



Sentinels of the Multiverse – Flat on his Face – Environment Deck: Scorched Sands

SANDWORM

8



BEAST, MONSTER

AT THE START OF THE ENVIRONMENT TURN, THIS CARD DEALS THE ① MINUS 1 NON-ENVIRONMENT TARGETS WITH THE HIGHEST HP 3 MELEE AND 3 TOXIC DAMAGE EACH. THEN, SHUFFLE THIS CARD INTO THE ENVIRONMENT DECK.

"I REMEMBER THESE THINGS," JIM SAID.
"WHAT D'YOU MEAN? WE'VE HAVEN'T BEEN
HERE BEFORE," ARGENT ADEPT RESPONDED.
"NOT BEFORE. AFTER."

SCORCHED SANDS

MIRAGE



THE FIRST TIME EACH TURN THAT A HERO TARGET WOULD DEAL DAMAGE TO A VILLAIN TARGET, DISCARD THE TOP CARD OF THE ENVIRONMENT DECK. IF THE DISCARDED CARD IS A BEAST, PREVENT THE DAMAGE.

AT THE START OF THE ENVIRONMENT TURN, DESTROY AN ENVIRONMENT CARD.

"WHAT'RE YOU SHOOTING AT? THEY'RE THAT
WAY!" RA ASKED WITH MUCH IRRITATION.
"I KEEP SEEN' THINGS MOVIN' ALL AROUND
US," THE WRAITH ANSWERED, DELIRIOUSLY.

SCORCHED SANDS

SCORPIONS



BEAST

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE ① NON-BEAST TARGETS WITH THE LOWEST HP 1 MELEE, 1 FIRE, AND 1 TOXIC DAMAGE EACH.

AT THE END OF THE ENVIRONMENT TURN, DESTROY THIS CARD.

THE DUNES WERE CRAWLING WITH SCORPION
NESTS. ONE FALSE STEP WOULD BE THE
END OF A COMMON MAN. THE DESERT WAS
NO PLACE TO WANDER AIMLESSLY.

SCORCHED SANDS

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SCORCHED SANDS

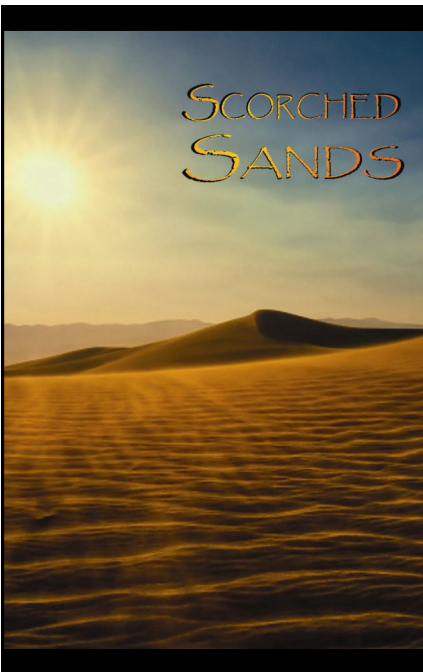
TOO HOT TO HANDLE



AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH HERO X FIRE DAMAGE, WHERE X = THE NUMBER OF EQUIPMENT CARDS THAT HERO HAS IN PLAY.

THE BLAZING SUN TURNED BRUNI'S SHIELD INTO A SCALDING FRYING PAN. EVEN THE LEATHER GRIP OF HIS SWORD WAS OF LITTLE HELP AGAINST THE ENERGY TRANSFERENCE.

SCORCHED SANDS



DESERT GUIDE



HUMANOID

HERO TARGETS ARE IMMUNE TO FIRE DAMAGE.

AT THE START OF THE ENVIRONMENT TURN, EITHER DESTROY 1 EQUIPMENT CARD OR THIS CARD.

AT THE END OF THE ENVIRONMENT TURN, ALL HEROES MAY REGAIN 1 HP EACH.

THE GUIDE WAS ALL SMILES AND KINDNESS, BUT DEMANDED A HIGH FEE. HIS EYES BELIED THE THREAT OF ABANDONING THE TEAM IN THE HARSH DESERT IF UNSATISFIED.

