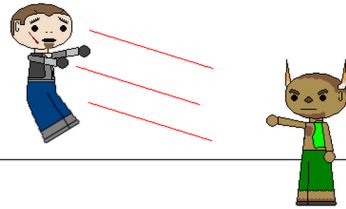


<p>FIERCE CHARGE</p>  <p>ONGOING, LIMITED, SIGNATURE</p> <p>SWITCH TO YOUR "CHARGE!" CHARACTER CARD. MELEE DAMAGE DEALT BY YAK GUARDIAN IS INCREASED BY 1.</p> <p>I'M COMIN' FOR YA! --YAK GUARDIAN (YAK GUARDIAN #11)</p>	<p>SENTINELS CROSSOVER CRISIS</p> <p>Yak Guardian</p>	<p>FIERCE CHARGE</p>  <p>ONGOING, LIMITED, SIGNATURE</p> <p>SWITCH TO YOUR "CHARGE!" CHARACTER CARD. MELEE DAMAGE DEALT BY YAK GUARDIAN IS INCREASED BY 1.</p> <p>I'M COMIN' FOR YA! --YAK GUARDIAN (YAK GUARDIAN #11)</p>	<p>SENTINELS CROSSOVER CRISIS</p> <p>Yak Guardian</p>
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Sentinels of the Multiverse – Crossover Crisis (Ultimate Edition) – Hero Deck: Yak Guardian

POW!



ONE-SHOT, SIGNATURE

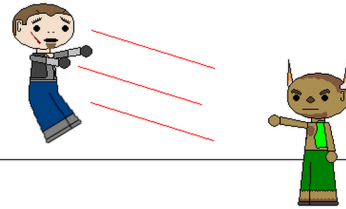
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YAK GUARDIAN DEALS 1 TARGET 3 MELEE DAMAGE.

YOU SHOULD MAKE BETTER CHOICES.
-YAK GUARDIAN (YAK GUARDIAN ANNUAL #2)

SENTINELS
CROSSOVER CRISIS

Yak Guardian

POW!



ONE-SHOT, SIGNATURE

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YOU SHOULD MAKE BETTER CHOICES.
-YAK GUARDIAN (YAK GUARDIAN ANNUAL #2)

SENTINELS
CROSSOVER CRISIS

Yak Guardian

RECKLESS CHARGE



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "CHARGE!" CHARACTER CARD.
YAK GUARDIAN DEALS HIMSELF AND ALL NON-HERO TARGETS 1 IRREDUCIBLE MELEE DAMAGE.

AAAAAAAAA!!!
-YAK GUARDIAN (YAK GUARDIAN #23)

SENTINELS
CROSSOVER CRISIS

Yak Guardian

RECKLESS CHARGE



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "CHARGE!" CHARACTER CARD.
YAK GUARDIAN DEALS HIMSELF AND ALL NON-HERO TARGETS 1 IRREDUCIBLE MELEE DAMAGE.

AAAAAAAAA!!!
-YAK GUARDIAN (YAK GUARDIAN #23)

SENTINELS
CROSSOVER CRISIS

Yak Guardian

MASKING ODOR



ONGOING, SIGNATURE

SWITCH TO YOUR "HORRID STENCH" CHARACTER CARD.
PLAY THIS CARD NEXT TO A HERO TARGET. THAT TARGET IS IMMUNE TO DAMAGE.
AT THE START OF YOUR TURN, DESTROY THIS CARD.

TO THE SNIFFER-BOTS, YOU'LL SMELL LIKE A DAMP MUSTY ROOM.
--YAK GUARDIAN (YAK GUARDIAN #8)

**SENTINELS
CROSSOVER CRISIS**

Yak Guardian

MASKING ODOR



ONGOING, SIGNATURE

SWITCH TO YOUR "HORRID STENCH" CHARACTER CARD.
PLAY THIS CARD NEXT TO A HERO TARGET. THAT TARGET IS IMMUNE TO DAMAGE.
AT THE START OF YOUR TURN, DESTROY THIS CARD.

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**SENTINELS
CROSSOVER CRISIS**

Yak Guardian

MASKING ODOR



ONGOING, SIGNATURE

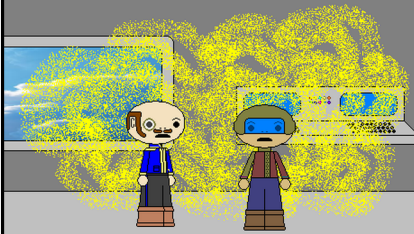
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AT THE START OF YOUR TURN, DESTROY THIS CARD.

