

DEVOUR MIND

ONE-SHOT

ALL HERO TARGETS WITHOUT A SPAWN ATTACHED MAY DISCARD CARDS.

GIANT CEPHALOID DEALS X PSYCHIC DAMAGE EACH TO ALL HERO TARGETS WITHOUT A SPAWN ATTACHED, WHERE X EQUALS THE NUMBER OF CARDS REMAINING IN THEIR OWN HAND.

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GIANT CEPHALOID DEALS X PSYCHIC DAMAGE EACH TO ALL HERO TARGETS WITHOUT A SPAWN ATTACHED, WHERE X EQUALS THE NUMBER OF CARDS REMAINING IN THEIR OWN HAND.

TENTACLE BARRAGE

ONGOING

WHEN THIS CARD IS DESTROYED, PUT ALL TENTACLE CARDS FROM THE VILLAIN TRASH INTO PLAY.

AT THE START OF THE VILLAIN TURN, DESTROY THIS CARD.

TENTACLE BARRAGE

ONGOING

WHEN THIS CARD IS DESTROYED, PUT ALL TENTACLE CARDS FROM THE VILLAIN TRASH INTO PLAY.

AT THE START OF THE VILLAIN TURN, DESTROY THIS CARD.

SWARM OF SPAWN

ONE-SHOT

SHUFFLE THE VILLAIN TRASH AND REVEAL CARDS UNTIL UP TO X SPAWN ARE REVEALED, WHERE X EQUALS THE NUMBER OF HERO TARGETS WITHOUT A SPAWN ATTACHED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO THE VILLAIN TRASH.

SWARM OF SPAWN

ONE-SHOT

SHUFFLE THE VILLAIN TRASH AND REVEAL CARDS UNTIL UP TO X SPAWN ARE REVEALED, WHERE X EQUALS THE NUMBER OF HERO TARGETS WITHOUT A SPAWN ATTACHED. PUT THEM INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO THE VILLAIN TRASH.

PSYCHIC SCREAM

ONE-SHOT

GIANT CEPHALOID DEALS X PSYCHIC DAMAGE TO ALL HERO TARGETS WITHOUT A SPAWN ATTACHED, WHERE X EQUALS THE NUMBER OF HERO TARGETS WITH A SPAWN ATTACHED.

DESTROY ALL ONGOING CARDS FOR HERO TARGETS WITHOUT A SPAWN ATTACHED.

PSYCHIC SCREAM

ONE-SHOT

GIANT CEPHALOID DEALS X PSYCHIC DAMAGE TO ALL HERO TARGETS WITHOUT A SPAWN ATTACHED, WHERE X EQUALS THE NUMBER OF HERO TARGETS WITH A SPAWN ATTACHED.

DESTROY ALL ONGOING CARDS FOR HERO TARGETS WITHOUT A SPAWN ATTACHED.

STUNNING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID DEALS THE HERO TARGET WITH THE HIGHEST HP WITHOUT A SPAWN ATTACHED H MINUS 2 MELEE DAMAGE. REDUCE DAMAGE DEALT BY THAT HERO TARGET BY 1 UNTIL THE START OF THE VILLAIN TURN OR THIS CARD IS DESTROYED.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

STUNNING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID DEALS THE HERO TARGET WITH THE HIGHEST HP WITHOUT A SPAWN ATTACHED H MINUS 2 MELEE DAMAGE. REDUCE DAMAGE DEALT BY THAT HERO TARGET BY 1 UNTIL THE START OF THE VILLAIN TURN OR THIS CARD IS DESTROYED.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

DRAINING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID DEALS THE HERO TARGET WITH THE HIGHEST HP WITHOUT A SPAWN ATTACHED H MINUS 1 PSYCHIC DAMAGE. GIANT CEPHALOID REGAINS HP EQUAL TO DAMAGE DEALT.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

