

SotM Card Guide – All Villains

Baron Blade - Vengeance

Villain Shtick: The leader of the Vengeful Five, providing support for his allies and hindering heroes.

Victory Condition: Defeat all of the Vengeful Five in turn.

Villain Card

Nemesis: Legacy

Primary dmg: Melee, energy

HP: 32

Difficulty: 3

Name	Description	Effect
Evolved Madman	Start of game, play Genetically Fused Physique and 1 Device card; end of Baron's turn, 2 melee dmg to himself and lowest hp hero.	Support – self; Damage – single
Advanced	-2 dmg taken for device cards.	Survivability - Devices
Incapacitated	Start of Baron's turn, 1 toxic dmg to each hero.	Damage – multi

Deck Stats

One-Shots:	5 (9)	Ongoing:	2 (2)
Special (Device):	3 (4)	Special (Nemesis):	5 (5)
Damage – single:	3 (3) [+2 (3)]	Support – self:	0 (0)
Damage – multi:	1 (1) [+1 (2)]	Support – Vengeful Five:	4 (7)
Survivability – self:	2 (2)	Hindrance/ Deck Control:	5 (7) [+1 (1)]
Survivability – Vengeful Five:	0 (0) [+3 (4)]		

Damage

Single Target:

Name	Type	#	Description
Citizen Slash	Nemesis (Expatriette)	1	6 hp target; end of Baron's turn, 2 psychic dmg to second highest hp hero; dmg irreducible of Expatriette is active.
Ruin	Nemesis (The Argent Adept)	1	9 hp target; end of Baron's turn, 1 infernal dmg to lowest hp target; destroy 1 instrument if Argent Adept is active.
Omni-Blade	Nemesis (Omnitron)	1	15 hp target; end of Baron's turn, 2 melee dmg to highest hp hero; +2 hp to all devices if Omnitron-X is active.

Also: Turn the Tables, Vengeful Assault

Split target or Multi-target:

Name	Type	#	Description
Empyrion	Nemesis (Captain Cosmic)	1	11 hp target; end of Baron's turn, 1 energy dmg to itself and all heroes; -1 dmg taken from this card if Captain Cosmic is active.

Also: Regression Darts

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

Self: None

Vengeful Five/ Nemeses:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
A Chance at Vengeance	One-Shot	2	Play 1 target from highest hp villain deck.
Old Tricks – New Allies	One-Shot	2	Play the top card of all villain decks besides Baron; +1 hp to all villain targets.
Vengeful Assault	One-Shot	2	3 melee dmg to hero with most cards in play; +1 dmg dealt for all villain targets for 1 turn.
Zhu Long	Nemesis (Mr. Fixer)	1	8 hp target; end of Baron's turn, play 1 Nemesis from Baron's trash; heal to full hp if Mr. Fixer is active.

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Genetically Fused Physique	Ongoing	1	-1 dmg taken; end of Baron's turn, +2 hp.
Negation Bands	Device	1	4 hp target; +2 hp, negate first dmg to Baron per turn.

Vengeful Five/ Nemeses: Old Tricks – New Allies, Omni-Blade, Zhu Long

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Regression Darts	One-Shot	2	1 toxic dmg to 2 highest hp heroes; they cannot deal dmg for 1 turn.
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.
Obsessive Planning	Ongoing	1	Start of Baron's turn, destroy 2 hero ongoing or equipment cards and destroy this card.
Displacing Teleporter	Device	1	6 hp target; 1 target discards 1 card when Baron deals dmg to that target.
Impulsion Beam	Device	2	8 hp target; Heroes cannot play additional cards or use additional powers on their turns.

Also: Ruin

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Ermine - Vengeance

Villain Shtick: A world-renowned thief who annoys the party with acrobatic feats of skill.

Victory Condition: Defeat all of the Vengeful Five in turn.

