

SotM Card Guide – All Villains

La Capitan

Villain Shtick: A interstellar pirate who attacks the group aboard her ship full of dastardly crew members.

Victory Condition: Overcome her piracy of hero cards to defeat her and her ship.

Villain Card

Nemesis: The Sentinels

HP: 75

Primary dmg: Projectile, varied

Difficulty: 2

Name	Description	Effect
The Corsair	Start of game, play La Paradoja Magnifica; start of turn, flip if ≥ 3 cards under this card; place destroyed hero cards under this card; end of villain turn, H-1 projectile dmg to highest hp hero.	Support – Relic; Support – self; Damage – single
Advanced	Start of villain turn, destroy 1 hero ongoing or equipment card.	Hero Hindrance
Split Across Time (flip)	Start of villain turn, +x hp to all villain targets, x = cards under this card; prevent dmg to La Capitan by discarding 1 card under this one; end of villain turn, flip if no other cards under this card.	Survivability – self; Survivability – Crew
Advanced	Redirect first dmg each turn to non-villain target with highest hp.	Survivability – self; Damage – single

Deck Stats

One-Shots:	6 (13)	Ongoing:	2 (4)
Special (Crew):	7 (7)	Special (Relic):	1 (1)
Damage – single:	5 (6)	Support – self:	2 (2) [+2 (3)]
Damage – multi:	2 (3) [+1 (2)]	Support – Crew:	2 (4) [+1 (2)]
Survivability – self:	0 (0)	Hindrance/ Deck Control:	5 (10)
Survivability – Crew:	0 (0) [+3 (4)]		

Damage

Single Target:

Name	Type	#	Description
Captain's Orders	Ongoing	2	End of villain turn, H-1 melee dmg to lowest hp hero.
Chip	Crew, Flying Ace	1	8 hp target; start and end of villain turn, 2 projectile dmg to highest hp hero.
Final Breath	Crew, Ronin	1	11 hp target; end of villain turn, 3 toxic dmg to lowest hp hero; +1 dmg to targets with ≤ 10 hp.
L' Epeiste	Crew, Musketeer	1	7 hp target; start of villain turn, x energy dmg to highest hp hero; x = number of hero ongoing and equipment cards in play.
Trueshot	Crew, Amazon	1	9 hp target; end of villain turn, H-1 projectile dmg to highest hp hero; +H-1 hp when hero card is played.

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Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Maria Helena's Revenge	Ongoing	2	H-1 psychic dmg when a villain target is destroyed.
Siege Breaker	Crew, Cavaliere	1	10 hp target; -1 dmg taken to card; end of villain turn, 2 irreducible fire dmg to 2 highest hp heroes.

Also: Temporal Thief

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Battle Forged	Crew, Viking	1	12 hp target; end of villain turn, H energy dmg to lowest hp non-villain target; play top card of villain deck if this card destroys a target.
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.

Also: A Motley Crew, The Amazing Mable

Crew:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
A Motley Crew	One-Shot	2	Play H-2 crew cards from villain trash; play top card of villain deck.
"All Together Now!"	One-Shot	2	X lightning dmg to highest hp hero, x = crew cards in play +1; play La Paradoja Magnifica from trash.

Also: Raiding Party

Survivability (Healing and Damage Reduction)

Self: None

Crew: Plunder, Siege Breaker, Trueshot

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Plunder	One-Shot	2	Destroy x hero ongoing or equipment cards, x = crew cards in play +1; +2 hp to all villain targets.
Raiding Party	One-Shot	2	Play H-1 crew cards from deck; destroy 1 hero ongoing or equipment card.
Temporal Thief	One-Shot	2	Put top card of all hero decks under La Captain; 1 psychic dmg to all heroes.
"Walk the Plank!"	One-Shot	3	3 projectile dmg to highest hp hero; target cannot use powers for 1 turn.
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.

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The Matriarch

Villain Shtick: A raven queen who summons crows and cohorts to attack the group.

Victory Condition: Carefully defeat her crows, then defeat her.

