

SotM Card Guide – Villain Comparison

Random Observations

- Best Deck Controllers (≥ 4 cards that destroy cards and manipulate non-villain decks): Citizen Dawn, The Dreamer, Iron Legacy, Kismet, La Capitan, The Matriarch, Miss Information, Baron Blade – Vengeance, Ermine – Vengeance.
 - Other villains with mass destruction cards: Akash’ Bhuta, Apostate, The Ennead, Omnitron, Friction – Vengeance.
 - Villains who little or no means to destroy non-villain cards: Ambuscade, Baron Blade, Gloomweaver, Grand Warlord Voss, Plague Rat, Spite, Fright Train – Vengeance, Proletariat – Vengeance
- Villains who easily summon minions (with cards or with base powers): Apostate, The Chairman, Citizen Dawn, The Dreamer, Gloomweaver, Grand Warlord Voss, La Capitan, The Matriarch, Proletariat – Vengeance
- Villains who can reduce a hero target’s damage output to 0: Akash’ Bhuta, Ambuscade, The Dreamer, Iron Legacy, Baron Blade – Vengeance

SotM Card Guide – Villain Comparison

Part I: Non-Villain Deck Control

1) Non-Villain Card Destruction:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash'Buhta	Earth's Sacrifice	One-Shot	2	Destroy H hero ongoing cards; discard x environment cards, x = number of cards destroyed.
Akash'Bhuta	Rejuvenating Entropy	One-Shot	2	Destroy H equipment cards; restore all Limbs to full hp.
Akash'Bhuta	Disrupt the Field	One-Shot	2	Destroy all environment cards; play top cards of villain and environment decks.
Apostate	Apocalypse	Ongoing	2	Start of environment turn, destroy all cards in play other than character cards and relics.
Apostate	Imp Pilferer	Demon	3	3 hp target; end of villain turn, destroy x hero ongoing and equipment cards, x = number of Imps in play.
Baron Blade	Devious Disruption	One-Shot	2	Each player may destroy any ongoing or equipment cards; x +3 lightning dmg to all heroes, x = number of hero cards still in play.
The Chairman	Thief	Thug	2	2 hp target; end of villain turn, destroy a hero ongoing or equipment card.
Citizen Dawn	Devastating Aurora	One-Shot	2	Destroy all hero ongoing, equipment, and environment cards.
Citizen Dawn	Citizen Autumn	Citizen	1	6 hp target; end of villain turn, destroy all ongoing cards of lowest hp hero.
Citizen Dawn	Citizen Sweat	Citizen	1	6 hp target; end of villain turn, destroy 1 hero ongoing card; destroy all ongoing cards if Citizen Tears in play; x melee dmg to target if Citizen Blood in play; x = number of destroyed cards.
The Dreamer	The Dreamer Dreams	Base Power	c	Destroy H hero ongoing cards if no Projections in play; flip card.
The Dreamer	Illusory Demon	Projection	2	End of villain turn, H infernal dmg to highest hp target; destroy 1 hero ongoing card when card is destroyed.
The Dreamer	Treacherous Ape	Projection	2	Start of hero turn, 2 energy dmg to active hero. When Ape is destroyed, destroy 1 equipment card.
The Ennead	Ancient Magicks	One-Shot, (green)	2	Destroy H-1 hero ongoing and equipment cards; H-2 infernal dmg to any heroes who have cards in play.
The Ennead	The Desert's Wrath	One-Shot, (green)	2	Destroy all environment cards; x projectile dmg to all hero targets, x = destroyed environment cards.
The Ennead	Mass Overheating	One-Shot, (red)	2	Destroy H-1 equipment cards; H-2 fire dmg to all hero targets.