DRAINING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID DEALS THE HERO TARGET WITH THE HIGHEST HP WITHOUT A SPAWN ATTACHED H MINUS 1 PSYCHIC DAMAGE. GIANT CEPHALOID REGAINS HP EQUAL TO DAMAGE DEALT.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

CRUSHING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID DEALS THE HERO TARGET WITH THE HIGHEST HP WITHOUT A SPAWN ATTACHED H MINUS 1 MELEE DAMAGE.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

CRUSHING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID DEALS THE HERO TARGET WITH THE HIGHEST HP WITHOUT A SPAWN ATTACHED H MINUS 1 MELEE DAMAGE.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

THIEVING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, DESTROY ONE EQUIPMENT CARD. PUT ANY CARDS DESTROYED THIS WAY BENEATH THIS CARD. GIANT CEPHALOID DEALS EACH HERO TARGET WITHOUT A SPAWN ATTACHED 1 PROJECTILE DAMAGE PER CARD BENEATH THIS CARD. WHEN THIS CARD IS DESTROYED, RETURN THE EQUIPMENT CARDS BENEATH THIS CARD TO THE PLAYERS' HANDS.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

THIEVING TENTACLE

ONGOING, TENTACLE

AT THE END OF THE VILLAIN TURN, DESTROY ONE EQUIPMENT CARD. PUT ANY CARDS DESTROYED THIS WAY BENEATH THIS CARD. GIANT CEPHALOID DEALS EACH HERO TARGET WITHOUT A SPAWN ATTACHED 1 PROJECTILE DAMAGE PER CARD BENEATH THIS CARD. WHEN THIS CARD IS DESTROYED, RETURN THE EQUIPMENT CARDS BENEATH THIS CARD TO THE PLAYERS' HANDS.

DESTROY THIS CARD WHEN GIANT CEPHALOID IS DEALT 7 OR MORE DAMAGE IN ONE ROUND.

GIANT CEPHALOID

VILLAIN – SOURCE OF THE SPAWN

80

SETUP

AT THE START OF THE GAME, PUT GIANT CEPHALOID'S VILLAIN CHARACTER CARD INTO PLAY, SOURCE OF THE SPAWN SIDE UP.

SHUFFLE THE VILLAIN DECK AND REVEAL CARDS UNTIL 1 TENTACLE AND 1 SPAWN ARE REVEALED. PUT THEM IN THE VILLAIN TRASH. SHUFFLE THE OTHER REVEALED CARDS BACK INTO THE VILLAIN DECK.

GAMEPLAY

AT THE START OF THE VILLAIN TURN, IF NO HERO TARGET HAS A SPAWN ATTACHED, FLIP GIANT CEPHALOID'S CHARACTER CARD.

AT THE START OF THE VILLAIN TURN, IF EVERY HERO TARGET HAS A SPAWN ATTACHED, GIANT CEPHALOID HAS TAKEN CONTROL OF EARTH'S HEROES. GAME OVER.

WHEN GIANT CEPHALOID IS DEALT DAMAGE, GIANT CEPHALOID DEALS EACH HERO TARGET WITH A SPAWN ATTACHED AN EQUAL AMOUNT OF PSYCHIC DAMAGE.

AT THE END OF THE VILLAIN TURN, GIANT CEPHALOID REGAINS X HP, WHERE X EQUALS 2 TIMES THE NUMBER OF HERO TARGETS WITH A SPAWN ATTACHED.

GIANT CEPHALOID

VILLAIN – PSYCHIC SPACE SQUID

80

GAMEPLAY

WHEN A SPAWN ENTERS PLAY, FLIP GIANT CEPHALOID'S CHARACTER CARD.

AT THE END OF THE VILLAIN TURN, SHUFFLE THE VILLAIN TRASH AND DRAW FROM THE TOP UNTIL A TENTACLE IS REVEALED. PUT IT INTO PLAY. SHUFFLE THE OTHER REVEALED CARDS BACK INTO THE VILLAIN TRASH.