

## SotM Card Guide - All Heroes

### Absolute Zero

**Character Shtick:** 'The Frozen Mech-Warrior.' Absolute Zero deals damage in big bursts to himself and others using modular armor upgrades as well as frost and fire-themed powers.

**Ramp Up:** Very slow. Absolute Zero must have and keep key equipment cards in play to be at all functional in the game.

#### Character Card

**Nemeses:** Iron Legacy, Proletariat

**HP:** 29

**Primary dmg:** Cold, fire

**Complexity:** 3

Name	Description	Effect
Thermodynamics	Power: 1 fire dmg or 1 cold dmg to Absolute Zero. card.	Damage – Single; Survivability – Self
Incapacitated	One hero uses a power; +2 dmg for hero; Destroy target with 1 hp.	

#### Freedom Six Absolute Zero

Name	Description	Effect
Elemental Wrath	Power: 2 cold dmg to 1 non-hero target.	Damage – Single
Incapacitated	One hero draws 1 card; 1 cold dmg to target; no environment cards for 1 turn.	

#### Deck Stats

One-Shots:	5 (15)	Ongoing:	6 (12)
Equipment:	4 (13)		
Damage – single:	4 (11) [+4 (10)]	Support – self:	4 (13)
Damage – multi:	3 (6) [+1 (2)]	Support – group:	0 (0)
Survivability – self:	2 (6) [+7(19)]	Hindrance/ Deck Control:	2 (4)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Frost-Bound Drain	One-Shot	3	3 cold dmg to 1 target; 3 fire dmg to Absolute Zero.
Coolant Blast	Ongoing	2	Power: x cold dmg to 1 target, x = amount of fire dmg taken by Absolute Zero since end of last turn.
Impale	Ongoing	2	Play on 1 non-hero target; start of turn, 2 cold dmg to target.
Isothermic Transducer	Equipment, Limited, Module	4	X cold dmg to 1 target, x = any fire dmg taken by Absolute Zero.

Also: Hoarfrost, Modular Realignment, Thermal Shockwave, Cryo Chamber

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Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Hoarfire	One-Shot	2	2 cold dmg to 1 target; 2 fire dmg to 2 <sup>nd</sup> target; 1 fire dmg and 1 cold dmg to Absolute Zero.
Cold Snap	Ongoing	2	Start of turn, 1 cold dmg to all non-hero targets.
Thermal Shockwave	Ongoing, Limited	2	Power: 1 cold dmg to 3 targets; x fire dmg to Absolute Zero, x = amount of cold dmg dealt by Absolute Zero this turn.

Also: Fueled Freeze

### **Support (e.g., Damage buffs, increased card plays)**

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Modular Realignment	One-Shot	4	Recover or play 1 equipment card from trash; 1 cold dmg and 1 fire dmg to Absolute Zero.
Onboard Module Installation	One-Shot	4	Draw 1 card; move Module card from deck to hand; play 1 card.
Glacial Structure	Ongoing	2	Power: Draw 3 cards; destroy this card.
Focused Apertures	Equipment, Limited	3	+1 cold dmg dealt.

Group: None

### **Survivability (Healing and Damage Reduction)**

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Null-Point Calibration Unit	Equipment, Limited, Module	4	+ x hp, x = any cold dmg dealt to Absolute Zero.
Cryo Chamber	Equipment, Limited	2	+1 cold dmg taken; -1 fire dmg taken. Power: 5 fire dmg to Absolute Zero; destroy this card.

Also (with Null-Point Calibration Unit): Frost-Bound Drain, Hoarfire, Modular Realignment, Thermal Shockwave, Cryo Chamber, Coolant Blast, Isothermic Transducer

Group: None.

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Fueled Freeze	One-Shot	2	Destroy x (max 3) ongoing cards; x cold dmg to all non-hero targets.
Subzero Atmosphere	Ongoing	2	All villain cards act at start of turn.

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### The Argent Adept

**Character Shtick:** 'The Master Musician.' The Argent Adept supports allies and provides all-around utility by playing songs on magical instruments.

