


**MAGIC GOGGLES**



**EQUIPMENT, RELIC, LIMITED**

WHEN THIS CARD ENTERS PLAY, SAFARI GIRL REGAINS 2HP.


POWER: REVEAL THE TOP 3 CARDS OF THE ENVIRONMENT DECK. RETURN 1 TO THE TOP OF THE DECK AND THE OTHER 2 TO THE BOTTOM OF THE DECK IN ANY ORDER.

ART BY TARYYN

**SENTINELS  
CROSSOVER CRISIS**

Safari Girl

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ART BY TARYYN

**SENTINELS  
CROSSOVER CRISIS**

Safari Girl

**MAGIC VINE**



**EQUIPMENT, VINE**

POWER: SAFARI GIRL DEALS 1 TARGET 2 MELEE DAMAGE.

ART BY TARYYN & YAKGUARDIAN

**SENTINELS  
CROSSOVER CRISIS**

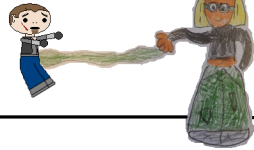
Safari Girl

Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Hero Deck: Safari Girl



MAGIC VINE

=SNAP=



EQUIPMENT, VINE

POWER: SAFARI GIRL DEALS 1 TARGET 2 MELEE DAMAGE.

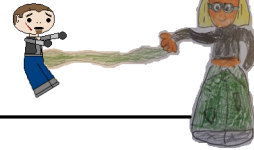
ART BY TARYYN & YAKGUARDIAN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

MAGIC VINE

=SNAP=



EQUIPMENT, VINE

POWER: SAFARI GIRL DEALS 1 TARGET 2 MELEE DAMAGE.

ART BY TARYYN & YAKGUARDIAN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

SUMMON GOGGLES



ONE-SHOT

SEARCH YOUR DECK OR TRASH FOR MAGIC GOGGLES AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

YOU MAY DRAW A CARD.

YOU MAY PLAY A CARD.

ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

SUMMON GOGGLES



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SEARCH YOUR DECK OR TRASH FOR MAGIC GOGGLES AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

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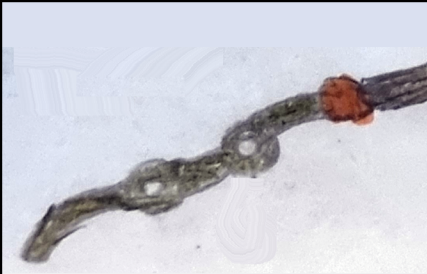
ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl



**SUMMON GOGGLES**



**ONE-SHOT**

SEARCH YOUR DECK OR TRASH FOR MAGIC GOGGLES AND PUT IT IN YOUR HAND. IF YOU SEARCHED YOUR DECK, SHUFFLE IT.

YOU MAY DRAW A CARD.

YOU MAY PLAY A CARD.

ART BY TARYYN

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*

**RENEW, REUSE, RECYCLE**



**ONE-SHOT**

DESTROY AN ENVIRONMENT CARD.

PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*

**RENEW, REUSE, RECYCLE**



**ONE-SHOT**

DESTROY AN ENVIRONMENT CARD.

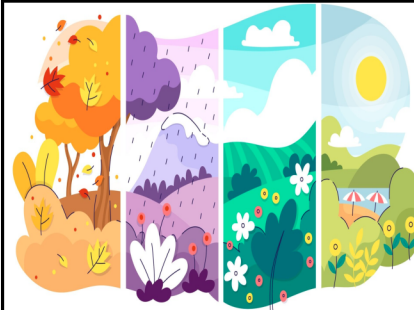
PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*

**RENEW, REUSE, RECYCLE**



**ONE-SHOT**

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PLAY THE TOP CARD OF THE ENVIRONMENT DECK.

SHUFFLE THE ENVIRONMENT TRASH INTO THE ENVIRONMENT DECK.

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*



TALK TO THE ANIMALS



ONE-SHOT

SELECT A NON-ENVIRONMENT TARGET. EACH ENVIRONMENT TARGET DEALS THE SELECTED TARGET 1 MELEE DAMAGE.



SENTINELS CROSSOVER CRISIS

Safari Girl

TALK TO THE ANIMALS



ONE-SHOT

SELECT A NON-ENVIRONMENT TARGET. EACH ENVIRONMENT TARGET DEALS THE SELECTED TARGET 1 MELEE DAMAGE.