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--YAK GUARDIAN (YAK GUARDIAN #8)

**SENTINELS
CROSSOVER CRISIS**

Yak Guardian

LINGERING STENCH



ONE-SHOT, SIGNATURE

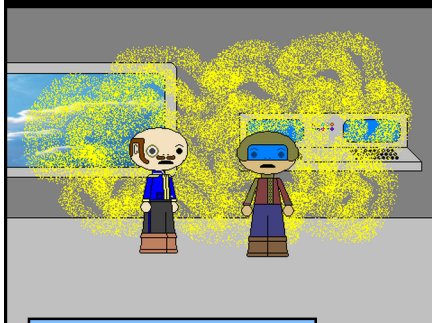
SWITCH TO YOUR "HORRID STENCH" CHARACTER CARD.
YAK GUARDIAN DEALS 1 TARGET 2 TOXIC DAMAGE AND UP TO 2 ADDITIONAL TARGETS 1 TOXIC DAMAGE EACH.

HEH! SILENT... BUT DEADLY.
--YAK GUARDIAN (YAK GUARDIAN #11)

**SENTINELS
CROSSOVER CRISIS**

Yak Guardian

LINGERING STENCH



ONE-SHOT, SIGNATURE

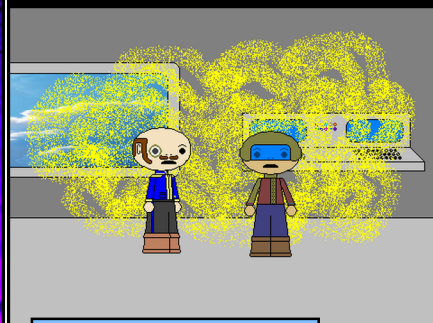
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SENTINELS CROSSOVER CRISIS

Yak Guardian

LINGERING STENCH



ONE-SHOT, SIGNATURE

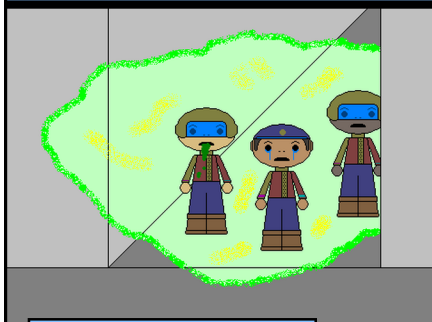
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HEH! SILENT... BUT DEADLY.
--YAK GUARDIAN (YAK GUARDIAN #11)

SENTINELS CROSSOVER CRISIS

Yak Guardian

DISABLING STINK



ONE-SHOT, SIGNATURE

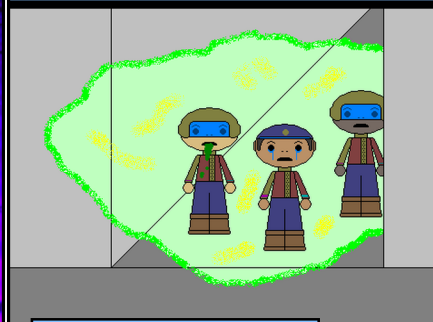
SWITCH TO YOUR "HORRID STENCH" CHARACTER CARD.
SELECT A NON-CHARACTER CARD TARGET. THAT TARGET CANNOT DEAL DAMAGE UNTIL THE START OF YOUR TURN.

THAT SHOULD HOLD 'EM.
--MINDY (YAK GUARDIAN #5)

SENTINELS CROSSOVER CRISIS

Yak Guardian

DISABLING STINK



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "HORRID STENCH" CHARACTER CARD.
SELECT A NON-CHARACTER CARD TARGET. THAT TARGET CANNOT DEAL DAMAGE UNTIL THE START OF YOUR TURN.

THAT SHOULD HOLD 'EM.
--MINDY (YAK GUARDIAN #5)

SENTINELS CROSSOVER CRISIS

Yak Guardian

PREDICTING THEIR PATH



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "PREMONITION" CHARACTER CARD.
EACH PLAYER MAY REVEAL THE TOP CARD OF THEIR DECK AND THEN REPLACE OR DISCARD THE REVEALED CARD.