**Ramp Up:** Average to slow. The Argent Adept can impact the game quickly with certain powers (e.g., Sarabande of Destruction), but requires multiple self-buffing cards to begin chaining group buffs.

#### Character Card

**Nemeses:** Akash'Bhuta, Ruin

**HP:** 24

**Primary dmg:** Varied

**Complexity:** 3

Name	Description	Effect
Vocalize	Power: Activate a Perform text.	Support – Self
Incapacitated	+1 hp for hero; hero may use a power; +1 dmg dealt of 1 type for 1 turn.	

#### Deck Stats

One-Shots:	5 (16)	Ongoing:	9 (18)
Equipment:	6 (6)		
Damage – single:	1 (2) [+1 (2)]	Support – self:	10 (18) [+2 (4)]
Damage – multi:	0 (0)	Support – group:	5 (12) [+2 (4)]
Survivability – self:	0 (0) [+1 (2)]	Hindrance/ Deck Control:	2 (4)
Survivability – group:	2 (4) [+1 (4)]		

#### Damage

##### Single Target:

Name	Type	#	Description
Scherzo of Frost and Flame	Ongoing, Melody	2	1 cold dmg, 1 fire dmg to 1 target.

Also: Syncopated Onslaught (Accompany).

Split target or Multi-target: None

#### Support (e.g., Damage buffs, increased card plays)

Self:

Name	Type	#	Description
Arcane Cadence	One-Shot	4	Draw 5 cards; play 1, discard 1, put 1 in hand, put 1 on top of deck, put 1 on bottom of deck.
Instrumental Conjunction	One-Shot	4	Retrieve and play 1 instrument from deck or trash; draw a card.
Polyphoric Flare	One-Shot	2	2 energy dmg to self; activate 1 Perform.
Silver Shadow	One-Shot	2	Activate 1 Accompany; draw or play a card.
Akpunku's Drum	Equipment, Instrument	1	Activate Accompany text of Rhythm card, Perform text of a Melody card.

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Drake's Pipes	Equipment, Instrument	1	Activate Perform text of two different Melody cards.
Eydisar's Horn	Equipment, Instrument	1	Activate Perform text of Melody card, Accompany text of a Harmony card.
Musaragni's Harp	Equipment, Instrument	1	Activate Perform text of a Harmony card and Accompany text of a Harmony card.
Telamon's Lyra	Equipment, Instrument	1	Activate Perform text of Harmony card, Accompany text of a Rhythm card.
Xu's Bell	Equipment, Instrument	1	Activate Perform text of Rhythm card, Accompany text of a Rhythm or Harmony card.

Also: Alacritous Subdominant, Cedistic Dissonant (Accompanies)

### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Vernal Sonata	One-Shot	4	+1 hp to all heroes, each may place a trash card on top of their decks.
Alacritous Subdominant	Ongoing, Harmony	2	Perform: One player may play a card. Accompany: Use a power, destroy this card.
Inspiring Supertonic	Ongoing, Harmony	2	Perform: One player may use a power. Accompany: +2 hp.
Inventive Preparation	Ongoing, Rhythm	2	Perform: Each player looks at and can replace or discard top card of deck. Accompany: One other player can play a card.
Syncopated Onslaught	Ongoing, Rhythm	2	Perform: +1 dmg dealt for 2 targets. Accompany: 1 sonic dmg to a target.

Also: Counterpoint Bulwark, Inventive Preparation (Accompanies)

### **Survivability (Healing and Damage Reduction)**

Self: Inspiring Supertonic (Accompany)

### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Counterpoint Bulwark	Ongoing, Rhythm	2	Perform: -1 dmg taken to 2 targets. Accompany: 1 card draw for a player.
Rhapsody of Vigor	Ongoing, Melody	2	Perform: +1 hp to 5 targets.

