

# LEGENDARY<sup>®</sup>

## VENOM



**Venomverse**- Dark, dripping, violent, and scary, Venom is one of the most iconic characters in the Marvel Universe. The “Venom” symbiote is originally an alien life form. On Earth, it bonded to a series of human hosts, coating each in a deadly shell with razor claws and alien goo.


Peter Parker unknowingly wore the Venom symbiote first as his “black costume.” But the most infamous Venom host is disgraced journalist Eddie Brock. Over time, Venom has gone back and forth from Spider-Man’s most vicious enemy to grudging anti-hero. The “Carnage” symbiote is an even more violent variant, bonded to serial killer Cletus Kasady. This set draws from famous Venom and Carnage stories across Marvel history including Maximum Carnage, the Life Foundation, and Venomverse.




The Life Foundation is a sinister genetic research corporation run by Dr. Carlton Drake. It derives five dangerous new symbiotes from the original Venom: Agony, Lasher, Phage, Riot, and Scream. Ultimately, several of them bond together to create the terrifying super-symbiote known as Hybrid.

In “Venomverse,” a new race of alien symbiotes called Poisons are fusing with Venom symbiotes, Heroes, and Villains to create powerful, hyper-advanced life forms. A Venomized Dr. Strange fights back, using sorcery to summon Venom-Symbiote-bonded Heroes from dozens of parallel realities, including Rocket Raccoon and Deadpool. But this just gives the Poisons more Venom symbiotes to infect. Eddie Brock leads the last band of Venom-bonded Heroes and Villains in a final, desperate plan. They race to stop a Poison-bonded Thanos from infecting every planet in every dimension with Poison parasites.

## Symbiote Bonds

This keyword represents how symbiotes like Hybrid, Riot, and Lasher bond with other characters, enhancing them with a dark shell. You must fight the combined strength of the host and symbiote to split them apart, then finish what remains in a second fight.

- Some Villains say things like “**Ambush:** A Henchman Villain from your Victory Pile **Symbiote Bonds** with Lasher.”
- **This means stack this card onto the specified Villain, combining them into a single Villain with both cards’  and text added together.**

- To fight a Combined Villain, you must spend the total  of both Villain cards combined. Rescue all the Bystanders that Combined Villain had. **Then put either one of the Villain cards from that Combined Villain into your Victory Pile and do that card’s Fight effect.** The other card from that Combined Villain stays in that city space, and you don’t do its Fight effect.
- **If a Combined Villain escapes**, it’s only a single escape, so it only KO’s one Hero that costs 6 or less from the HQ. (If it’s carrying any number of Bystanders, it makes all players discard a single card as normal.) Do the Escape abilities of both those Villain cards in any order. Once in the Escape Pile, they are two unattached Villains again.
- Keep one card of the Combined Villain tucked under the other, so you can see both cards’  and text.
- Since a Combined Villain has the text of both its Villain cards, it can get extra  or restrictions from various special abilities on either of its cards. It also counts as both cards’ Villain Groups.
- Symbiote Bonds never combine more than two Villains in the same city space. Ignore any effect that would combine a third Villain in that space.
- Once two Villains are bonded, only fighting can break them up. Other Symbiote Bonds abilities can’t break up a Combined Villain to attach one of the cards to something else.
- If a Symbiote Bonds ability puts a new Villain card into the city from the Villain Deck, Escape Pile, Victory Pile, etc., do any Ambush ability on the newly entering card. However, that Ambush ability won’t be able to break up a Combined Villain or add a third card to it.
- If a special ability automatically “defeats” a Combined Villain, you still put just one of its cards into your Victory Pile and do that card’s Fight effect.
- A combined Villain has the VP of both its cards combined. So you can spend Piercing Energy (from *Legendary<sup>®</sup>: X-Men*) equal to both cards’ total combined VP to fight the Combined Villain, putting one of its cards into your Victory Pile as normal.