SotM Card Guide – Villain Comparison

Gloomweaver	Drum of Despair	Relic	1	25 hp target; start of villain turn, each hero must discard 2 cards, destroy 1 card, or take H-1 infernal dmg.
Gloomweaver	Sable Pin	Voodoo Pin	2	9 hp target; play on hero with most cards in play; end of hero's turn, hero destroys 1 card or takes H psychic dmg.
Grand Warlord Voss	TCF Conqueror	Dreadnaught	1	15 hp target; start of villain turn, destroy 1 hero ongoing card; end of villain turn, 3 fire dmg to all hero targets.
Iron Legacy	Flying Assault	One-Shot	3	H-1 projectile dmg to 2 highest hp heroes; destroy 2 equipment cards.
Iron Legacy	Iron-Fist Strike	One-Shot	3	H+1 melee dmg to highest hp hero; destroy 2 hero ongoing cards.
Iron Legacy	Rule From the Front	One-Shot	2	H-1 melee dmg to all non-villain targets; each hero discards 2 cards or destroys 1 card.
Kismet	Immanent Destruction	One-Shot, Jinx	2	Destroy all environment cards; x+1 projectile dmg to all heroes; x = environment cards destroyed.
Kismet	Unlucky Break	One-Shot, Jinx	2	Destroy H hero ongoing or equipment cards; 2 psychic dmg to hero and Talisman if player has it.
La Capitan	The Corsair	Base Power – Advanced	c	Start of villain turn, destroy 1 hero ongoing or equipment card.
La Capitan	Raiding Party	One-Shot	2	Play H-1 crew cards from deck; destroy 1 hero ongoing or equipment card.
La Capitan	The Amazing Mable	Crew, Acrobat	1	6 hp target; end of villain turn, destroy 1 hero ongoing or equipment card; start of villain turn, play top card of deck.
The Matriarch	Her Avian Majesty	Base Power	c	H-2 psychic dmg to or destroy 1 equipment/ ongoing of highest hp hero when Fowl is destroyed.
The Matriarch	Horrid Cacophony	One-Shot	2	Destroy H hero ongoing cards; H-2 sonic dmg to all non-villain targets.
The Matriarch	Huginn	Cohort	1	7 hp target; start of villain turn, destroy x hero ongoing or equipment cards, x = number of Cohorts in play; end of villain turn, play Muninn from trash.
Miss Information	Demure Office Worker	Base Power	c	End of villain turn, destroy x hero ongoing or equipment cards, x = number of Diversion cards in play.
Miss Information	Another Reality's Debt	One-Shot	1	Each hero must destroy all cards in play or discard whole hand.
Miss Information	Concealed Betrayal	Ongoing, Clue	2	End of villain turn, destroy 1 hero ongoing or equipment card; start of villain turn, destroy this card if group discards H cards.
Miss Information	Suspicious Malfunction	Ongoing, Clue	2	Start of turn, heroes may destroy any equipment cards; H-x lightning dmg to

SotM Card Guide – Villain Comparison

				all heroes, x = number of destroyed cards.
Miss Information	“Explosion” in the Lab	Diversion	1	End of villain turn, players with ≥ 3 cards in play must destroy 1 of them; start of villain turn, 1 hero may discard their hand to destroy this card.
Miss Information	“Threat” to the President	Diversion	1	End of villain turn, player with most cards in play destroys 1 card; start of villain turn, group may destroy H cards to destroy this card.
Omnitron	Sedative Fletchettes	One-Shot	2	Destroy all hero ongoing cards; H+1 projectile dmg to all hero targets.
Omnitron	Technological Singularity	One-Shot	2	Destroy all equipment cards; 2x lightning dmg to all hero characters, x = number of destroyed card.
Omnitron	Terraforming	One-Shot	2	Destroy all environment cards; play x villain cards, x = number of destroyed cards.
Baron Blade – Vengeance	Turn the Tables	One-Shot	1	2 melee dmg and 2 lightning dmg to hero with most cards in play; destroy 1 hero ongoing or equipment card.
Baron Blade – Vengeance	Obsessive Planning	Ongoing	1	Start of Baron’s turn, destroy 2 hero ongoing or equipment cards and destroy this card.
Ermine – Vengeance	Con Artist Extraordinaire	Base Power - Advanced	c	Start of Ermine’s turn, destroy 1 hero ongoing and 1 equipment card.
Ermine – Vengeance	Impromptu Heist	Ongoing	2	End of Ermine’s turn, destroy 1 hero ongoing card and 1 equipment and destroy this card.
Ermine – Vengeance	Tantrum	Nemesis (Sky-Scrapper)	1	5 hp target; end of Ermine’s turn, destroy 1 equipment card; 2 melee dmg to all heroes if Sky-Scrapper is active and 0 environment cards in play.
Friction – Vengeance	Blinding Surge	One-Shot, Surge	2	Destroy x hero ongoing cards, x = Surge cards in trash; 3 lightning dmg to Friction.
Fright Train – Vengeance	Choke	Nemesis (K.N.Y.F.E.)	1	5 hp target; end of Train’s turn, destroy 1 hero equipment card; -1 dmg dealt by all heroes if K.N.Y.F.E. is active.

