

There are two environments here. The second, in part, at Wrhyme29's inspiration -- including some relatively complex effects.
Hopefully people will enjoy them even so.

Battle of the Bands

Groupies x2

HP: 3

You may Redirect Damage that would be dealt to this card to the Hero Target with the highest HP.

At the Start of the Environment Turn, the Hero Character with the Highest HP may Use a Power.

If this Card is Reduced to 0 HP, the Hero with the highest HP must Discard 2 Cards, all other Heroes must Discard a Card.

Moshers x2

Hazard

HP: 4

At the End of the Environment Turn, this card deals the X Non-Environment Targets with the Lowest HP 2 Melee Damage each, where X is equal to the number of Environment Targets in play, then deals itself 1 Melee Damage.

If this Card is Reduced to 0 HP, Hero Cards may not Recover HP until the Start of the next Environment Turn.

Bouncers

Safety Protocol

HP: 7

Reduce Damage to Environment Targets by 1.

Capable Crew

Safety Protocol

HP: 5

At the Start of the Environment Turn, each Hero may Draw a Card. For each Hero who does not Draw a Card, this Card Recovers 1 HP.

M&M's

Safety Protocol

When this Card enters play, Search the Environment Deck and Trash for Bouncers and put it into Play. If you searched the Environment Deck shuffle all other Cards back into the Deck.

At the Start of the Environment Turn, each Environment Target Recovers 1 HP and one Hero may Draw a Card.

This One Goes to 11

Hazard

Increase Sonic and Lightning Damage by 1.

At the End of the Environment Turn, this Card deals each Target 1 Sonic Damage. When this Card is Destroyed, it deals each Target 1 Lightning Damage.

The Roof, The Roof is on Fire

Hazard

At the End of the Environment Turn, select one Hero Character. This Cards deals that Character 2 Toxic Damage and 2 Irreducible Fire Damage. That Hero may not Play Cards until the Start of the next Environment Turn.

At the Start of the Environment Turn the selected Hero may Play a Card. If they do not, Destroy this Card.

“Uhm, guys, could use a little water here.”

Rockstar, Daybreak #13

Countless Hostages

Hazard

At the End of the Villain Turn, play the top card of the Villain Deck, and the Villain Target with the highest HP deals each Environment Target 1 Toxic Damage. A Hero may skip their Turn to Destroy this Card.

Pyrotechnic Misfire

Hazard

At the End of the Environment Turn, each Hero may Discard a Card. This Card deals any Hero who does not Discard a Card 1 Projectile and 2 Fire Damage.

Panic at the Rock Show

Hazard

At the Start of the Environment Turn, This Cards deals each Environment Target 2 Psychic Damage. Then this Card deals each Non-Environment Target X Melee Damage where X is equal to the number of Environment Targets in play minus the number of Safety Protocols in play.

Stealing Center Stage

If Hero Card Effects destroy 2 or more Hazards while this Card is in play, put a token on this card. This Card may not have more than one token on it.

If there is no Token on this Card it is a Hazard, and Villain Targets are Immune to Damage from the Environment.

If there is a Token on this Card, it is a Safety Protocol, and Reduce Damage from Hazards to Non-Villain Targets by 1.

Total Chaos

When this Card enters play, the Villain Target with the highest HP deals the Hero Target with the highest HP X Psychic Damage, where X is equal to the number of Hazards in play. All other Heroes must Discard a Card.

At the End of the Environment Turn Destroy this Card.

The Show Must Go On

When this Card enters play, if there are more Hazards than Safety Protocols, each Villain Target recovers 1 HP. If there are more Safety Protocols than Hazards, each Hero Target and each Environment Target Recover 1 HP.

If both are equal, this Card deals each Target 1 Psychic Damage.

At the End of the Environment Turn, Destroy this Card.

Freedom Plaza Academy

Legacy Park Statues

When this Card comes into play, one Hero Recovers 1 HP and may use a Power.

At the Start of the Environment Turn, Select a Hero Character. Increase Damage dealt by that Hero by 1 until the Start of the next Environment Turn.