THERE ARE SO MANY PATHS... --MINDY
CAN YOU SEE THE RIGHT ONE? --YAK GUARDIAN
(YAK GUARDIAN #29)

SENTINELS CROSSOVER CRISIS

Yak Guardian

PREDICTING THEIR PATH



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "PREMONITION" CHARACTER CARD.
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SENTINELS CROSSOVER CRISIS

Yak Guardian

PREDICTING THEIR PATH



ONE-SHOT, SIGNATURE

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CAN YOU SEE THE RIGHT ONE? --YAK GUARDIAN
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SENTINELS CROSSOVER CRISIS

Yak Guardian

I FEEL YOUR PAIN



ONE-SHOT, SIGNATURE

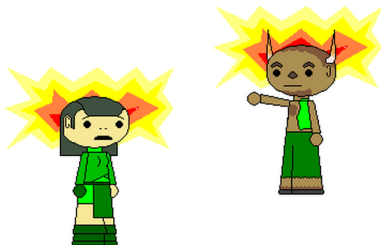
SWITCH TO YOUR "PREMONITION" CHARACTER CARD.
YAK GUARDIAN DEALS 1 TARGET 4 PSYCHIC DAMAGE
AND THEN DEALS HIMSELF 2 PSYCHIC DAMAGE.

THE PAIN IS REAL... FOR BOTH OF US.
--YAK GUARDIAN (YAK GUARDIAN #19)

SENTINELS CROSSOVER CRISIS

Yak Guardian

I FEEL YOUR PAIN



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "PREMONITION" CHARACTER CARD.

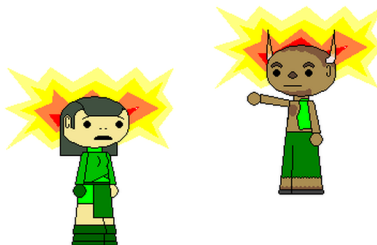
YAK GUARDIAN DEALS 1 TARGET 4 PSYCHIC DAMAGE AND THEN DEALS HIMSELF 2 PSYCHIC DAMAGE.

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SENTINELS CROSSOVER CRISIS

Yak Guardian

I FEEL YOUR PAIN



ONE-SHOT, SIGNATURE

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SENTINELS CROSSOVER CRISIS

Yak Guardian

PSYCHIC BLAST



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "PREMONITION" CHARACTER CARD.

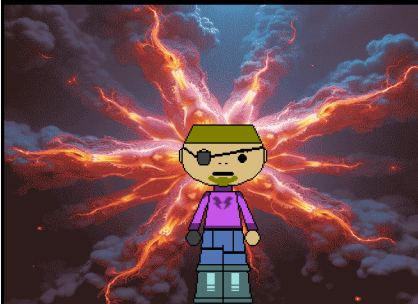
YAK GUARDIAN DEALS 1 TARGET 3 PSYCHIC DAMAGE. DISCARD THE TOP CARD OF THE DECK ASSOCIATED WITH THAT TARGET.

HERE! FEEL THE TERROR THAT YOU INFLICT ON OTHERS!
--YAK GUARDIAN (BLACK & BLUE ANNUAL #28)

SENTINELS CROSSOVER CRISIS

Yak Guardian

PSYCHIC BLAST



ONE-SHOT, SIGNATURE

SWITCH TO YOUR "PREMONITION" CHARACTER CARD.

YAK GUARDIAN DEALS 1 TARGET 3 PSYCHIC DAMAGE. DISCARD THE TOP CARD OF THE DECK ASSOCIATED WITH THAT TARGET.

HERE! FEEL THE TERROR THAT YOU INFLICT ON OTHERS!
--YAK GUARDIAN (BLACK & BLUE ANNUAL #28)

SENTINELS CROSSOVER CRISIS

Yak Guardian

SIGNATURE ATTACK



ONE-SHOT

SELECT MELEE, PSYCHIC, OR TOXIC. YAK GUARDIAN DEALS 1 TARGET X DAMAGE OF THE SELECTED TYPE, WHERE X EQUALS THE NUMBER OF [SIGNATURE] CARDS IN YOUR TRASH.

I WILL DEFEAT YOU CLOUD CAPTAIN!
ONLY THE DETAILS OF OUR FINAL ENCOUNTER ARE UNDECIDED!
--YAK GUARDIAN (YAK GUARDIAN #3)

SENTINELS CROSSOVER CRISIS

Yak Guardian

SIGNATURE ATTACK



ONE-SHOT

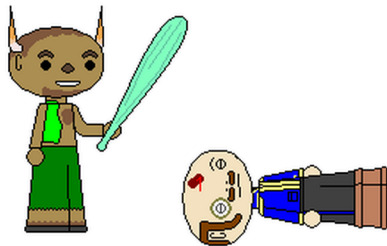
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I WILL DEFEAT YOU CLOUD CAPTAIN!
ONLY THE DETAILS OF OUR FINAL ENCOUNTER ARE UNDECIDED!
--YAK GUARDIAN (YAK GUARDIAN #3)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEPATHIC CLUB



EQUIPMENT, LIMITED

INCREASE DAMAGE DEALT BY YAK GUARDIAN BY 1.