SotM Card Guide – Villain Comparison

2) Other Non-Villain Deck Manipulation:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Apostate	Tome of the Unknowable	Relic	1	3 hp target; play top card of villain deck when hero draws card; play Condemnation from trash when this card is destroyed.
Baron Blade	“Consider the Price of Victory!”	One-Shot	1	Each player discards 1 card; 2 sonic dmg to all heroes; discard x cards from villain deck, x = number of discarded cards.
The Chairman	“Rook City is Mine”	One-Shot	2	Play 2 cards from Environment deck.
The Chairman	Enforcers	Thug	2	6 hp target; end of villain turn, H melee dmg to lowest hp target if they do not discard card.
Citizen Dawn	Blinding Blast	One-Shot	2	2 energy dmg to all hero targets; all heroes discard 2 cards.
Citizen Dawn	Citizen Tears	Citizen	1	5 hp target; end of villain turn, each player discards 1 card; +1 card if Citizen Sweat is in play; x melee dmg to each hero if Citizen Blood in play, x = discarded cards.
The Dreamer	Psychic Projection	One-Shot	2	The player with the most cards in play cannot play cards for 1 turn.
The Dreamer	Tooth Fairy	Projection	2	End of villain turn, each hero discards a card; 3 toxic dmg to hero with no cards in hand.
The Ennead (Osiris)	Lord of Silence	Base Power	c	When (purple) card is put in trash, all heroes discard 1 card, take 1 psychic dmg.
Gloomweaver	Grimoire of Curses	Relic	1	25 hp target; start of villain turn, all heroes may discard 1 card; x infernal dmg to all heroes, x = H-number of discarded cards.
Gloomweaver	Indigo Pin	Voodoo Pin	2	9 hp target; play on hero with fewest cards in play; end of hero’s turn, that hero discards a card.
Iron Legacy	Former Allies	One-Shot	3	Each hero discards 1 card; play top card of villain deck.
Iron Legacy	Iron Justice	One-Shot	2	H melee dmg to highest hp target; player with most cards in hand discards H cards.
Iron Legacy	Vigilance	Ongoing	1	2 projectile dmg to hero who plays 1 card.
Kismet	Violent Trickster	One-Shot, Lucky	2	Each player discards 1 card; 2 melee dmg to lowest hp hero.
Kismet	Scattered Mind	Ongoing, Jinx	2	Play on hero with biggest hand; discard 1 card when dealing dmg.
Miss Information	Missing Resources	One-Shot	2	Reveal top card of 1 hero deck; all heroes discard every card which shares

SotM Card Guide – Villain Comparison

				the revealed card's keyword.
Spite	PL531 Compound Upsilon	Drug	1	+1 dmg dealt by Spite. Put H-2 hero ongoing or equipment cards back in hero hands; this card is indestructible.
Spite	PL626 Compound XI	Drug	1	2 toxic dmg to hero and discard 5 cards from their decks when they use a power; this card is indestructible.
Baron Blade – Vengeance	Displacing Teleporter	Device	1	6 hp target; 1 target discards 1 card when Baron deals dmg to that target.
Baron Blade – Vengeance	Impulsion Beam	Device	2	8 hp target; Heroes cannot play additional cards or use additional powers on their turns.
Ermine – Vengeance	Heavy Hitter	One-Shot	4	Move 1 hero ongoing or equipment card from play to top of deck; 3 melee dmg to second lowest hp target.
Ermine – Vengeance	Long Con	One-Shot	2	Each player discards 1 card; +3 hp.
Ermine – Vengeance	Constant Prattle	Ongoing	1	End of Ermine's turn, discard top card of each deck.
Ermine – Vengeance	Calypso	Nemesis (Ra)	1	11 hp target; end of Ermine's turn, move 1 hero ongoing card to top of its deck; -1 fire dmg dealt to all targets if Ra is active.
Fright Train – Vengeance	Improbable Grapple	One-Shot	2	2 melee dmg to highest hp hero; either that player discards their hand, or all heroes discard 1 card.

