

# SotM Card Guide - Environments

## Realm of Discord

Setting Shtick: An extraplanar dimension of chaos that changes the very reality of any intruders.

### Deck Stats

Unmarked:	5 (8)	Distortions:	7 (7)
Damage – single:	1 (2)	Support – Environment:	0 (0)
Damage – multi:	2 (3) [+1 (1)]	Support – Hero & Villain:	4 (4)
Survivability – Environment:	0 (0)	Hero/ Villain Hindrance:	3 (4)
Survivability – Hero & Villain:	2 (2) [+1 (1)]		

### Damage

Single Target:

Name	Type	#	Description
Portal Fiend	Unmarked	2	17 hp target; start of env. turn, x psychic dmg to second highest hp non-env. target, x = cards in env. trash.

Split target or Multi-target:

Name	Type	#	Description
Explosive Bubbles	Unmarked	2	5 hp target; end of env. turn, 2 energy dmg to x highest hp, non-env. targets, x = hp of this card.
Negative Energy Field	Distortion	1	1 infernal dmg to H highest hp targets when any card is played.

Also: Spinning Vortex

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

Environment: None.

Hero & Villain:

Name	Type	#	Description
Ghostly Images	Unmarked	1	Each player reveals top card of deck, play any One-Shots or take 2 psychic dmg; end of env. turn, destroy this card.
Imbued Vitality	Distortion	1	Destroy all Distortion cards; all ongoing and equipment cards have hp of 6.
Imbued Frailty	Distortion	1	Destroy all Distortion cards; +1 all dmg dealt.
Time Flies	Distortion	1	Destroy all Distortion cards; heroes and villains play 1 additional card; heroes draw 1 additional card.

## SotM Card Guide - Environments

### Survivability (Healing and Damage Reduction)

Environment: None.

Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Positive Energy Field	Distortion	1	Destroy all Distortion cards; +1 hp to H lowest hp targets when any card is played.
Claustrophobic Delusion	Distortion	1	Destroy all Distortion cards; all non-hero targets Immune to dmg except lowest hp target.

Also: Time Crawls

### Hero/ Villain Hindrance

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Ethereal Bonds	Unmarked	2	9 hp target; end of env. turn, 2 energy dmg to highest hp hero; that hero cannot deal dmg for 1 turn.
Spinning Vortex	Unmarked	1	Each player may destroy all ongoing/ equipment cards or take 3 sonic dmg; end of env. turn, destroy this card.
Time Crawls	Distortion	1	Destroy all Distortion cards; each hero must skip either play or power phase; -1 dmg dealt by villain targets.

## SotM Card Guide - Environments

### Rook City

Setting Shtick: A corrupt, dilapidated industrial city filled with criminal elements that are hostile to heroes.

#### Deck Stats

Unmarked:	6 (13)	Special (named targets):	2 (2)
Damage – single:	0 (0)	Support – Environment:	0 (0)
Damage – multi:	2 (5) [+2 (4)]	Support – Hero & Villain:	1 (3)
Survivability – Environment:	1 (1)	Hero/ Villain Hindrance:	3 (4)
Survivability – Hero & Villain:	1 (2)		

#### Damage

Single Target: None

Split target or Multi-target:

Name	Type	#	Description
Falling Statuary	Unmarked	3	3 irreducible projectile dmg to second lowest hp target; end of env. turn, destroy this card.
Toxic Sludge	Unmarked	2	End of env. turn, 2 toxic dmg to targets with ≥ 5 hp; 3 toxic dmg with ≥ 10 hp; start of env. turn, each player may discard 1 card to destroy an env. card.

Also: Ambitious Racketeer, Scum and Villainy

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

Environment: None

Hero & Villain:

Name	Type	#	Description
Scum and Villainy	Unmarked	3	End of env. turn, play top card of villain deck; start of env. turn, H-1 melee dmg to all heroes and destroy this card.

#### Survivability (Healing and Damage Reduction)

Environment:

Name	Type	#	Description
Ambitious Racketeer	Unmarked	1	13 hp target; end of env. turn, 2 projectile dmg to H-1 hero targets; start of env. turn, +2 hp.

## SotM Card Guide - Environments

### Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Twisting Back Alleys	Unmarked	2	-1 dmg dealt to villain targets; end of env. turn, play top card of env. and villain decks to destroy this card.

