

SENTINELS OF THE MULTIVERSE STORY CHALLENGES

THESE STORY CHALLENGES ARE EPIC BATTLES CREATED BY GTG FORUM MEMBER "PHANTASKIPPY" TO INTEREST AND CHALLENGE YOUR GAMING GROUP. EACH FIGHT HAS A RULES TWEAK WHICH ADDS FLAVOR AND CHALLENGE TO THE ENCOUNTER. FOR THE ULTIMATE CHALLENGE, OF COURSE, FIGHT THE VILLAIN USING THEIR ADVANCED RULES.

BASE GAME

BARON BLADE / TOMB OF ANUBIS



STORY: HAVING FAILED TO CRASH THE MOON INTO THE EARTH, BARON BLADE HAS ALTERED HIS DEVICE TO ENABLE HIM TO DESTROY THE EARTH BY PULLING THE REALM OF THE DEAD INTO THE REALM OF THE LIVING. TO DO THIS, HE TRAVELS TO THE TOMB OF ANUBIS AND MAKES HIS PREPARATIONS. THE HEROES



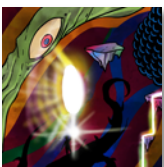
MUST ENTER THE TOMB AND FIGHT THEIR WAY THROUGH ITS DANGERS TO STOP THE BARON.

SPECIAL RULES: WHEN BARON BLADE WOULD BE DEALT DAMAGE BY AN ENVIRONMENT CARD, REDIRECT THAT DAMAGE TO THE HERO TARGET WITH THE HIGHEST HP.

CITIZEN DAWN / REALM OF DISCORD



STORY: CITIZEN DAWN IS TRYING TO GAIN CONTROL OF THE REALITY-SHAPING ENERGIES FOUND IN THE REALM OF DISCORD. THE HEROES MUST STOP HER AND DRIVE HER FROM THE REALM BEFORE SHE SUCCEEDS AND BECOMES INFINITELY POWERFUL.

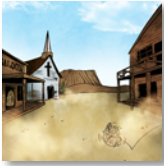


SPECIAL RULES: DISTORTION CARDS ARE INDESTRUCTIBLE TO NON-ENVIRONMENT CARD EFFECTS.

GRAND WARLORD VOSS / SILVER GULCH



STORY: GRAND WARLORD VOSS HAS TRAVELED BACK IN TIME TO CONQUER THE EARTH WHEN ITS TECHNOLOGICAL LEVEL POSES LITTLE THREAT TO HIS ARMIES. VOSS HAS FOUND UNEXPECTED ALLIES IN THE CRIMINALS OF THE DAY, THOSE WILLING TO BETRAY THEIR COUNTRY FOR PROMISES OF POWER



IN THE NEW ORDER. WHEN THE HEROES ARRIVE TO STOP VOSS, THEY FIND THEMSELVES IN A SHOOT-OUT AGAINST BOTH COWBOYS AND ALIENS.

SPECIAL RULES: ALL MINIONS GAIN THE ADDITIONAL KEYWORD "GUNMEN", WHICH ALLOWS THEM TO BENEFIT FROM THE DAMAGE REDUCTION EFFECT OF THE ENVIRONMENT'S "COVER" CARDS.

OMNITRON / THE BLOCK



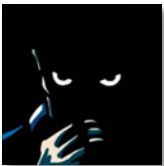
STORY: F.I.L.T.E.R. HAS ATTEMPTED TO IMPROVE SECURITY AT THE BLOCK BY PUTTING AN AGGRESSIVE ARTIFICIAL INTELLIGENCE PROGRAM IN CHARGE OF CONTAINING THE WORST OF THE PRISONERS. WHEN THEY ACCIDENTALLY ALLOW TOO MUCH OF OMNITRON'S REPURPOSED PROGRAMMING INTO THE SYSTEM, THE HOMICIDAL ROBOT TAKES OVER THE PRISON, AND F.I.L.T.E.R. LOOKS TO OUTSIDE HELP TO REGAIN CONTROL.