Also: Vernal Sonata

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Cedistic Dissonant	Ongoing, Harmony	2	Perform: Destroy 1 instrument to destroy 1 card in play. Accompany: Discard 2 cards, draw 3 cards.
Sarabande of Destruction	Ongoing, Melody	2	Perform: Destroy one ongoing or environment card.

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### Song Effects

<i>Name</i>	<i>Type</i>	<i>Perform</i>	<i>Accompany</i>
Alacritous Subdominant	Harmony	One player may play a card.	Use a power, destroy this card.
Cedistic Dissonant	Harmony	Destroy 1 instrument to destroy 1 card in play.	Discard 2 cards, draw 3 cards.
Inspiring Supertonic	Harmony	One player may use a power.	Argent Adept regains 2 hp.
Rhapsody of Vigor	Melody	+1 hp to 5 targets.	None.
Sarabande of Destruction	Melody	Destroy 1 ongoing or environment card.	None.
Scherzo of Frost and Flame	Melody	1 cold dmg, 1 fire dmg to 1 target.	None.
Counterpoint Bulwark	Rhythm	-1 dmg taken to 2 targets.	1 card draw for a player.
Inventive Preparation	Rhythm	Each player looks at and can replace or discard top card of deck.	One other player can play a card.
Syncopated Onslaught	Rhythm	+1 dmg dealt for 2 targets	1 sonic dmg to a target

### Instrument Summary

<i>Instrument</i>	<i>Power</i>
Akpunku's Drum	Melody, Rhythm
Drake's Pipes	Melody x2
Eydisar's Horn	Melody, Harmony
Musaragni's Harp	Harmony, Harmony
Telamon's Lyra	Harmony, Rhythm
Xu's Bell	Rhythm, Rhythm or Harmony

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### Bunker

Character Shtick: 'The War Machine.' Bunker deals big damage and keeps himself alive by using heavy equipment and upgrade powers.

Ramp Up: Very slow. Bunker needs certain combinations of cards in play, as well as a large amount of cards in hand, in order to make a big impact on the game.

#### Character Card

Nemeses: Iron Legacy, Fright Train

HP: 28

Primary dmg: Projectile

Complexity: 2

Name	Description	Effect
Initialize	Power: Draw 1 card.	Support – Self
Incapacitated	1 player draws 1 card; -2 dmg taken for 1 hero; move 1 card from hero trash to hand.	

#### Freedom Six Bunker (27 HP)

Name	Description	Effect
Locomotion	Power: Discard a card to destroy an ongoing card.	Villain/ Env. Hindrance
Incapacitated	1 player draws 1 card; destroy an ongoing card; move 1 card from hero trash to top of their deck.	

#### GI Bunker (27 HP)

Name	Description	Effect
Panzer-Buster	Power: All hero dmg to 1 target is irreducible for 1 round.	Support – Group
Incapacitated	Hero may use a power; destroy an environment card; destroy 1 hp target.	

#### Deck Stats

One-Shots:	3 (9)	Ongoing:	4 (12)
Equipment:	7 (19)		
Damage – single:	3 (7)	Support – self:	5 (15)
Damage – multi:	2 (6)	Support – group:	0 (0)
Survivability – self:	3 (9)	Hindrance/ Deck Control:	1 (3)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Flak Cannon	Equipment, Limited	3	Power: 3 projectile dmg to 1 target.
Gatling Gun	Equipment, Limited	2	Start of turn: 2 projectile dmg to 1 target.
Omni-Cannon	Equipment, Limited	2	Start of turn: place 3 cards under this one Power: Destroy x cards, deal 2x dmg.

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Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
External Combustion	One-Shot	3	2 fire dmg to self, 3 fire dmg to all non-hero targets.
Grenade Launcher	Equipment, Limited	3	Power: 2 projectile dmg to 2 targets, 1 projectile dmg to 1 target.