POWER: YAK GUARDIAN DEALS 1 TARGET 3 PROJECTILE DAMAGE. DESTROY THIS CARD.

WHAT DO WE HAVE HERE... **SLAM!!!!**
WELL, NOW, THAT'S HANDY!
--YAK GUARDIAN (YAK GUARDIAN#2)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEPATHIC CLUB



EQUIPMENT, LIMITED

INCREASE DAMAGE DEALT BY YAK GUARDIAN BY 1.

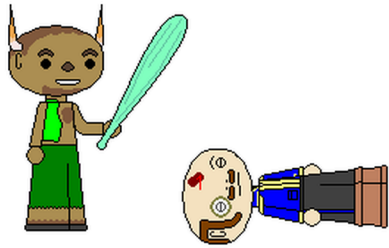
POWER: YAK GUARDIAN DEALS 1 TARGET 3 PROJECTILE DAMAGE. DESTROY THIS CARD.

WHAT DO WE HAVE HERE... **SLAM!!!!**
WELL, NOW, THAT'S HANDY!
--YAK GUARDIAN (YAK GUARDIAN#2)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEPATHIC CLUB



EQUIPMENT, LIMITED

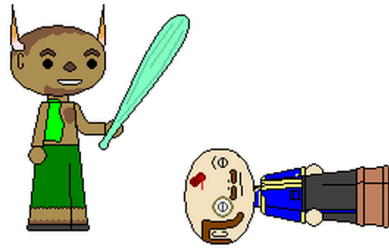
INCREASE DAMAGE DEALT BY YAK GUARDIAN BY 1.
POWER: YAK GUARDIAN DEALS 1 TARGET & PROJECTILE DAMAGE. DESTROY THIS CARD.

WHAT DO WE HAVE HERE... **SLAM!!!!**
WELL, NOW, THAT'S HANDY!
--YAK GUARDIAN (YAK GUARDIAN#2)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEPATHIC CLUB



EQUIPMENT, LIMITED

INCREASE DAMAGE DEALT BY YAK GUARDIAN BY 1.
POWER: YAK GUARDIAN DEALS 1 TARGET & PROJECTILE DAMAGE. DESTROY THIS CARD.

WHAT DO WE HAVE HERE... **SLAM!!!!**
WELL, NOW, THAT'S HANDY!
--YAK GUARDIAN (YAK GUARDIAN#2)

SENTINELS CROSSOVER CRISIS

Yak Guardian

EXTRA-DIMENSIONAL TRUNK



ONE-SHOT

EACH PLAYER MAY SEARCH THEIR TRASH FOR AN ONGOING OR EQUIPMENT CARD AND MOVE IT TO THEIR HAND.
YOU MAY PLAY A CARD.

I'M REALLY NOT SURE HOW BIG IT IS...
BUT THERE'S ALL SORTS OF USEFUL THINGS IN THERE.
--YAK GUARDIAN (YAK GUARDIAN #7)

SENTINELS CROSSOVER CRISIS

Yak Guardian

EXTRA-DIMENSIONAL TRUNK



ONE-SHOT

EACH PLAYER MAY SEARCH THEIR TRASH FOR AN ONGOING OR EQUIPMENT CARD AND MOVE IT TO THEIR HAND.
YOU MAY PLAY A CARD.

I'M REALLY NOT SURE HOW BIG IT IS...
BUT THERE'S ALL SORTS OF USEFUL THINGS IN THERE.
--YAK GUARDIAN (YAK GUARDIAN #7)

SENTINELS CROSSOVER CRISIS

Yak Guardian

EXTRA-DIMENSIONAL TRUNK



ONE-SHOT

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SENTINELS CROSSOVER CRISIS

Yak Guardian

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--YAK GUARDIAN (YAK GUARDIAN #7)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEKINETIC HEALER



ONGOING

POWER: SELECT A HERO. THAT HERO REGAINS 2HP. IF THAT HERO NOW HAS LESS THAN HALF THEIR MAXIMUM HP, THEY REGAIN AN ADDITIONAL 1HP.

I DON'T KNOW HOW I ACTUALLY DO IT. I JUST TOUCH YOU AND THINK ABOUT YOU FEELIN' BETTER.
--YAK GUARDIAN (YAK GUARDIAN#23)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEKINETIC HEALER



ONGOING

POWER: SELECT A HERO. THAT HERO REGAINS 2HP. IF THAT HERO NOW HAS LESS THAN HALF THEIR MAXIMUM HP, THEY REGAIN AN ADDITIONAL 1HP.