Villain Card

Nemesis: Tachyon

Primary dmg: Psychic, projectile

HP: 70

Difficulty: 4

Name	Description	Effect
Her Avian Majesty	Start of game, play Mask of the Matriarch; play top card of villain deck when Fowl card is played; H-2 psychic dmg to or destroy 1 equipment/ ongoing of highest hp hero when Fowl is destroyed; flip when villain trash is shuffled into deck.	Support – Fowl; Damage – single
Advanced	+1 dmg taken by hero targets.	Hero Hindrance
Ruler of the Flock (flip)	+H -2 hp when a Fowl enters play; play top card of villain deck when Fowl card is played; 1 psychic dmg to lowest hp hero when Fowl card is destroyed; flip when villain trash is shuffled into deck.	Survivability – self; Support – Fowl; Damage – single
Advanced	Cohort cards are indestructible.	Survivability – Cohorts

Deck Stats

One-Shots:	2 (5)	Ongoing:	0 (0)
Special (Fowl):	5 (15)	Special (Domain):	1 (2)
Special (Relic):	1 (1)	Special (Cohort):	2 (2)
Damage – single:	2 (6)	Support – self:	2 (2)
Damage – multi:	4 (11) [+1 (2)]	Support – Fowl/ Cohorts:	1 (3) [+1 (1)]
Survivability – self:	0 (0) [+1 (1)]	Hindrance/ Deck Control:	2 (3)
Survivability – Fowl/ Cohorts:	0 (0) [+1 (1)]		

Damage

Single Target:

Name	Type	#	Description
Building of Rooks	Fowl	3	Start of villain turn, 2 projectile dmg to highest hp hero.
Kettle of Vultures	Fowl	3	Start of villain turn, 2 projectile dmg to lowest hp hero.

Split target or Multi-target:

Name	Type	#	Description
Clattering of Jackdaws	Fowl	3	Start of villain turn, 1 projectile dmg to all hero targets.
Murder of Crows	Fowl	3	Start of villain turn, 1 projectile dmg to all heroes except highest hp target.

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Unkindness of Ravens	Fowl	3	Start of villain turn, 1 projectile dmg to all heroes except lowest hp target.
Carrion Fields	Domain	2	15 hp target; 1 toxic dmg to all heroes except highest hp target when a crow is destroyed.

Also: Horrid Cacophony

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
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.
Muninn	Cohort	1	7 hp target; +x dmg dealt by Matriarch, -x dmg taken to Matriarch and Cohorts, x = number of Cohorts in play; end of villain turn, play Huginn from trash.

Fowl/ Cohorts:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Darken the Sky	One-Shot	3	Play all Fowl cards from trash; play Mask of the Matriarch from trash.

Also: Huginn

Survivability (Healing and Damage Reduction)

Self: Mask of the Matriarch.

Fowl/ Cohorts: Muninn.

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Horrid Cacophony	One-Shot	2	Destroy H hero ongoing cards; H-2 sonic dmg to all non-villain targets.
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.

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Miss Information

Villain Shtick: A mole secretary who tries to sabotage the heroes indirectly before revealing her true self.

Victory Condition: Discover her identity by revealing clues, then take her down.

Villain Card

Nemesis: Parse

Primary dmg: Psychic, varied

HP: 45

Difficulty: 3

Name	Description	Effect
Demure Office Worker	Start of game, play 1 Diversion card; start of villain turn, flip if H-1 Clue cards are in play; end of villain turn, destroy x hero ongoing or equipment cards, x = number of Diversion cards in play.	Support – self; Hero Hindrance
Advanced	+1 dmg dealt for hero targets	Hero Hindrance
Revealed Saboteur (flip)	Start of villain turn, destroy 1 Clue card to deal 2 sonic dmg to all hero targets; H-2 psychic dmg to hero the first time she takes dmg from them each turn; end of villain turn, 2 psychic dmg to H-2 lowest hp heroes.	Damage – multi
Advanced	-2 dmg taken.	Survivability – self

Deck Stats

One-Shots:	3 (7)	Ongoing (Clue):	6 (13)
Special (Diversion):	5 (5)		
Damage – single:	0 (0)	Support – self:	3 (9)
Damage – multi:	4 (5)	Support – minions:	0 (0)
Survivability – self:	0 (0) [+2 (4)]	Hindrance/ Deck Control:	7 (11)
Survivability – minions:	0 (0)		

Damage

Single Target: None.