### **Support (e.g., Damage buffs, increased card plays)**

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Decommissioned Hardware	One-Shot	3	Play one Equipment card from trash.
Ammo Drop	Ongoing, Limited	3	Draw a card when a villain target leaves play.
Turret Mode	Ongoing, Mode	3	+1 dmg dealt; cannot play or draw cards.
Upgrade Mode	Ongoing, Mode	3	Play additional card per turn; cannot use powers.
Auxiliary Power Source	Equipment	3	Start of Turn: Destroy this card to use an additional power Power: Draw 3 cards, destroy this card.

Group: None

### **Survivability (Healing and Damage Reduction)**

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Recharge Mode	Ongoing, Mode	3	-1 dmg taken; cannot play cards or use powers.
Maintenance Unit	Equipment	3	Power: +2 hp.
Heavy Plating	Equipment, Limited	3	-1 dmg taken.

Group: None

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Adhesive Foam Grenade	One-Shot	3	Prevent environment cards from being played for 1 turn.

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### Chrono-Ranger

Character Shtick: 'The Space (and Time) Cowboy'. Chrono-Ranger deals damage in small, frequent bursts by using guns and declaring bounties on enemies.

Ramp Up: Average. Chrono-Ranger has a number of one-shots that allow him to find and play his key cards while also dealing damage.

#### Character Card

Nemeses: Plague Rat, Doc Tusser

HP: 28

Primary dmg: Projectile

Complexity: 2

Name	Description	Effect
Quick Shot	Power: 1 Projectile dmg to 1 target.	Damage – Single
Incapacitated	Hero plays 1 card; hero uses power; 1 projectile dmg to 1 target.	

#### Deck Stats

One-Shots:	7 (24)	Ongoing:	7 (9)
Equipment:	6 (7)		
Damage – single:	3 (5) [+7 (22)]	Support – self:	10 (27)
Damage – multi:	2 (2) [+1(2)]	Support – group:	1 (1)
Survivability – self:	1 (1)	Hindrance/ Deck Control:	3 (4)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Terrible Tech-Strike	One-Shot	3	2 melee dmg to 1 target; 1 melee dmg to 1 target.
Compounded Bow	Equipment	1	Power: 1 projectile dmg to 1 target; 1 variable dmg to 1 target.
The Masadah	Equipment	1	Power: x irreducible energy dmg; x = bounty cards in play.

Also, Bounty Board, Displaced Armory, Eye on the Prize, "Just Doin' My Job," Ranger's Mark, Sudden Contract, Neuro-Toxin Dart Thrower

##### Split target or Multi-target:

Name	Type	#	Description
Danny Boy	Equipment	1	2 fire dmg to x targets, x = # of bounties in play.
"The Whole Gang"	Ongoing, Bounty	1	Play on target; Destroy target with 4 or less hp when bounty target leaves play.

Also: Temporal Grenade



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### Support (e.g., Damage buffs, increased card plays)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bounty Board	One-Shot	2	Move all bounties from trash to hand; 1 projectile dmg to 1 target.
Displaced Armory	One-Shot	4	Play 1 equipment card from deck or trash; 1 projectile dmg to 1 target.
Eye on the Prize	One-Shot	4	1 projectile dmg to 1 target; draw a card; play 1 card.
“Just Doin’ My Job”	One-Shot	4	Each player discard 1 card, draw cards for every one discarded; 1 projectile dmg to 1 target.
Ranger’s Mark	One-Shot	3	Play 1 bounty card from trash; 1 projectile dmg to 1 target.
Sudden Contract	One-Shot	4	Play bounty card from deck; 1 projectile dmg to 1 target.
“Kill on Sight”	Ongoing, Bounty	1	Play on target; Draw 3 cards when target leaves play.
“The Ultimate Target”	Ongoing, Bounty	1	Play on target; +1 dmg dealt by Chrono-Ranger; use power when target deals dmg.
Hunter and Hunted	Ongoing, Limited	3	+x dmg dealt and taken, x = bounties in play. Power: Destroy this card.
Jim’s Hat	Equipment	1	Play an additional card during play phase; may destroy a bounty card.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
“By Any Means”	Ongoing, Bounty	1	Play on target; +1 dmg taken to target.

