Name: Oswald

Bio:

 No one knows where or when Oswald comes from, or even why it is called Oswald. It is simply a creature that shows up unexpectedly throughout history and throughout the world causing devastation whenever and wherever it appears. Oswald is an amorphous blob. Where Oswald shows up, it grows and grows, sometimes to huge proportions. Sometimes it grows in all directions. Other times it seems directed towards some goal. Sometimes it stays still. Other times it travels. Oswald can envelope and suffocate or digest people, creatures, and things. Its surface changes – sometimes smooth, other times sticky, changing from freezing to burning to toxic. When Oswald is broken into pieces, the smaller pieces still seem to be alive. When the pieces are small enough they liquefy and then evaporate.

 On occasion Oswald has been met by force and turned away. Other times it has simply seeped back from whence it came. Some surmise that Oswald is an alien or even a creature from another dimension. Tachyon theorizes that Oswald travels through all of the dimensions, crossing from universe to universe, and treating time like any other direction. No one knows whether all of the times that Oswald has been sighted have been the same creature or not. No one knows if the pieces of Oswald are separate entities, or part of the whole.

Villain character card

Name: **Oozing Amorphous Blob**

HP: 4

Setup: Put Oswald into play Oozing Amorphous Blob side up.

 Reveal cards until (H) pseudopods are found and put them into play. Put the other revealed cards in the trash.

Game play: Oswald is immune to damage. When Oswald would be destroyed, flip Oswald’s villain character cards instead.

 At the Start: If there are no pseudopods in play, remove 1 HP from Oswald.

 At the End: Play (H) -2 cards

Advanced: Reduce damage to Pseudopods by 1

Name: **Thrashing** **Gibbous Globule**

HP: 30

Game play: When flipped to this side, restore Oswald to 30 Hp

 At the End: Oswald deals the top (H) hero targets 2 melee damage

Advanced: Increase damage by Pseudopods by 1

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| **#** | **Name** | **Type** | **Text** | **HP** |
| 2 | Massive blob | Pseudopod | At the end of the turn this card deals the non-villain target with the highest HP 3 cold damage.If this target takes 8 or more damage in a single attack, search the villain trash and deck for a copy of moderate blob and put it into play. If you searched the deck, shuffle it. | 25 |
| 4 | Moderate blob | Pseudopod | At the end of the turn this card deals the non-villain target with the second highest HP 2 fire damage.If this target takes 4 or more damage in a single attack, search the villain trash and deck for a copy of small blob and put it into play. If you searched the deck, shuffle it. | 12 |
| 4 | Small blob | Pseudopod | At the end of the turn this card deals the non-villain target with the lowest HP 1 projectile damage. | 6 |
| 3 | Hero enveloped | Pseudopod | Place this card next to a hero target.That hero may neither play cards nor use powersAt the end of that hero’s turn, that hero may deal themselves (H) +1 toxic damage to destroy this card. | 10 |
| 2 | Growth | One-shot | For each pseudopod in play, search the trash and the deck for a copy of the same card and put it into play. |  |
| 2 | Acid trail | Ongoing | Increase all villain damage by 1 |  |
| 2 | Creeping Edge | Ongoing | At the end of the villain turn, reveal cards from the deck until a pseudopod is found and put it into play. Put the other revealed cards into the trash. |  |
| 2 | Containment Breached | One-shot | Put all Pseudopods from the trash into play. |  |
| 1 | Noxious Fumes | One-shot | Oswald deals all hero targets 2 toxic damage |  |
| 2 | Sudden Appearance | One-shot | Each hero discards (H)-1 cards |  |
| 1 | Gruesome Remains | One-shot | Oswald deals top (H) hero targets (H) psychic damage.Suggested Art: Dead heroes from an alternate timeline |  |