## Poison Villains

- Poison Villains use Symbiote Bonds in a special way. For example, Poison Dr. Octopus says “**Fight:** This **Symbiote Bonds** with a Villain in the Bank. If already bonded or unable to bond, gain this as a Hero instead.”
- So Dr. Octopus enters the city as a normal Villain. When you fight him, if there’s a Villain in the Bank, then Poison Dr. Octopus will bond with that Villain. If there’s no Villain in the Bank, then you gain Poison Dr. Octopus as a Hero instead, putting him in your discard pile.
- Once Poison Dr. Octopus becomes bonded, if you fight that Combined Villain, you choose one of the two Villains and do its Fight effect. If you choose Poison Dr. Octopus, then since he is currently bonded, you gain him as a Hero.
- When facing Poison Villains, be careful about when you fight them, so you can turn them into Heroes as soon as possible!

## Digest

This grisly keyword represents how the Venom and Carnage symbiotes get stronger as they devour people and absorb their energy.

- Some Heroes say things like “**Digest 2:** Draw a card.”
- **Use this Digest ability only if you have at least that many cards in your Victory Pile.**
- All kinds of cards in your Victory Pile count for Digest. This includes Henchman Villains, regular Villains, Bystanders, Mastermind Tactics, Traps from other sets, etc.
- You don’t have to remove any cards from your Victory Pile to use Digest.
- Even if you have 10 cards in your Victory Pile, you can’t use a card’s “Digest 2” ability five times – just once.





## Indigestion

Venompool shares a twisted sense of humor with the original Venom and Carnage. It wasn’t enough for them to have Digest abilities while eating people – they had to have Indigestion abilities too! Let’s just say you don’t want to see what happens when Carnage is eating somebody and gets Indigestion...

- **If you don’t have enough cards in your Victory Pile to use a card’s Digest ability, use its Indigestion ability instead.**
- For example, some Heroes say things like: “**Digest 4:** Draw two cards.  
**Indigestion:** You get +2 ★.”
- When you play this card, if you have at least 4 cards in your Victory Pile, then you use the Digest ability and draw two cards.
- If you have zero to three cards in your Victory Pile, then you use the Indigestion ability instead, getting +2 ★.
- If you have enough cards in your Victory Pile to use the Digest ability, you cannot choose to use the Indigestion ability instead.

## Excessive Violence

This keyword represents how Venom and Carnage often go out of their way to be insanely more violent than necessary to get a job done. It first debuted in *Legendary®: Deadpool*.

- Some Heroes say things like “**Excessive Violence:** Draw a card.”
- Once per turn, you can spend 1  more than you need to fight a Villain or Mastermind “using Excessive Violence.” If you do, you get to use all the “Excessive Violence” abilities on cards you played this turn.
- Say you’ve played three Heroes with Excessive Violence abilities this turn. If you spend 8  to fight a Villain or Mastermind that has 7 , then you’ll get to use all three Excessive Violence abilities!
- If you don’t fight anything this turn, or if you don’t spend an extra 1  on someone, then you won’t be able to use Excessive Violence.
- Since you can only fight “using Excessive Violence” once per turn, you can only use a card’s Excessive Violence ability once per turn.
- (It’s OK to play two cards with the same card name, fight an enemy “using Excessive Violence” and use both of those cards’ Excessive Violence abilities.)
- If you fight using Excessive Violence and then draw or play more cards with Excessive Violence abilities later in the turn, it will be too late to use those abilities.

## Game Contents

Rules insert and 100 cards:

- 5 New Heroes of 14 cards each (Each Hero has 1 rare, 3 uncommons, 5 of one common, and 5 of another common)
- 2 New Villain Groups of 8 cards each
- 2 New Double-Sided Epic Masterminds (Each has 1 Mastermind card and 4 Mastermind Tactic cards)
- 4 New Schemes

## Credits

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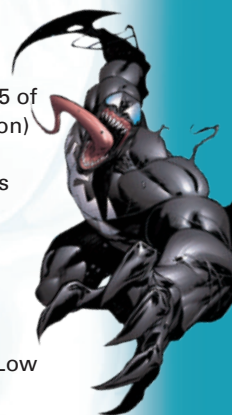
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