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
“Dead or Alive”	Ongoing, Bounty	1	Play on target; start of turn, +1 hp

Group: None

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
“No Executions”	Ongoing, Bounty	1	Play on target; move target to bottom of deck when destroyed.
Neuro-Toxin Dart Thrower	Equipment	1	Power: 1 projectile dmg to 1 target; -1 dmg dealt by target.
Temporal Grenade	Equipment	2	Power: 1 energy dmg to 3 targets; destroy an ongoing or environment card; destroy this card.

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### Expatriette

**Character Shtick:** 'The Punisher-ette.' Expatriette deals damage in variable bursts using a small arsenal of guns and ammo.

**Ramp Up:** Average to slow. Expatriette can play cards quickly with her base power, but struggles to replace them in her hand due to lack of an innate card draw.

#### Character Card

**Nemeses:** Citizen Dawn, Citizen Slash

**HP:** 29

**Primary dmg:** Projectile

**Complexity:** 2

Name	Description	Effect
Load	Power: Play 1 card.	Support – Self
Incapacitated	Destroy 1 hp target; hero uses a power; 1 projectile dmg to 1 target when hero uses a power.	

#### Dark Watch Expatriette (HP 30)

Name	Description	Effect
Aim	Power: +1 dmg until end of next turn.	Support – Self
Incapacitated	Hero uses a power; destroy 1 ongoing card; -1 dmg taken by hero.	

#### Deck Stats

One-Shots:	5 (14)	Ongoing:	2 (4)
Equipment:	9 (22)		
Damage – single:	3 (7)	Support – self:	7 (17)
Damage – multi:	3 (8) [+1 (3)]	Support – group:	0 (0)
Survivability – self:	1 (3)	Hindrance/ Deck Control:	2 (5)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Hairtrigger Reflexes	Ongoing, Limited	2	1 projectile dmg to nonhero targets when they enter play.
“Prejudice”	Equipment, Limited, Gun	1	Power: 2 projectile dmg to a target; may store 2 ammo cards.
“Pride”	Equipment, Limited, Gun	1	Power: 2 projectile dmg to a target; activate Prejudice; may store 2 ammo cards.
Tactical Shotgun	Equipment, Limited, Gun	3	Power: 4 projectile dmg to a target.

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### Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Shock Rounds	Equipment, Ammo	2	1 lightning dmg to all non-hero targets after using its gun.
Assault Rifle	Equipment, Limited, Gun	3	Power: 2 projectile dmg to 3 targets.
Submachine Gun	Equipment, Limited, Gun	3	Power: 1 projectile dmg to all nonhero targets.

Also, RPG Launcher

### **Support (e.g., Damage buffs, increased card plays)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Arsenal Access	One-Shot	3	Reveal 2 equipment cards from deck; play or keep one.
Quick Draw	One-Shot	3	Play "Pride" or "Prejudice" from deck or trash.
Reload	One-Shot	3	Play or put in hand one ammo card from trash.
Unload	One-Shot	2	Use as many powers as guns in play.
Speed Loading	Ongoing, Limited	2	Start of turn: Move one ammo card from trash to top of deck; play one ammo card.
Hollow Points	Equipment, Ammo	2	+2 dmg to a gun.
Incendiary Rounds	Equipment, Ammo	2	+1 fire dmg to a gun.

Group: None

### **Survivability (Healing and Damage Reduction)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Flak Jacket	Equipment, Limited	3	Prevent $\geq 3$ dmg from one source; destroy card.

Group: None

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
RPG Launcher	One-Shot	3	Destroy 1 ongoing or environment card; 2 fire dmg to 2 targets.
Liquid Nitrogen Rounds	Equipment, Ammo	2	-1 dmg dealt by targets damaged by its gun.

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### Fanatic

Character Shtick: 'The Crusading Angel'. Fanatic deals damage and supplies various utility effects using holy relics, prayers, and other powers.