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Blighted Streets	Unmarked	2	+1 dmg taken to hero targets; if a hero dealt 0 dmg during their turn, they may discard 2 cards to destroy this card and play the top card of the villain deck.
Dr. Tremata	Forensic Scientist	1	6 hp target; immune to hero dmg; end of env. turn, reveal top 2 cards of env. deck, replacing 1 and putting 1 on bottom; highest hp villain deal either this card or lowest hp hero H melee dmg.
Tony Taurus	Private Eye	1	6 hp target; immune to hero dmg; end of env. turn, reveal top 2 cards of villain. deck, replacing 1 and putting 1 on bottom; highest hp villain deal either this card or lowest hp hero H melee dmg.

## SotM Card Guide - Environments

### Ruins of Atlantis

Setting Shtick: A sunken, underwater dungeon that promises riches and artifacts of power, but which is protected by traps and environmental hazards.

#### Deck Stats

Unmarked:	7 (12)	Appendage:	1 (3)
Damage – single:	1 (3)	Support – Environment:	0 (0)
Damage – multi:	2 (4)	Support – Hero & Villain:	3 (4)
Survivability – Environment:	0 (0)	Hero/ Villain Hindrance:	2 (4)
Survivability – Hero & Villain:	0 (0) [+1 (2)]		

#### Damage

##### Single Target:

Name	Type	#	Description
The Kraken	Appendage	3	15 hp target; end of env. turn, 5 melee dmg to lowest hp target.

Also: Toxic Seaweed

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

Name	Type	#	Description
Hallway Collapse	Unmarked	2	3 melee dmg to each target; end of env. turn, destroy this card.
Mystical Defenses	Unmarked	2	15 hp target; end of env. turn, 2 energy dmg to all non-env. targets.

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

Environment: None

##### Hero & Villain:

Name	Type	#	Description
Atlantean Font of Power	Unmarked	1	End of env. turn, play top cards of all hero and villain decks; start of env. turn, destroy this card.
Phosphorescent Chamber	Unmarked	2	+1 all dmg dealt; +1 all hp recovery; end of env. turn, all players discard 1 card; start of env. turn, destroy this card if each player discards 1 card.
The Pillars of Hercules	Unmarked	1	Players may play +1 card, use +1 power, and draw +1 cards on their turns; start of every turn, play top card of villain deck; start of their turn, destroy this card if player skips their turn.

## SotM Card Guide - Environments

Also: Leaking Room

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

Environment: None

Hero & Villain: Phosphorescent Chamber

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Leaking Hallway	Unmarked	2	Heroes cannot play cards; +2 all lightning dmg dealt; start of env. turn, destroy this card.
Toxic Seaweed	Unmarked	2	H-1 toxic dmg to heroes when they use powers; end of env. turn, destroy this card if 1 player discards their hand.

## SotM Card Guide - Environments

### Silver Gulch, 1883

Setting Shtick: A old Western town, current experiencing a gunfight between local law enforcement and a gang of outlaws.

#### Deck Stats

Unmarked:	1 (2)	Cover:	4 (6)
Damage – single:	3 (3)	Support – Environment:	2 (4)
Damage – multi:	3 (4)	Support – Hero & Villain:	2 (3)
Survivability – Environment:	0 (0)	Hero/ Villain Hindrance:	1 (1)
Survivability – Hero & Villain:	0 (0)	[+6 (7)]	

#### Damage

##### Single Target:

Name	Type	#	Description
Prickly Cactus	Cover	1	3 hp target; 2 melee dmg to any non-env. target who deals melee dmg to an env. card.
Sheriff Pratt	The Law	1	7 hp target; -x dmg taken, x = Cover cards in play; end of env. turn, 3 projectile dmg to lowest hp villain or gunmen.
Matthew Hayes	Gunman	1	6 hp target; -x dmg taken, x = Cover cards in play; end of env. turn, 4 projectile dmg to lowest hp non-env. target.

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

Name	Type	#	Description
Cyrus Hayes	Gunman	1	4 hp target; -x dmg taken, x = Cover cards in play; end of env. turn, 3 projectile dmg to 2 lowest hp non-env. targets.
Tyler Hayes	Gunman	1	8 hp target; -x dmg taken, x = Cover cards in play; end of env. turn, 2 projectile dmg to all non-Gunmen targets.
Sustain the Portal	Time Portal	2	1 player may discard card to discard top card of env. deck; end of env. turn, 2 energy dmg to all targets and destroy this card.

Also: Explosives Wagon

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

##### Environment:

Name	Type	#	Description
Temporal Event	Unmarked	2	Play first Portal card of env. deck, then destroy this card.
Stout Barrel	Cover	2	5 hp target; redirect all dmg to gunmen to this card; end of env. turn, play top card of env. deck.