If this Card is Destroyed, all Hero Characters deal themselves 2 Psychic Damage. Any Hero who takes Damage this way must Discard a Card.

Redhawk V 1.0 (doing 2-3 versions of each student, to see which theme people prefer)

Student

HP: 10

Prevent the first Damage that would be dealt to an Environment Target each turn.

If Heroes Play Cards or Use Powers outside of their own Turns 3 times since this Card entered play, place a Mentored Token on this Card. You may not place more than 1 Token on this Card.

If there is no Token on this Card: At the Start of the Environment Turn, Reveal the top Card of a Villain Deck. If it is a Target, put it into Play. If it is not a Target, Discard it and all Villain Character Cards recover 2 HP.

If there is a Token on this Card: At the End of the Environment Turn, one Hero may use a Power. Another Hero may Draw a Card.

Redhawk V 2.0

Student

HP: 10

Prevent the first Damage that would be dealt to an Environment Target each turn.

When this Card comes into Play, until the Start of the next Environment Turn, Heroes may not Play Cards or use Powers outside their own Turn.

At the Start of the Environment Turn, one Hero may use a Power. Another Hero may Draw a Card.

Redhawk V 3.0

Student

HP: 10

Prevent the first Damage that would be dealt to an Environment Target each turn.

Increase the first Damage dealt each Turn by 1.

Blue Parakeet V 1.0

Student, Device

HP: 8

This Card is Immune to Damage dealt by Devices.

When this Card comes into Play, Select a Hero. If that Hero has Played an Ongoing Card and Destroyed a Villain Ongoing since this Card entered play, place a Mentored Token on this Card. You may not place more than 1 Token on this Card.

If there is no Token on this Card: At the Start of the Environment Turn, Destroy a Non-Character Hero Card.

If there is a Token on this Card: At the End of the Environment Turn you one Hero may Play a Card.

Blue Parakeet V 2.0

Student, Device

HP: 8

This Card is Immune to Damage dealt by devices.

When this Card comes into play, Destroy an Equipment Card.

At the Start of the Environment Turn H-2 Players may Draw a Card.

Blue Parakeet V 3.0

Student, Device

HP: 8

This Card is Immune to Damage dealt by Devices.

At the End of the Environment Turn, you may Destroy an Equipment Card. If a Card is Destroyed this way, you may Destroy a Villain Ongoing.

Yellow Wolf V 1.0

Student

HP: 12

Reduce Damage dealt to Environment Targets by 1.

If Heroes have Redirected Damage 3 times since this Card entered play, place a Mentored Token on this Card. You may not place more than 1 Token on this Card.

If there is no Token on this Card: If a Villain Card would take 5 or more Damage, Reduce that Damage by 2.

If there is a Token on this Card: When Damage would be dealt to the Hero Target with the lowest HP you may Redirect that Damage to this Card.

Yellow Wolf V 2.0

Student

HP: 12

Reduce Damage dealt to Environment Targets by 1.

When this Card comes into play, Prevent the next Damage that would be dealt to a Villain Target.

When Damage would be dealt to the Hero Target with the lowest HP you may Redirect that Damage to this Card.

Yellow Wolf V 3.0

Student

HP: 12

Reduce Damage dealt to Environment Targets by 1.

Reduce Damage dealt to Targets with 3 or fewer HP by 1.

Pink Tiger V 1.0

Student

HP: 9

At the end of the Environment Turn, all Environment Targets Recover 1 HP.

If Hero Card effects cause Other Hero Targets to Recover HP 3 or more times once this Card has entered play, place a Mentored Token on this Card. You may not place more than 1 Token on this Card.

If there is no Token on this Card: At the end of the Environment Turn, the H Villain Targets with the lowest HP Recover 2 HP.

If there is a Token on this Card: Increase HP Recovery by Non-Villain Targets by 1.

Pink Tiger V 2.0

Student

HP: 9

At the end of the Environment Turn, all Environment Targets Recover 1 HP.

When this Card comes into Play, the H Villain Targets with the lowest HP Recover 2 HP.

Increase HP Recovery by Non-Villain Targets by 1.

Pink Tiger V 3.0

Student

HP: 9

Increase HP Recovery by 1.

