

Myriad

HP: 50

Nemesis: Myriad is Nemeses with all members of Daybreak (Headlong, Rockstar, Muerto, Muse, and Aeon Girl.)

Set-Up: Myriad begins 'Master of the Swarm' side up.

Reveal Cards from Myriad's Deck until H-1 Swarm Cards are Revealed. Put them into Play. Shuffle all other Cards back into Myriad's Deck.

Game Play:

Myriad is Immune to Damage from Villain Cards.

Redirect the First Damage Myriad would take each Turn to the Swarm Card with the Lowest HP.

At the Start of Myriad's Turn, if there are no Swarm Cards in play, flip this Card.

At the End of Myriad's Turn, Myriad deals the H-1 Hero Targets with the Highest HP 2 Melee and 2 Infernal Damage.

At the End of Myriad's Turn, Activate all Swarming Effects on Cards in play.

When all Hero Characters in the play area of a Swarm card have been Incapacitated, shuffle all Swarm Cards in that Play Area into Myriad's Deck, and Play the top Card of his Deck.

Flipped:

'Demonic Destroyer'

At the Start of Myriad's Turn, if there are H Swarm Cards in play, flip this Card.

Increase Damage dealt by Myriad by 1.

At the End of Myriad's Turn, reveal the top H-2 Cards of his Deck. Put any Swarm Cards Revealed into play. Discard any non-Swarm Card Revealed this way. For each Card discarded this way, Myriad Deals the Hero Card with the highest HP 2 Infernal Damage.

At the End of Myriad's Turn, Activate all Swarming Effects on Cards in play.

Advanced, Master of the Swarm side: Increase Damage dealt by Swarm Cards to Hero Targets by 1.

Challenge, Master of the Swarm side: At the End of Myriad's Turn, reveal Cards from his Deck until a Swarm Card is revealed. Put it into play. Shuffle all other Cards back into his Deck.

Advanced: Demonic Destroyer side: Reduce Damage dealt to Myriad by 1.

Challenge, Demonic Destroyer side: When all Heroes in a Swarm Card's Play Area are Incapacitated, move them to a new Hero as if they had just entered play.

Parasite Swarm x2

Swarm

HP: 5

Play this Card in the play area of the Hero Character with the lowest HP.

Reduce Damage to this card from Targets in its play area by 1.

Swarming: This Card deals all Non-Villain Targets in its play area 1 Melee and 1 Toxic Damage

Demon Flies x2

Swarm

HP: 6

Play this Card in the play area of the Hero Character with the highest HP.

Reduce Damage to this Card from Targets not in its play area by 1.

Swarming: This Card deals a Hero Character in its play area 3 Infernal Damage.

Pale Beetle x1

Swarm

HP: 13

Reduce Damage dealt to this card by 1.

This card and Myriad are Immune to Damage from the Environment.

Swarming: Pale Beetle Deals each Non-Villain Target 1 Irreducible Sonic Damage.

Biting Cloud x2

Swarm

HP: 4

Play this Card in the play area of the Hero Character with the second highest HP.

Reduce Damage dealt by non-Villain Targets in its play area by 1.

Swarming: This Card deals all Hero Characters in its play area 1 Irreducible Projectile Damage.

Life Leechers x2

Swarm

HP: 2

Play this Card in the play area of the Hero Character with the second lowest HP.

This Card may gain HP above its Max HP.

Each time this Card deals Damage, it Recovers 1 HP.

Swarming: This Card deals the Non-Villain Target in its play area with the highest HP 1 Irreducible Melee Damage and 1 Irreducible Toxic Damage.

Infernal Lanternflies x2

Swarm

Play this card in the play area of the Hero Character with the most Cards in play.

HP: 3

When this Card enters play, Destroy a Non-Character Hero Card in its play area.

Swarming: This Card deals all Non-Villain Targets in its play area 1 Fire Damage, and the Hero in its play area must Discard a Card.

The Swarm Hungers

Ongoing

When this Card enters play, destroy X Non-Character Hero Cards where X is equal to the number of Swarm Cards in play minus 1.

At the End of each Hero Turn, Activate all Swarming Effects on Cards in their play area.

Damnably Buzzing

Ongoing

At the Start of the Villain Turn, Myriad deals each Hero Target with one or more Swarm Card in its play area 2 Sonic Damage and 1 Psychic Damage. Players must Discard H-2 Cards.

Elusive Infestation

Ongoing

The first time each Turn that a Swarm Card is Destroyed, Reveal the top Card of Myriad's Deck. If it is a Swarm Card, put it into play. If it is not, Discard it and all Swarm Cards in Play Recover 1 HP.

Insectoid Armor x1

Ongoing

Reduce Damage dealt to Myriad and all Swarm Cards by 1.

Infernally Empowered x2

One-Shot

Until the Start of Myriad's next Turn, increase Damage dealt by Swarm Cards by 1. Activate the Swarming Effect on the Swarm Card with the Highest HP.

Release the Swarm x3

One-Shot

Shuffle Myriad's Trash into his Deck. Reveal the top 5 cards of Myriad's deck, and put all Swarm Cards Revealed into Play. Shuffle all other Revealed Cards into Myriad's Deck. Then Activate all Swarming Effects on Cards in play.

Crawling Catastrophe x2

One-Shot

Myriad Recovers 5 HP and all Swarm cards in play Recover 2 HP. Then Activate the Swarming Effects on all Swarm cards that are at or above Max. HP. Destroy an Environment Card.

Swarm Master x2

One-Shot

Myriad deals the X Non-Villain Targets with the highest HP 2 Melee Damage and 1 Irreducible Infernal Damage where X equals the number of Swarm Cards in play. Activate the Swarming Effect on the Swarm Card with the lowest HP.