," says Tachyon. "I haven't been able to determine when that will happen, but my fight with Gloomweaver as he siphoned the fountain's energy did reveal a possible way to stop it. I just need to run a few tests first."

Just then a blast issues from a darkened closet in the lab. Citizen Dawn's blast hits the cup and several of the heroes drop to the floor. The fallen heroes' minds were pulled into the fountain. The remaining heroes quickly took to battle. That is, until another blast from Dawn.

"Looks like you won't get a chance to run your tests," shouts Legacy over the din.

"At least we have a plan," says Tachyon.

Win condition:

The heroes must defeat Citizen Dawn.

At the beginning of the game, after putting H-1 citizens in play and shuffling, search for the two copies of Devastating Aurora and remove them. Shuffle the villain deck. Insert the two Devastating Auroras so that they are the 7th and 13th cards in the villain deck.

During the game, each time Dawn plays a Devastating Aurora the players switch heroes. After resolving the effects of the Devastating Aurora the players count the number of cards in their hand and trash pile and note their current HP. Players remove all current hero cards from the game. Each player chooses a different hero that was previously not in the game and put that hero in play with the HP of their previous hero. If that HP is above their max then they enter play at full health (their normal max). Then each player draws cards from the hero deck equal to the number of cards in their previous hand. Finally, each player discards cards from their deck until their trash pile is the same size as their previous hero's.

Random heroes are recommended.

If a hero is incapacitated the hero does not switch when Devastating Aurora is played.

A couple of minor rule changes: Devastating Aurora destroys environment cards before destroying hero cards. Also, in a 5 hero game when the second Devastating Aurora enters play the excluded heroes are no longer excluded and can be switched in.

If for some reason Devastating Aurora is played a third time the fountain activates and the game is over.

20) The Final Battle

- Villain: Cosmic Omnitron and Ambuscade
- Environment: Realm of Discord
- Required Heroes: The Scholar

The story:

"That's your plan?" asks John Rhodes, "You're just going to smash it?"

"It's much more technical than that," says Tachyon. "In this plane the Fountain absorbs whatever it can. However,

Gloomweaver showed that in other dimensions the energy can be extracted.”

“By smashing it,” repeats the Scholar.

“If you want to put it bluntly, yes.”

The Scholar grimaced.

“We’re going to need your help, John. You know, to keep things copasetic,” Tachyon grinned at him.

The heroes step into the portal on their way to the Realm of Discord. A cloaked Ambuscade slips in behind them as the portal closes.

The heroes step out of the portal and are greeted by Omnitron VI. It has learned to harness the cosmic energy that once revived it to cross into other dimensions. Bad luck for Ambuscade since Omnitron counts all humans as enemies.

Can the heroes handle both villains in this final fight? Maybe the heroes can convince the villains to defeat each other. Good luck, Sentinels. The fate of the Multiverse is in your hands (pun intended).

Win condition:

The heroes must defeat Omnitron and Ambuscade as well as destroy the Fountain of Youth.

At the beginning of the game put a token in play to represent the Fountain of Youth. The fountain starts with 100 HP. It is a target, but it is not a hero target, villain target, or environment target. It is considered to be a character card. The Fountain must be destroyed before either of the villains are defeated.

In this battle there are two villains. Omnitron will start the game. Ambuscade takes his turn after the second hero’s turn. Then the other heroes take their turns. The environment ends the round as normal. When one of the villains is defeated they and all their cards are removed from the game and the battle continues against the other villain.

At the start of the game Ambuscade’s cloaking device is one of initial devices he starts with so he begins the game immune to damage and in hiding. Additionally, he sets H-1 traps before the start of the game.

Omnitron and Ambuscade will attack each other since Omnitron’s objective is to destroy all humans. All of Omnitron’s cards treat Ambuscade’s cards as hero cards. Ambuscade’s cards count Omnitron’s cards as hero targets. The environment and heroes treat both of them as villain cards. When an environment or hero effect applies to a villain deck the players choose which deck it applies to.

Omnitron’s components are only destroyed if Omnitron takes 7 damage in a single TURN not round. Note that Omnitron’s advanced rules apply to all devices in play including Ambuscade’s.

Epilogue:

Tachyon hands the Scholar the Fountain of Youth. It is no longer glowing and there is a large crack on one side.

“You are the only one I trust with this,” she says.

“I suppose you are right,” replies the Scholar. “I don’t need eternal life from this cup as long as I have the Philosopher’s Stone. I’ll keep it safe.”

The heroes have successfully stopped the threat from the Fountain of Youth, but their time of rest will be short lived. Who knows what evil awaits them? What devious enemies will seek their vengeance? Be prepared you Defenders of the World, Protectors of the Universe, Sentinels of the Multiverse.