Split target or Multi-target:

Name	Type	#	Description
Misplaced Memo	Ongoing, Clue	2	Non-hero target with lowest hp is immune to dmg; start of villain turn, 2 psychic dmg to each hero target.
“Cat” Stuck in a Tree	Diversion	1	10 hp target; end of villain turn, 3 dmg to H-2 hero targets with highest hp.
“Diplomatic” Envoy	Diversion	1	14 hp target; end of villain turn, 2 melee dmg and 2 energy dmg to 2 highest hp hero targets.
“Our Lady” in the Street	Diversion	1	12 hp target; end of villain turn, 2 cold dmg to H-2 lowest hp heroes.

Also: Suspicious Malfunction

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Diversionary Tactics	One-Shot	4	Reveal top H cards in villain deck and play any Diversions; play top card of villain deck.
Insider Knowledge	Ongoing, Clue	2	-1 dmg taken; start of villain turn, play 1 diversion card from trash.
What Doesn't Kill You...	Ongoing, Clue	3	+1 dmg dealt by villain targets; start of villain turn, play top card of villain deck if no diversion cards in play.

Minions: None.

Survivability (Healing and Damage Reduction)

Self: Insider Knowledge, Misplaced Memo

Minions: None.

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Another Reality's Debt	One-Shot	1	Each hero must destroy all cards in play or discard whole hand.
Missing Resources	One-Shot	2	Reveal top card of 1 hero deck; all heroes discard every card which shares the revealed card's keyword.
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.
Isolated Hero	Ongoing, Clue	2	Play on hero with most cards in play; target cannot affect or be affected by other hero cards.
Suspicious Malfunction	Ongoing, Clue	2	Start of turn, heroes may destroy any equipment cards; H-x lightning dmg to all heroes, x = number of destroyed cards.
"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.
"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.

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Omnitron

Villain Shtick: A sentient robot who attacks the group through component parts and drones.

Victory Condition: Must destroy all drones, including Omnitron.

Villain Card – Omnitron

Nemesis: Omnitron-X

Primary Dmg: Energy, projectile

HP: 100

Difficulty: 1

Name	Description	Effect
Self-Aware Robotics Factory	Start of villain turn, flip card; end of villain turn, shuffle villain trash and play first drone or component from deck; remove from play when destroyed.	Support – Devices
Advanced	+1 dmg dealt by Devices.	Support – Devices
Rampaging Robot (flip)	Start of villain turn, flip card; end of villain turn, play top card of villain deck.	Support – self
Advanced	-1 dmg dealt to Devices.	Survivability – Devices

Villain Card – Cosmic Omnitron

Nemesis: Omnitron-X

Primary Dmg: Energy, projectile

HP: 100

Difficulty: 2

Name	Description	Effect
Cosmic Powered Exterminator	Start of game, play H-2 Component cards; start of villain turn, flip card; end of villain turn, play top card of villain deck.	Support – self
Advanced	-1 dmg dealt to Devices.	Survivability – Devices
Sentient Dropship (flip)	Start of villain turn, flip card if any Component cards in play; play top card of villain deck when Drone enters play; end of villain turn, H-1 energy dmg to H-2 highest hp heroes.	Support – self; Damage – multi
Advanced	+1 dmg dealt by Devices.	Support – self

Deck Stats

One-Shots:	3 (6)	Ongoing:	1 (2)
Ongoing (Component):	3 (6)	Special (Device):	1 (2)
Special (Device, Drone):	3 (9)		
Damage – single:	4 (10)	Support – self:	0 (0)
Damage – multi:	2 (4) [+2 (4)]	Support – Devices:	0 (0)
Survivability – self:	2 (5)	Hindrance/ Deck Control:	3 (6)
Survivability – Devices:	0 (0)		

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Damage

Single Target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Disintegration Ray	Ongoing, Component	2	Start of villain turn, H+1 energy dmg to highest hp hero; destroy card when Omnitron takes ≥ 7 dmg in 1 round.
Interpolation Beam	Ongoing, Component	2	1 energy dmg to 1 hero when they draw a card; destroy card when Omnitron takes ≥ 7 dmg in 1 round.
S-83 Assault Drone	Device, Drone	3	4 hp target; end of villain turn, x+1 melee dmg to highest hp hero, x = drones in play.
S-84 Automation Drone	Device, Drone	3	H hp target; end of villain turn, x energy dmg to highest hp hero, x = current hp of card.

Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Electro-Magnetic Railgun	Ongoing, Component	2	Start of villain turn, H-1 projectile dmg to 2 highest hp heroes; destroy card when Omnitron takes ≥ 7 dmg in 1 round.
Electro-Pulse Explosive	Device	2	15 hp target; start of villain turn, x lightning dmg to all hero targets; x = current hp of this card.

Also: Sedative Fletchettes, Technological Singularity

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

Self: Terraforming

Devices: None

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Adaptive Plating Subroutine	Ongoing	2	After taking dmg, Omnitron is immune to dmg of that type. Change type each time Omnitron takes dmg.
S-85 Repair Drone	Device, Drone	3	4 hp target; end of villain turn, +x+1 hp, x = drones in play.

Devices: None

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Sedative Fletchettes	One-Shot	2	Destroy all hero ongoing cards; H+1 projectile dmg to all hero targets.
Technological Singularity	One-Shot	2	Destroy all equipment cards; 2x lightning dmg to all hero characters, x = number of destroyed card.
Terraforming	One-Shot	2	Destroy all environment cards; play x villain cards, x = number of destroyed cards.

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Plague Rat

Villain Shtick: A mutated rat that infects the party with plague and gets them to attack themselves.

Victory Condition: Defeat Plague Rat before the group defeats themselves.

Villain Card

Nemesis: Chrono-Ranger

Primary Dmg: Toxic

HP: 85

Difficulty: 2

Name	Description	Effect
Plaguebearer	Start of game, play Plague Locus; start of turn, flip if all heroes are infected; H toxic dmg to all heroes when an Infection card is destroyed; end of villain turn, 1 irreducible melee dmg to all heroes.	Support – self; Damage – multi
Advanced	+1 dmg dealt by Plague Rat and infected heroes.	Support – self
Filthy Vermin (flip)	Start of villain turn, 2 toxic dmg to all infected heroes, flip if 1 hero is not infected; end of villain turn, 1 irreducible melee dmg to all heroes; infected heroes gain: Power: 3 dmg to 1 hero target, +3 hp. Power: X dmg to self to remove Infection.	Damage – multi
Advanced	Start of villain turn, +2H hp.	Survivability – self

Deck Stats

One-Shots:	5 (11)	Ongoing:	5 (13)
Special (Nest):	1 (1)		
Damage – single:	1 (3) [+2 (5)]	Support – self:	5 (12)
Damage – multi:	1 (2) [+2 (6)]	Support – minions:	0 (0)
Survivability – self:	2 (3)	Hindrance/ Deck Control:	1 (5)
Survivability – minions:	0 (0)		

Damage

Single Target:

Name	Type	#	Description
Afflicted Frenzy	Ongoing	3	Start of each hero turn, any infected hero deals x dmg to highest hp hero, x = number of infected heroes.

Also: Noxious Bite, Sewer Fiend

Split target or Multi-target:

Name	Type	#	Description
Vicious Onslaught	One-Shot	2	2 melee dmg and 2 toxic dmg to all hero targets except lowest hp target.

Also: Ravage, Tooth and Claw

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Noxious Bite	One-Shot	3	H toxic dmg to lowest hp hero; play Infection from deck.
Ravage	One-Shot	3	2 toxic dmg to all except highest hp hero; play x Infections cards from deck, x = all damaged heroes.
Tooth and Claw	One-Shot	3	3 toxic dmg to lowest hp hero; 5 toxic dmg to highest hp hero; play Infection from deck.
Shadowy Ambush	Ongoing	2	Play top card of villain deck when Plague Rat deals ≥ 5 dmg to 1 target.
Plague Locus	Nest	1	13 hp target; +1 dmg dealt by Plague Rat and infected heroes; end of villain turn, +x hp, x = number of infected heroes.