Ramp Up: Average to slow. Fanatic can start dealing damage early while building towards highly impactful turns later. However, she does not have many ways to play key cards if they are not drawn.

#### Character Card

Nemeses: Apostate, Mr. Seer

HP: 30

Primary dmg: Melee, radiant

Complexity: 2

Name	Description	Effect
Exorcism	Power: 1 radiant dmg and 1 melee dmg to 1 target.	Damage – Single
Incapacitated	Hero plays 1 card; +2 hp to hero; +2 dmg dealt to hero.	

#### Redeemer Fanatic (HP 31)

Name	Description	Effect
Redeem	Power: +1 hp; draw 1 card.	Survive/ support – self;
Incapacitated	Hero plays 1 card; +1 hp to all heroes; -2 dmg taken to hero.	

#### Deck Stats

One-Shots: 9 (23)                      Ongoing: 6 (12)  
Equipment: 2 (5)

Damage – single: 4 (8)    [+3 (8)]                      Support – self: 4 (10)  
Damage – multi: 1 (3)    [+3 (7)]                      Support – group: 1 (2)

Survivability – self: 2 (4)    [+1 (3)]                      Hindrance/ Deck Control: 4 (8)  
Survivability – group: 2 (5)

#### Damage

##### Single Target:

Name	Type	#	Description
Wrathful Retribution	One-Shot	1	Discard 3 cards to deal x dmg to 1 target; x = max hp – current hp.
Divine Focus	Ongoing, Limited	2	Start of every turn, discard card for 2 radiant dmg to 1 target. Start of turn, take 4 dmg or card is destroyed.
Sacrosanct Martyr	Ongoing, Limited	2	Power: x radiant dmg to self to deal x radiant dmg to 1 target.
“Absolution”	Equipment, Relic, Limited	3	+1 hp when played. Power: 3 radiant, fire, or melee dmg to 1 target.

Also: Brutal Censure, Sanctifying Strike, Smite the Transgressor

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### Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Final Dive	One-Shot	3	Destroy a target with <4 hp; deal x dmg to 1 target, x = hp of destroyed target.

Also: Consecrated Ground, Divine Sacrifice, Holy Nova

### Support (e.g., Damage buffs, increased card plays)

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Brutal Censure	One-Shot	3	1 radiant dmg to 1 target; draw 1 card.
Prayer of Desperation	One-Shot	2	Draw until 6 cards in hand; end turn.
Sanctifying Strike	One-Shot	2	1 melee dmg to 1 target; draw 1 card; +1 hp.
Smite the Transgressor	One-Shot	3	2 melee dmg to 1 target; use an additional power this turn.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Embolden	Ongoing	2	Hero may use an additional power during their power phase; end of turn, hero takes 2 radiant dmg or destroys card.

### Survivability (Healing and Damage Reduction)

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Undaunted	Ongoing, Limited	2	Prevent 1 dmg attacks; reduce 5+ dmg by 2.
Aegis of Resurrection	Equipment, Relic, Limited	2	+10 hp when reduced to 0 hp; destroy this card.

Also: Absolution.

Self-damaging powers to watch out for: Divine Focus, Chastise, Sacrosanct Martyr, Divined Sacrifice.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Divine Sacrifice	One-Shot	2	1 radiant dmg to 3 targets; redirect dmg from those targets to Fanatic for one turn.
Holy Nova	One-Shot	3	1 radiant dmg to each non-hero target; +1 hp to all heroes.

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### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Consecrated Ground	One-Shot	2	Destroy 1 ongoing or environment card; 1 radiant dmg to 3 targets.
Chastise	Ongoing	2	1 non-character target cannot deal or take dmg. Start of turn, take 2 psychic dmg or destroy card.
End of Days	Ongoing, Limited	2	Start of Environment turn; destroy all non-character cards in play, then destroy this card.
Zealous Offense	Ongoing, Limited	2	Start of turn; 2 non-character targets cannot deal dmg; destroy card if Fanatic does not deal 3 dmg this turn.