Part II: Mass Summoning

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash' Bhuta	Primeval Eruption	One-Shot	3	Reveal top H cards in deck, play all Limb cards; play top of villain deck.
Ambuscade	Armed and Dangerous	One-Shot	2	Play first Device card from deck; play top card of deck.
Apostate	Profane Summons	One-Shot	3	Play the first H-1 relics from deck.
Apostate	Relic Spirit	Demon	2	End of villain turn, +1 hp to all villain targets; when card is destroyed, play H-1 relics from trash.
Apostate	Runes of Malediction	Relic	1	6 hp target; -2 dmg taken to relic cards; move H demon cards from trash in to play when destroyed.
Baron Blade	Vengeful Mad Scientist (flip)	Base Power	c	Play all Mobile Defense Platform cards when flipped.
The Chairman (The Operative)	Assassin	Base Power	c	End of villain turn, play an Underboss card from deck.
The Chairman	Prison Break	One-Shot	2	Play all Underboss cards from trash.
Citizen Dawn	Return With the	Ongoing	2	End of villain turn, play one Citizen card

SotM Card Guide – Villain Comparison

	Dawn			from trash.
The Dreamer	Roused from Slumber (flip)	Base Power	c	End of villain turn, play H-2 cards from top of deck.
The Dreamer	Violent Nightmares	One-Shot	3	Play H-2 projection cards from top of deck; shuffle villain trash into deck.
The Ennead	The Power of the Ennead	Base Power – Advanced	c	Start of villain turn, play 1 card from beneath the Shrine.
The Ennead	Rise to Power	One-Shot	2	Play top card from beneath shrine; play top card of villain deck.
The Ennead	Taste of Immortality	One-Shot	2	Play top card from beneath shrine; + H-1 hp to all villain targets.
Gloomweaver	Nightmare Walker	Base power	c	When Cultist is destroyed, play Zombie from trash.
Gloomweaver	Demon-God Incarnate (flip)	Base Power	c	When Cultist is destroyed, play Zombie from trash.
Gloomweaver	Vast Following	One-Shot	3	Draw x cards from villain trash; play any revealed cultists and relics; play top card of villain deck.
Gloomweaver	Chosen Disciple	Cultist	2	7 hp target; end of villain turn, play 1 Zombie card from trash; x melee dmg to highest hp hero, x = Zombies in play +2.
Grand Warlord Voss	Forced Deployment	Ongoing	3	When card is destroyed, play all Minions in villain trash; start of villain turn, destroy this card.
Grand Warlord Voss	TCF Stalwart	Flagship	1	18 hp target; start of villain turn, 3 energy dmg to all targets; end of villain turn, play 1 Minion from villain deck.
La Capitan	La Paradoja Magnifica	Relic, Timeship	1	15 hp target; end of villain turn, play top card of villain deck; start of villain turn, shuffle villain trash into deck.
La Capitan	A Motley Crew	One-Shot	2	Play H-2 crew cards from villain trash; play top card of villain deck.
La Capitan	Raiding Party	One-Shot	2	Play H-1 crew cards from deck; destroy 1 hero ongoing or equipment card.
The Matriarch	Her Avian Majesty	Base Power	c	Play top card of villain deck when Fowl card is played.
The Matriarch	Ruler of the Flock (flip)	Base Power	c	Play top card of villain deck when Fowl card is played.
The Matriarch	Huginn	Cohort	1	End of villain turn, play Muninn from trash.
The Matriarch	Muninn	Cohort	1	End of villain turn, play Huginn from trash.
The Matriarch	Mask of the Matriarch	Relic	1	9 hp target; start of villain turn, +2 hp; play top card of villain deck when non-Fowl villain card enters play.
The Matriarch	Darken the Sky	One-Shot	3	Play all Fowl cards from trash; play Mask of the Matriarch from trash.
Miss Information	Diversionsary Tactics	One-Shot	4	Reveal top H cards in villain deck and play any Diversions; play top card of villain deck.

SotM Card Guide – Villain Comparison

Omnitron	Self-Aware Robotics Factory	Base Power	c	End of villain turn, shuffle villain trash and play first drone or component from deck.
Plague Rat	Ravage	One-Shot	3	2 toxic dmg to all except highest hp hero; play x Infections cards from deck, x = all damaged heroes.
Spite	Lab Raid	One-Shot	3	Destroy x environment cards; play x + 1 Drug cards from deck.
Proletariat – Vengeance	Share in the Struggle	One-Shot	2	Play 2 Proletariat cards from deck.