Minions: None.

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bestial Vitality	Ongoing	1	-1 dmg taken; end of villain turn, +3 hp.
Sewer Fiend	Ongoing	2	Immunity to toxic dmg; redirect any environment dmg to infected hero with highest hp or prevent that dmg.

Minions: None.

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Infection	Ongoing	5	Play on uninfected hero to infect that hero; start of hero's turn, 1 irreducible toxic dmg to themselves; discard and play top card of villain deck if all heroes are infected.

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Spite

Villain Shtick: A drug-fueled killer who murders innocents to gain power.

Victory Objectives: Protect innocent victims and kill Spite while withstanding the enhancements he gets from his drugs.

Villain Card

Nemesis: Wraith

Primary Dmg: Energy, Projectile

HP: 80

Difficulty: 2

Name	Description	Effect
Transhuman Serial Killer	Start of game, play Safe House; start of turn, flip card if 5 Drugs in play; +x hp, x = any dmg dealt; end of villain turn, play top card of deck and deal H-1 energy dmg to highest hp hero.	Support –self; Survivability – self; Damage – single
Advanced	Start of villain turn, +H+2 hp.	Survivability – self
Drug-Wracked Monstrosity	Destroy all villain cards in play when flipped; instead of drawing cards, 1 projectile dmg to all hero targets except lowest hp hero.	Damage – multi
Advanced	After flip, +5H hp; -1 dmg taken.	Survivability – self

Deck Stats

One-Shots:	3 (8)	Ongoing:	1 (2)
Special (Victim):	4 (9)	Special (Drug):	5 (5)
Special (Safe House):	1 (1)		
Damage – single:	1 (2) [+1 (1)]	Support – self:	3 (7) [+1 (1)]
Damage – multi:	2 (2) [+1 (1)]	Support – minions:	0 (0)
Survivability – self:	4 (8) [+4 (9)]	Hindrance/ Deck Control:	4 (6)
Survivability – minions:	0 (0)		

Damage

Single Target:

Name	Type	#	Description
Lost Child	Victim	2	Start of hero turn, H - 1 melee dmg from Spite to place this card under Safe House; +H hp to Spite if destroyed.

Also: PL626 Compound XI

Split target or Multi-target:

Name	Type	#	Description
“Mynd-Phyre”	Drug	1	End of villain turn, destroy x environment cards to deal x psychic dmg to all heroes; this card is indestructible.
“Demon’s Kiss”	Drug	1	End of villain turn, 1 infernal dmg to all non-villain targets; this card is indestructible.

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Also: Potential Sidekick

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Safe House	(Special)	1	Play Victim card from deck when this card enters play; 5x dmg to Spite when he flips, x = Victim cards under this card.
Lab Raid	One-Shot	3	Destroy x environment cards; play x + 1 Drug cards from deck.
Good Samaritan	Victim	3	Start of environment turn, play top card of villain deck to put this card under Safe House; +H hp to Spite if destroyed.

Also: PL531 Compound Upsilon

Minions: None

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Forced Entry	One-Shot	2	Put all cards under Safe House into play; destroy 1 Victim card.
On the Prowl	One-Shot	3	Destroy 1 Victim card; play first Victim card in deck.
Collateral Damage	Ongoing	2	Destroy 1 Victim card when played; destroy 1 victim card when Spite deals >3 dmg.
PL602 Compound Omicron	Drug	1	-H-2 dmg taken to Spite on first attack each turn; this card is indestructible.

Also: Good Samaritan, Innocent Bystander, Lost Child, Potential Sidekick

Minions: None

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Innocent Bystander	Victim	3	Start of hero turn, discard 2 cards to place this card under Safe House; +H hp to Spite if destroyed.
Potential Sidekick	Victim	1	Start of hero turn, discard 3 cards to put this card under Safe House; 2 psychic dmg to party, +H hp to Spite if destroyed.
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.
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.