## SotM Card Guide - Environments

### Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Explosives Wagon	Cover	2	9 hp target; +1 all dmg dealt; 2 fire dmg and 2 projectile dmg when this card is destroyed.
Water Trough	Cover	1	7 hp target; -1 dmg taken by gunmen; +1 all lightning dmg dealt.

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

Environment: Stout Barrel, Water Trough, Sheriff Pratt, Cyrus Hayes, Matthew Hayes, Tyler Hayes

Hero & Villain: None

### **Hero/ Villain Hindrance**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Lost in the Past	Time Portal	1	Discard top 2 cards of env. deck; game over if env. trash is empty; start of env. turn, put top card of env. trash under deck.



## SotM Card Guide - Environments

### Time Cataclysm

Setting Shtick: A convergence of different effects from all over the multiverse.

#### Deck Stats

Unmarked:	2 (3)	Anomalies:	12 (12)
Damage – single:	2 (2) [+1 (1)]	Support – Environment:	1 (2)
Damage – multi:	2 (2) [+1 (1)]	Support – Hero & Villain:	3 (3)
Survivability – Environment:	0 (0) [+1 (1)]	Hero/ Villain Hindrance:	5 (5)
Survivability – Hero & Villain:	1 (1)		

#### Damage

##### Single Target:

Name	Type	#	Description
F.I.L.T.E.R. Spy	Anomaly, Agent	1	5 hp target; end of env. turn, H-3 toxic dmg to second highest hp target.
Charging Triceratops	Anomaly, Dinosaur	1	8 hp target; start of env. turn, 3 melee dmg to second lowest hp target.

Also: Tendrils of Madness

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

Name	Type	#	Description
Surprise Shopping Trip	Anomaly	1	1 melee dmg to all targets when a card enters play for 1 round.
Mutated Cockroach	Anomaly, Cockroach	1	5 hp target; end of env. turn, 1 toxic dmg to H-1 highest hp targets.

Also: Marsquake

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

##### Environment:

Name	Type	#	Description
Rift in Time	Unmarked	2	End of env. turn, play top card of env. deck. Start of env. turn, destroy 1 env. card.

##### Hero & Villain:

Name	Type	#	Description
Fixed Point	Unmarked	1	All cards besides this one are indestructible for 1 round.

## SotM Card Guide - Environments

Main Computer Room	Anomaly	1	9 hp target; end of env. turn, play top card of villain deck; start of env. turn, each player draws 1 card.
Tendrils of Madness	Anomaly	1	7 hp target; end of env turn, 1 infernal dmg to 1 target; +1 dmg dealt by that target for 1 round.

### Survivability (Healing and Damage Reduction)

Environment: Charging Triceratops

Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Atlantean Throne Room	Anomaly	1	-1 all dmg dealt; start of env. turn, each player may draw 1 card or destroy this card.

Also: Atlantean Throne Room

### Hero/ Villain Hindrance

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Marsquake!	Anomaly	1	End of env. turn, 2 melee dmg to each target; start of env. turn, destroy 1 villain ongoing , 1 hero ongoing, and 1 environment card.
Oppressive Fog	Anomaly	1	-2 hp all hp recovery; start of env. turn, destroy this card by discarding 1 card.
Typhoon	Anomaly	1	End of env. turn, each player returns 1 hand card to top of deck; start of env. turn, destroy this card if no other Anomalies present.
Passing Tumbleweed	Anomaly	1	Start of env turn, destroy 1 env. card.
Crushing Hallway	Anomaly, Trial	1	End of env. turn, destroy this card if player discards their hand; start of env. turn, 4 melee dmg to all targets and destroy all hero ongoing cards.

## SotM Card Guide - Environments

### The Tomb of Anubis

Setting Shtick: The lair of Anubis, the Egyptian god of death, where he puts all intruders through deadly trials and offers them rewards for surviving.