SCORCHED SANDS



HEAT EXHAUSTION

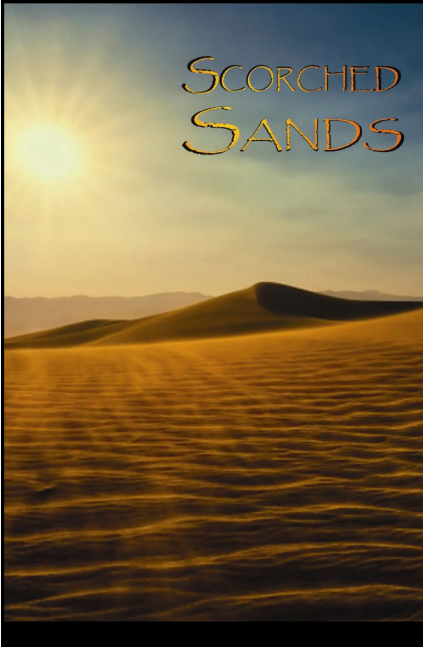


AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS EACH TARGET 2 FIRE DAMAGE. HEROES DEALT DAMAGE THIS WAY MUST DISCARD 1 CARD WHEN THEY PLAY A CARD, UNTIL THE START OF THE NEXT ENVIRONMENT TURN.

WHEN AT LEAST 5 COLD DAMAGE IS DEALT IN A SINGLE TURN, DESTROY THIS CARD.

ONCE THE HEAT WENT THROUGH HER, EVERY STEP WAS A CHORE. WITH AN INCANTATION, SCARLET LAUNCHED AN ICY BLAST INTO THE AIR TO REDUCE THE AMBIENT TEMPERATURE.

SCORCHED SANDS



NOMADIC CARAVAN



HUMANOID

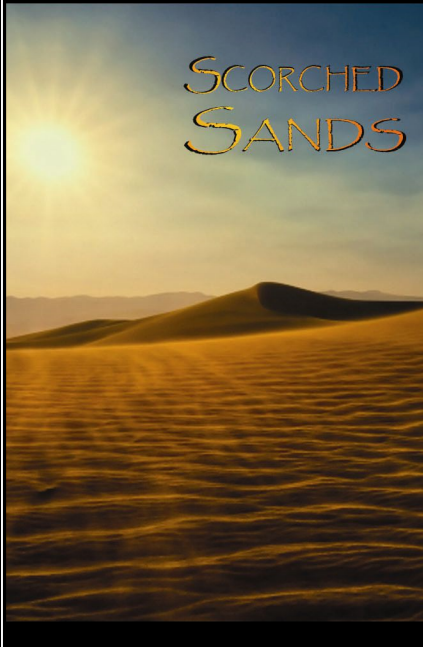
WHEN THIS CARD ENTERS PLAY, EACH PLAYER MAY PUT THE TOP CARD OF THEIR DECK UNDER THIS.

AT THE START OF THE ENVIRONMENT TURN, PUT 1 RANDOM CARD UNDER THIS CARD INTO PLAY.

CARDS UNDER THIS ARE NOT IN PLAY. DESTROY THIS CARD WHEN NO CARDS REMAIN UNDER IT.

WHEN THEY AWOKE IN THE HEART OF THE WASTELAND, PARCHED AND HOPELESSLY LOST, A CARAVAN FROM ONE OF THE FLAME TRIBES APPEARED BEFORE THE HEROES.

SCORCHED SANDS



BUZZARDS

3



BEAST, FOWL

THIS CARD IS IMMUNE TO DAMAGE FROM ENVIRONMENT CARDS.

AT THE END OF THE ENVIRONMENT TURN, THIS CARD DEALS THE 2 NON-ENVIRONMENT, NON-FOWL TARGETS WITH THE LOWEST HP 2 MELEE DAMAGE EACH.

BUZZARDS CIRCLED LOW OVERHEAD, READY TO FINISH OFF THE SEVERELY WOUNDED. "REALLY!?" TACHYON WAS INDREDULOUS. "WHY MUST IT ALWAYS BE BIRDS?"

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