SENTINELS CROSSOVER CRISIS

Safari Girl

TALK TO THE ANIMALS



ONE-SHOT

SELECT A NON-ENVIRONMENT TARGET. EACH ENVIRONMENT TARGET DEALS THE SELECTED TARGET 1 MELEE DAMAGE.



SENTINELS CROSSOVER CRISIS

Safari Girl

SUMMON VINE



ONE-SHOT

REVEAL CARDS FROM YOUR DECK UNTIL A [VINE] CARD IS REVEALED. PUT THE REVEALED [VINE] CARD IN YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

YOU MAY PLAY A [VINE] CARD OR DRAW A CARD.



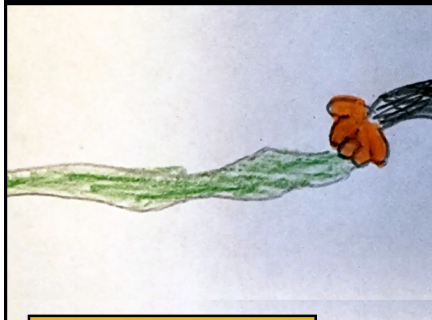
SENTINELS CROSSOVER CRISIS

Safari Girl

ART BY TARYYN



**SUMMON VINE**



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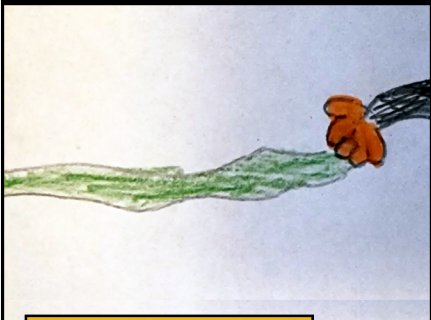
YOU MAY PLAY A [VINE] CARD OR DRAW A CARD.

ART BY TARYYN

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*

**SUMMON VINE**



**ONE-SHOT**

REVEAL CARDS FROM YOUR DECK UNTIL A [VINE] CARD IS REVEALED. PUT THE REVEALED [VINE] CARD IN YOUR HAND AND SHUFFLE THE OTHER REVEALED CARDS BACK INTO YOUR DECK.

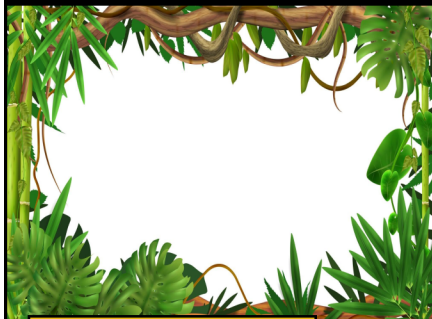
YOU MAY PLAY A [VINE] CARD OR DRAW A CARD.

ART BY TARYYN

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*

**ENVIRONMENTAL ENERGY**



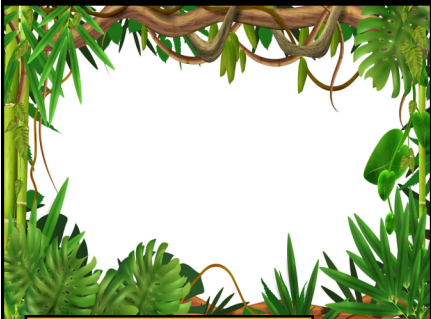
**ONGOING, LIMITED**

IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, INCREASE DAMAGE DEALT BY SAFARI GIRL BY 1.

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*

**ENVIRONMENTAL ENERGY**



**ONGOING, LIMITED**

IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, INCREASE DAMAGE DEALT BY SAFARI GIRL BY 1.

**SENTINELS  
CROSSOVER CRISIS**

*Safari Girl*



ENVIRONMENTAL ENERGY



ONGOING, LIMITED

IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, INCREASE DAMAGE DEALT BY SAFARI GIRL BY 1.



SENTINELS CROSSOVER CRISIS

Safari Girl

SOMEONE TO WATCH OVER THEM



ONGOING, LIMITED

WHEN AN ENVIRONMENT TARGET WOULD BE DESTROYED, YOU MAY INSTEAD RESTORE IT TO ITS MAXIMUM HP AND THEN DESTROY THIS CARD.