At the end of the Environment Turn, all Environment Targets Recover 1 HP.

Black Dog V 1.0

Student

HP: 10

While this card is in play, if Heroes Destroy a Villain Target without Dealing Damage to it, you may place a Mentored Token on this Card.

If there is no Token on this Card: The first Damage dealt each Turn by a Villain Card is Irreducible.

If there is a Token on this Card: At the End of the Environment Turn you may Destroy a Villain Target with 3 or fewer HP.

Black Dog V 2.0

Student

HP: 10

When this Card comes into play, until the Start of the next Environment Turn, damage dealt by Villain Characters is Irreducible.

At the Start of the Environment Turn, you may Destroy a Villain Target with 2 or fewer HP.

Black Dog V 3.0

Student

HP: 10

At the End of the Environment you may deal a Hero Target 2 Infernal Damage. If a Hero Target takes Damage this way, you may Destroy a Target with 3 or fewer HP.

Green Python V 1.0

Reluctant Villain

HP: 11

At the Start of the Environment Turn, if there are 3 or more Environment Targets with Tokens on them, place a Switching Sides Token on this Card.

If there is no Token on this Card: The first time each turn a Villain Character Card deals Damage to a Hero Target, this Card deals that same Target 1 Melee and 1 Toxic Damage. Green Python is both a Villain Target and an Environment Target

If there is a Token on this Card: Increase Damage dealt to the Villain Target with the Highest HP by 1.

Green Python V 2.0

Reluctant Villain

HP: 11

Increase Damage dealt by and to Villain Character Cards by 1.

Found Arsenal!

When this Card enters play, Destroy an Equipment Card.

At the Start of the Environment Turn, Play the top Card of a Villain Deck.

Holographic Training Simulator

HP: 1

Prevent Damage dealt to this Card. At the Start of the Environment Turn you may Destroy a Hero Ongoing Card. If you do so, Destroy this Card.

Redirect the first Damage that would be dealt to a Villain Target each Turn to this Card.

Lab Containment Failure

At the Start of the Environment Turn, increase Damage dealt by this Card by 1.

At the End of the Environment Turn, deal each Target 0 Toxic and 0 Fire Damage.

Freedom Academy Campus

At the Start of the Environment Turn, Each Player may Discard up to 3 Cards.

If at least H+1 Cards were Discarded this way: You may Destroy an Environment Card.

If fewer than H+1 Cards were Discarded this way, Play the top Card of the Environment Deck.

Uncivil Clash

At the Start of the Environment Turn, this Card deals the X+2 Targets with the Highest HP 2 Melee Damage each, where X is equal to the number of Environment Targets in play.

Campus Advisors

At the Start of the Environment Turn, shuffle the Villain Trash and then Reveal Cards until a Target is Revealed. You may put it into play. If no Target is put into play this way, Destroy this Card.

At the End of the Environment Turn, Select a Hero Character Card from outside the game. One Hero may use that Card's base Power now.

The Akash'Flora V 1.0

HP: 15

If this Card is Reduced to 0 HP, the Heroes lose. Game Over.

The first time each Turn that a Hero Target Recovers HP, The Akash'Flora also Recovers 1 HP.

The Akash'Flora may Recover HP above its Max. HP.

If The Akash'Flora reaches 30 HP and does not have a Token on it, place a Token on The Akash'Flora. Then you may place a Token on another Environment Target in play.

At the Start of the Environment Turn, the Villain Target with the Highest HP deals The Akash'Flora 5 Toxic Damage.

The Akash'Flora V 2.0

HP: 15

If this Card is Reduced to 0 HP, the Heroes lose. Game Over.

The Akash'Flora may Recover above its maximum HP.

At the Start of the Environment Turn, if The Akash'Flora has 15 or more HP, the H-2 Non-Villain Targets with the lowest HP recover 1 HP.

Campus Alert

At the Start of the Environment Turn, each Player may Draw a Card. If all Heroes do so, Destroy this Card.

Reduce Damage to Environment Targets by 1. Whenever a Target would take exactly 1 Damage, Prevent that Damage.