I DON'T KNOW HOW I ACTUALLY DO IT. I JUST TOUCH YOU AND THINK ABOUT YOU FEELIN' BETTER.
--YAK GUARDIAN (YAK GUARDIAN#23)

SENTINELS CROSSOVER CRISIS

Yak Guardian

TELEKINETIC HEALER



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I DON'T KNOW HOW I ACTUALLY DO IT. I JUST TOUCH YOU AND THINK ABOUT YOU FEELIN' BETTER.
-YAK GUARDIAN (YAK GUARDIAN#2)

SENTINELS
CROSSOVER CRISIS

Yak Guardian

STOLEN DURING ESCAPE



ONE-SHOT

DRAW 2 CARDS.
YOU MAY USE A POWER NOW.

CLOUD CAPTAN WILL NEVER MISS THESE, RIGHT?
-YAK GUARDIAN (YAK GUARDIAN#2)

SENTINELS
CROSSOVER CRISIS

Yak Guardian

STOLEN DURING ESCAPE



ONE-SHOT

DRAW 2 CARDS.
YOU MAY USE A POWER NOW.

CLOUD CAPTAN WILL NEVER MISS THESE, RIGHT?
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SENTINELS
CROSSOVER CRISIS

Yak Guardian

STOLEN DURING ESCAPE



ONE-SHOT

DRAW 2 CARDS.
YOU MAY USE A POWER NOW.

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-YAK GUARDIAN (YAK GUARDIAN#2)

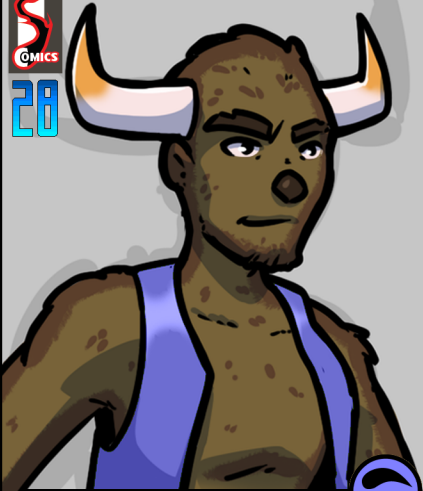
SENTINELS
CROSSOVER CRISIS

Yak Guardian

AT THE START OF THE GAME, PUT THIS CHARACTER CARD IN PLAY WITH YOUR OTHER 2 CHARACTER CARDS BENEATH IT. RETAIN YOUR CURRENT HP WHEN SWITCHING CARDS.

RIFT COMICS
20

Yak Guardian



PREMONITION

POWER: REVEAL THE TOP 3 CARDS OF YOUR DECK. PUT 1 IN YOUR HAND, 1 ON TOP OF YOUR DECK, AND 1 ON THE BOTTOM OF YOUR DECK.

ART BY MIKE WILLIAMS (INSOMN)




⇒ 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE DAMAGE OF A TYPE OF THEIR CHOOSING.

⇒ DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

⇒ 1 HERO MAY USE A POWER.

RIFT COMICS
20

Yak Guardian



HORRID STENCH

POWER: YAK GUARDIAN DEALS UP TO 3 TARGETS 1 TOXIC DAMAGE EACH.

ART BY MIKE WILLIAMS (INSOMN)



⇒ 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE DAMAGE OF A TYPE OF THEIR CHOOSING.

⇒ DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

⇒ 1 HERO MAY USE A POWER.

RIFT COMICS
20

Yak Guardian



CHARGE!

POWER: YAK GUARDIAN DEALS 1 TARGET 1 MELEE DAMAGE. YOU MAY DRAW A CARD.

ART BY MIKE WILLIAMS (INSOMN)



⇒ 1 HERO TARGET DEALS 1 TARGET 1 IRREDUCIBLE DAMAGE OF A TYPE OF THEIR CHOOSING.

⇒ DESTROY AN ONGOING OR NON-TARGET ENVIRONMENT CARD.

⇒ 1 HERO MAY USE A POWER.

Yak Guardian is based on my first attempt at a webcomic (1999-2000). I was overly ambitious and the attempt was a complete failure. However I still had all my notes and design sketches. When a friend returned from GenCon with the original “tiny box” edition of SotM and I realized how ripe the game was for fan expansion, YG was my first thought. Took years to get his deck working ... and then GtG dropped the first playtest version of Sky Scraper and I almost dropped the deck due to the similarity of the core (CC swapping) mechanic. But then I decided screw it and proceeded anyway. These things happen.