#### Deck Stats

Unmarked:	2 (3)	Mummy:	5 (5)
Trial:	4 (4) [+ 2 (2)]	Treasure, Relic:	2 (2)
Lord of the Underworld:	1 (1)		
Damage – single:	4 (4) [+1 (1)]	Support – Environment:	5 (6)
Damage – multi:	2 (2) [+2 (3)]	Support – Hero & Villain:	0 (0)
Survivability – Environment:	1 (1)	Hero/ Villain Hindrance:	1 (1) [+1 (1)]
Survivability – Hero & Villain:	1 (1)		

#### Damage

##### Single Target:

Name	Type	#	Description
Nomti	Mummy	1	9 hp target; end of env. turn, 4 melee dmg to second highest hp non-env. target.
Spike Trap	Trial	1	End of env. turn, destroy an equipment card to destroy this card; start of env. turn, 3 melee dmg to lowest hp target.
Rod of Anubis	Trial	1	1 player receives this card when a Trial is destroyed. Power: 2 infernal dmg to 1 target.
Anubis	Lord of the Underworld	1	20 hp target; immune to env. dmg.; 2 infernal dmg to second highest hp non-env target when a non-env. card is destroyed.

Also: Shamise

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

Name	Type	#	Description
The Challenge of Fire	Trial	1	End of env. turn, 2 fire dmg to each target; start of env turn, destroy this card if heroes discard H+2 cards.
Swinging Blades	Trial	1	End of env. turn, 3 melee dmg to all targets; start of env. turn, destroy target if hero takes H-2 melee dmg.

Also: Judgment of Anubis, Mdjai

## SotM Card Guide - Environments

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

Environment:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Cast Into the Underworld	Unmarked	1	+1 dmg dealt by env. targets; start of env. turn, destroy this card if there are $\geq H$ env. cards in play.
Judgment of Anubis	Unmarked	2	Play Anubis from deck or trash; end of env. turn, 2 infernal dmg to each target, then destroy this card.
Urshe	Mummy	1	6 hp target; end of env. turn, reveal H card from env. deck and play any Trial cards.
Akana	Mummy, Trial	1	8 hp target; play top card of env. deck when villain target is destroyed.
Shamise	Mummy, Trial	1	7 hp target; play Rod of Anubis from deck or trash; 2 infernal dmg to second lowest hp non-env. target

Hero & Villain: None

### Survivability (Healing and Damage Reduction)

Environment: Swarm of Scarabs

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Mdjai	Mummy	1	10 hp target; -1 dmg taken for all env. targets; end of env. turn, 1 melee dmg to all non-env. targets.

Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Idol of Anubis	Treasure, Relic	1	1 player receives this card when a Trial is destroyed. Power: +2 hp.

### Hero/ Villain Hindrance

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Swarm of Scarabs	Trial	1	5 hp target; -1 dmg taken; players cannot draw cards.

Also: Spike Trap

## SotM Card Guide - Environments

### Wagner Mars Base

Setting Shtick: An interplanetary research lab that defends itself against any intruders.

#### Deck Stats

Unmarked: 7 (15)

Damage – single:	0 (0)	Support – Environment:	1 (2)
Damage – multi:	1 (2)	Support – Hero & Villain:	1 (3)
Survivability – Environment:	0 (0)	Hero/ Villain Hindrance:	2 (3) [+1 (2)]
Survivability – Hero & Villain:	2 (5)		

#### Damage

Single Target: None

Split target or Multi-target:

Name	Type	#	Description
Fire in the Biosphere	Untyped	2	End of env turn, each target takes 4 fire dmg or destroys 1 ongoing cards and takes 2 fire dmg; start of env. turn, destroy this card if 1 player discards 2 cards.

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

Environment:

Name	Type	#	Description
Maintenance Level	Unmarked	2	End of env. turn, play top card of env. deck; start of turn, destroy this card of each player shuffles their trash into their decks and put next to Self-Destruct Sequence card, if in play.

Hero & Villain:

Name	Type	#	Description
Villainous Weaponry	Unmarked	3	5 hp target; +1 all dmg dealt by villain targets.

#### Survivability (Healing and Damage Reduction)

Environment: None

## SotM Card Guide - Environments

### Hero & Villain:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Meteor Storm	Unmarked	2	All targets immune to dmg; 1 play may skip turn to destroy this card.
Oxygen Leak	Unmarked	3	-3 all fire dmg; end of turn, destroy this card by discarding 1 card; start of env. turn, x toxic dmg to all targets, x = cards in env. trash.

### Hero/ Villain Hindrance

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Pervasive Red Dust	Unmarked	2	End of env. turn, destroy H equipment cards; start of env. turn, each player may discard 1 card to destroy this card and play 1 equipment card from trash.
Self-Destruct Sequence	Unmarked	1	Put top 2 cards next to this card; each player may skip turn to put 1 card next to this card; start of turn, discard 1 card next to this one or discard this card if H+2 cards are next to this card. If there are no cards next to this one, game over.

Also: Fire in the Biosphere