SPECIAL RULES: ALL GUARDS GAIN THE ADDITIONAL KEYWORD "DEVICE", AND ALL DEVICES GAIN THE ADDITIONAL KEYWORD "GUARD".

ROOK CITY

THE CHAIRMAN / WAGNER MARS BASE



STORY: AFTER HIS INITIAL DEFEAT AND EXPOSURE AS THE HEAD OF THE ORGANIZATION, THE CHAIRMAN FLED - NOT JUST ROOK CITY OR THE COUNTRY, BUT THE ENTIRE PLANET. NOW OPERATING FROM WAGNER MARS BASE, THE CHAIRMAN CONTINUES HIS EXPERIMENTS AND MAINTAINS CONTROL OVER HIS NETWORK OF CRIME. EXTRACTING HIM FROM THE MARS BASE WILL NOT BE EASY, AS HE HAS TAKEN PRECAUTIONS...



SPECIAL RULES: ENVIRONMENT CARDS ARE INDESTRUCTIBLE, EXCEPT TO THEIR OWN EFFECTS. WHENEVER AN ENVIRONMENT CARD IS DESTROYED, MOVE AN UNDERBOSS FROM THE TRASH INTO THE VILLAIN DECK AND SHUFFLE THE VILLAIN DECK.

THE MATRIARCH / TIME CATAclysm

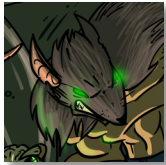


STORY: AS THE EVENTS OF THE SHATTERED TIMELINES COME TO A CLOSE, MEREDITH STINSON DISCOVERS HER COUSIN LILLIAN HAS VANISHED, SUCKED INTO ONE OF THE TIME PORTALS. GATHERING A TEAM TO INVESTIGATE, THEY DISCOVER THAT LILLIAN IS TRAPPED IN THE HEART OF THE TIMELINE CHAOS. ATTEMPTING A RESCUE, THE HEROES FIND LILLIAN HAS BEEN BOTH EMPOWERED AND DRIVEN MAD AS HER MASK ABSORBS THE CHAOTIC ENERGIES OF THE CATAclysm.



SPECIAL RULES: AT THE START OF THE VILLAIN TURN, THE MATRIARCH REGAINS X HP, WHERE X = THE NUMBER OF ENVIRONMENT CARDS IN PLAY.

PLAGUE RAT / PIKE INDUSTRIAL COMPLEX



STORY: PLAGUE RAT HAS BEEN FOUND HIDING IN THE PIKE INDUSTRIAL COMPLEX. THE CHEMICALS THERE ARE MAKING HIM STRONGER AND HE'S MADE SOME NEW FRIENDS.



SPECIAL RULES: PUT PLAGUE RAT'S "SEWER FIEND" IN PLAY AT THE START OF THE GAME. "SEWER FIEND" IS INDESTRUCTIBLE. PLAGUE RAT GAINS THE ADDITIONAL KEYWORD "RAT". RATS GAIN ALL STATIC EFFECTS THAT PLAGUE RAT GAINS. FOR EXAMPLE, PLAGUE RAT'S "BESTIAL VITALITY" REDUCES DAMAGE DEALT TO PLAGUE RAT BY 1. WHEN THAT CARD IS IN PLAY, REDUCE DAMAGE TO RATS BY 1 AS WELL.

UNFORTUNATELY, TOO MANY OF SPITE'S CARDS DESTROY ENVIRONMENT CARDS FOR HIM TO HAVE MUCH IN THE WAY OF FUN INTERACTIONS WITH THE ENVIRONMENT. SO INSTEAD OF AN AWESOME CHALLENGE, SPITE GETS TO STAND IN THE CORNER UNTIL HE IS SORRY.