SENTINELS CROSSOVER CRISIS

Safari Girl

SOMEONE TO WATCH OVER THEM



ONGOING, LIMITED

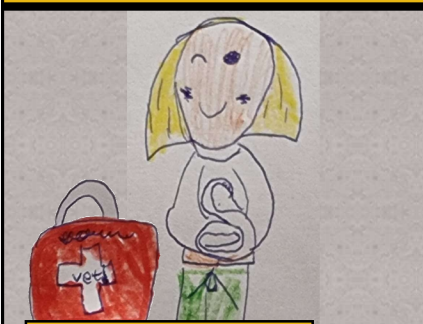
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SENTINELS CROSSOVER CRISIS

Safari Girl

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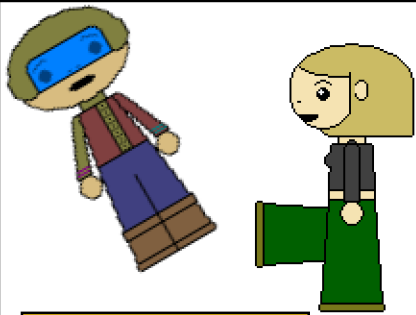


SENTINELS CROSSOVER CRISIS

Safari Girl



**KARATE KICK**



ONGOING, LIMITED

POWER: SAFARI GIRL DEALS 2 TARGETS 2 MELEE DAMAGE EACH.

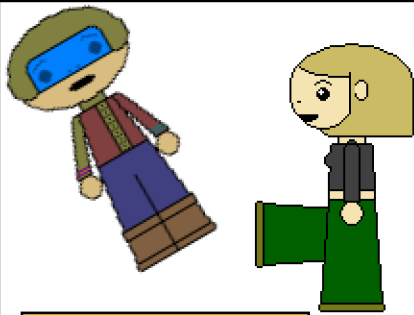


ART BY YAKGUARDIAN

**SENTINELS  
CROSSOVER CRISIS**

Safari Girl

**KARATE KICK**



ONGOING, LIMITED

POWER: SAFARI GIRL DEALS 2 TARGETS 2 MELEE DAMAGE EACH.



ART BY YAKGUARDIAN

**SENTINELS  
CROSSOVER CRISIS**

Safari Girl

**KARATE KICK**



ONGOING, LIMITED

POWER: SAFARI GIRL DEALS 2 TARGETS 2 MELEE DAMAGE EACH.



ART BY YAKGUARDIAN

**SENTINELS  
CROSSOVER CRISIS**

Safari Girl

**VENGEANCE IS VINE!**



ONGOING, VINE

WHENEVER DAMAGE IS DEALT TO AN ENVIRONMENT TARGET, ADD 1 TOKEN TO THIS CARD.

POWER: DEAL 1 TARGET X ENERGY DAMAGE, WHERE X = THE NUMBER OF TOKENS ON THIS CARD. REMOVE ALL TOKENS FROM THIS CARD.



**SENTINELS  
CROSSOVER CRISIS**

Safari Girl



LIFE IN THE WILD



ONGOING

SAFARI GIRL IS IMMUNE TO FIRE AND TOXIC DAMAGE.



ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

LIFE IN THE WILD



ONGOING

SAFARI GIRL IS IMMUNE TO FIRE AND TOXIC DAMAGE.

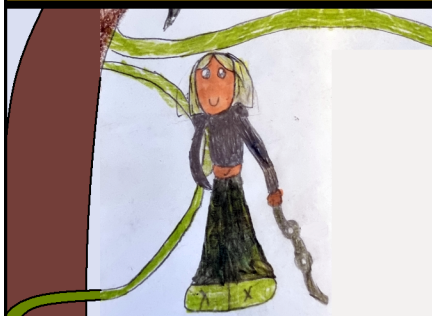


ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

LIFE IN THE WILD



ONGOING

SAFARI GIRL IS IMMUNE TO FIRE AND TOXIC DAMAGE.



ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

PARROT



ONGOING, COMPANION

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 1 SONIC DAMAGE.

POWER: THIS CARD DEALS ALL NON-HERO TARGETS 1 IRREDUCIBLE SONIC DAMAGE. THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.



SENTINELS  
CROSSOVER CRISIS

Safari Girl



**MONKEY**



**ONGOING, COMPANION**

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 1 MELEE DAMAGE.

POWER: MOVE A NON-CHARACTER VILLAIN CARD FROM PLAY TO THE BOTTOM OF THE VILLAIN DECK. THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.



**SENTINELS**  
**CROSSOVER CRISIS**  
*Safari Girl*

**SNAKE**



**ONGOING, COMPANION**

AT THE END OF YOUR TURN, THIS CARD DEALS 1 TARGET 1 TOXIC DAMAGE.

POWER: THIS CARD DEALS 1 TARGET 3 IRREDUCIBLE TOXIC DAMAGE. THEN SHUFFLE THIS CARD BACK INTO YOUR DECK.