INFERNAL RELICS

AKASH'BHUTA / FINAL WASTELAND



STORY: MANKIND HAS PROVEN TO BE THE MOST FRUSTRATING OF PARASITES, BUT NATURE IS NOTHING IF NOT PATIENT. AKASH'BHUTA HAS BIDED HER TIME, WORKING IN SECRET TO CREATE THE CONDITIONS BY WHICH HUMANITY WOULD EVENTUALLY BE ELIMINATED FOR GOOD. AFTER UNTOLD AGES,



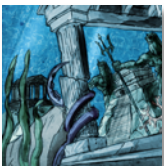
THE EARTH HAS SUCCUMBED TO CHAOS, WITH HUMANS GONE AND MUTATED CREATURES ROAMING FREELY. JUST A SINGLE BASTION OF HUMANITY REMAINS IN THE FORM OF CON'S BUNKER, FROM WHICH THE TIME TRAVELLING COWBOY CHRONO-RANGER WORKS TO UNDO AKASH'BHUTA'S WORK. THIS, SHE CANNOT ALLOW.

SPECIAL RULES: THE ENVIRONMENT CARD "CON'S BUNKER" BEGINS THE GAME IN PLAY AND IS INDESTRUCTIBLE. "FINAL WASTELAND" DOES NOT REMOVE AKASH'BHUTA'S LIMBS FROM PLAY.

APOSTATE / RUINS OF ATLANTIS



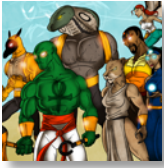
STORY: APOSTATE LEARNS OF ATLANTIS' DISCOVERY, AND AS AN ANCIENT BEING HIMSELF, HE KNOWS VERY WELL THE IMMEASURABLE POWER THAT LIES BENEATH THE DEPTHS, LOCKED AWAY SO LONG AGO. BEFORE SCIENTIFIC EXPLORERS CAN REVEAL ATLANTIS' SECRETS, APOSTATE ENTERS THE SUNKEN CITY



AND MUST BE STOPPED BEFORE HE IS ABLE TO FULLY UTILIZE THE POWER THAT LIES THEREIN.

SPECIAL RULES: ALL ENVIRONMENT TARGETS GAIN THE ADDITIONAL KEYWORD "RELIC" AND MAY ONLY TARGET HERO TARGETS. WHEN AN ENVIRONMENT CARD WOULD PLAY A VILLAIN CARD, THAT EFFECT CANNOT BE PREVENTED BY ANY CARD EFFECT.

THE ENNEAD / ROOK CITY



STORY: THE DEFEAT OF THE CHAIRMAN LEFT A POWER VACUUM IN ROOK CITY. CORRUPT CITIZENS AND UNEMPLOYED THUGS NEARLY DESTROYED THE CITY UNTIL A NEW GANG STEPPED IN, A GROUP OF CRIMINALS WITH THE NUMBERS AND POWER TO CRUSH ANY OPPOSITION. ROOK CITY HAS A NEW RULER NOW,

AND THEY WILL NOT BE EASY TO DEFEAT.



SPECIAL RULES: THE FIRST TIME EACH TURN, IF THE ENVIRONMENT WOULD DEAL DAMAGE TO ANY MEMBER OF THE ENNEAD, EITHER PREVENT ALL DAMAGE TO THE ENNEAD BY ENVIRONMENT TARGETS FOR THAT TURN, OR DISCARD THE TOP

CARD OF THE VILLAIN DECK.

GLOOMWEAVER / INSULA PRIMALIS



STORY: INSULA PRIMALIS IS A SPECIAL PLACE, WITH POWER TO CALL FORTH AND PRESERVE LIFE IN WAYS SCIENCE CAN'T ALWAYS EXPLAIN. THE DARK GOD GLOOMWEAVER SEEKS TO MANIPULATE THAT POWER TO ALLOW HIM TO FINALLY MANIFEST IN

OUR WORLD.



SPECIAL RULES: WHENEVER A VILLAIN CARD IS DESTROYED BY AN ENVIRONMENT CARD, PLAY THE TOP CARD OF THE VILLAIN DECK.