**SENTINELS**  
**CROSSOVER CRISIS**  
*Safari Girl*

**SWINGING VINE**



**ONGOING, VINE**

PLAY THIS CARD IN ANOTHER PLAY AREA. AT THE START OF THAT PLAY AREA'S TURN, SAFARI GIRL USES A POWER, THEN DESTROY THIS CARD.



ART BY TARYYN

**SENTINELS**  
**CROSSOVER CRISIS**  
*Safari Girl*

**SWINGING VINE**



**ONGOING, VINE**

PLAY THIS CARD IN ANOTHER PLAY AREA. AT THE START OF THAT PLAY AREA'S TURN, SAFARI GIRL USES A POWER, THEN DESTROY THIS CARD.



ART BY TARYYN

**SENTINELS**  
**CROSSOVER CRISIS**  
*Safari Girl*



SWINGING VINE



ONGOING, VINE

PLAY THIS CARD IN ANOTHER PLAY AREA. AT THE START OF THAT PLAY AREA'S TURN, SAFARI GIRL USES A POWER, THEN DESTROY THIS CARD.



ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

CLIMBING VINE



ONGOING, LIMITED, VINE

WHEN DAMAGE WOULD BE DEALT TO SAFARI GIRL BY THE ENVIRONMENT OR BY AN ENVIRONMENT TARGET, YOU MAY REDIRECT THAT DAMAGE TO A NON-ENVIRONMENT TARGET.

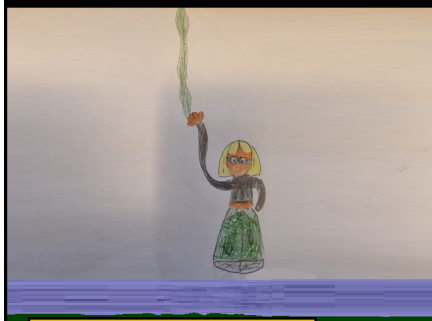


ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

CLIMBING VINE



ONGOING, LIMITED, VINE

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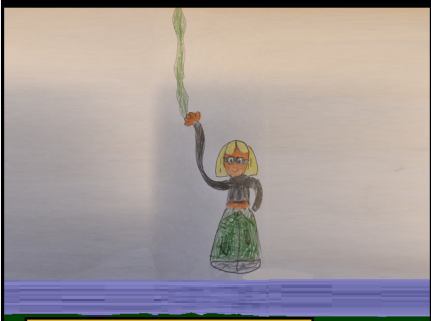


ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl

CLIMBING VINE



ONGOING, LIMITED, VINE

WHEN DAMAGE WOULD BE DEALT TO SAFARI GIRL BY THE ENVIRONMENT OR BY AN ENVIRONMENT TARGET, YOU MAY REDIRECT THAT DAMAGE TO A NON-ENVIRONMENT TARGET.



ART BY TARYYN

SENTINELS  
CROSSOVER CRISIS

Safari Girl



RIFT COMICS

28


Safari Girl



PART OF HER ENVIRONMENT

POWER: SAFARI GIRL DEALS 1 TARGET 1 MELEE DAMAGE. IF THERE IS AT LEAST 1 ENVIRONMENT CARD IN PLAY, DRAW A CARD.

CHARACTER CREATED & ART BY TARYYN. DECK BY SCPD.




- ⇒ 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.
- ⇒ MOVE AN ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.
- ⇒ EACH PLAYER DRAWS A CARD.

RIFT COMICS

27

Safari Girl




ENVIRONMENTAL ACTIVISM

POWER: MOVE AN ENVIRONMENT CARD FROM IN PLAY TO THE BOTTOM OF ITS DECK. PLAY THE TOP CARD OF THE ENVIRONMENT DECK. DRAW A CARD.

CHARACTER CREATED BY TARYYN. ART BY YAKGUARDIAN.

**Incapacitated!**



- ⇒ 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.
- ⇒ MOVE AN ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.
- ⇒ EACH PLAYER DRAWS A CARD.

RIFT COMICS

27

Safari Girl



CHANNEL EARTH'S ENERGY

POWER: PLAY THE TOP CARD OF THE ENVIRONMENT DECK. IF IT IS A TARGET, SAFARI GIRL DEALS 1 TARGET 2 ENERGY DAMAGE.

**Incapacitated!**



- ⇒ 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE MELEE DAMAGE.
- ⇒ MOVE AN ENVIRONMENT CARD TO THE BOTTOM OF THE ENVIRONMENT DECK.
- ⇒ EACH PLAYER DRAWS A CARD.