Villain Card

Nemesis: Wraith

Primary dmg: Melee, projectile

HP: 25

Difficulty: 2

Name	Description	Effect
Con Artist Extraordinaire	Start of game, play Constant Prattle; end of Ermine's turn, reveal top card of deck; play any One-Shot or discard card and deal 2 melee dmg to second lowest hp hero.	Support – self; Damage – single
Advanced	Start of Ermine's turn, destroy 1 hero ongoing and 1 equipment card.	Hero Hindrance
Incapacitated	Start of Ermine's turn, discard 2 cards from each hero deck.	Hero Hindrance

Deck Stats

One-Shots:	3 (9)	Ongoing:	4 (7)
Special (Nemesis):	4 (4)		
Damage – single:	2 (2) [+2 (6)]	Support – self:	0 (0) [+1 (1)]
Damage – multi:	0 (0) [+2 (4)]	Support – group:	0 (0)
Survivability – self:	2 (4) [+1 (2)]	Hindrance/ Deck Control:	7 (14) [+1 (1)]
Survivability – group:	0 (0)		

Damage

Single Target:

Name	Type	#	Description
Equity	Nemesis (The Naturalist)	1	7 hp target; 2 melee dmg to second highest hp hero; +2 dmg dealt if Naturalist is active.
The Seer	Nemesis (Fanatic)	1	9 hp target; end of Ermine's turn, 2 infernal dmg to highest hp hero; hero targets are immune to dmg from hero targets if Fanatic is active.

Also: Heavy Hitter, Subtle Diverson

Split target or Multi-target: Sleight of Hand, Tantrum

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

Self: Equity

Vengeful Five: None

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Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Subtle Diversion	Ongoing	2	Redirect first dmg at Ermine per turn to highest hp hero.
Uncatchable	Ongoing	2	Prevent all dmg from 1 attack and destroy this card.

Also: Long Con

Vengeful Five: None

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
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.
Long Con	One-Shot	2	Each player discards 1 card; +3 hp.
Sleight of Hand	One-Shot	3	One player puts card from their hand to top of deck; 1 projectile dmg to all hero targets.
Constant Prattle	Ongoing	1	End of Ermine's turn, discard top card of each deck.
Impromptu Heist	Ongoing	2	End of Ermine's turn, destroy 1 hero ongoing card and 1 equipment and destroy this card.
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.
Tantrum	Nemesis (Sky-Scraper)	1	5 hp target; end of Ermine's turn, destroy 1 equipment card; 2 melee dmg to all heroes if Sky-Scraper is active and 0 environment cards in play.

Also: The Seer

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Friction - Vengeance

Villain Shtick: A speedster who builds her effectiveness the game proceeds.

Victory Condition: Defeat all of the Vengeful Five in turn.

Villain Card

Nemesis: Tachyon

Primary dmg: Melee, lightning

HP: 26

Difficulty: 2

Name	Description	Effect
Shockingly Speedy	Start of game, play Shock Dampeners and Stolen Gear; end of Friction's turn, 1 melee dmg to hero with highest hp.	Support – self; Damage – single
Advanced	-1 dmg taken.	Survivability – self
Incapacitated	Start of Friction's turn, destroy 1 hero ongoing or equipment card.	Hero Hindrance

Deck Stats

One-Shots (Surge):	6 (12)	Ongoing (Surge):	1 (2)
Special (Device):	2 (2)	Special (Nemesis):	4 (4)
Damage – single:	4 (6)	Support – self:	2 (4) [+1 (1)]
Damage – multi:	1 (2)	Support – group:	2 (2)
Survivability – self:	2 (3)	Hindrance/ Deck Control:	1 (2) [+1 (1)]
Survivability – group:	1 (1) [+1 (1)]		

Damage

Single Target:

Name	Type	#	Description
Surge Strike	One-Shot, Surge	2	1 lightning dmg to Friction; x lightning dmg to highest hp hero, x = Surge cards in trash.
Unchecked Acceleration	One-Shot, Surge	2	3 melee dmg to highest hp hero; 2 lightning dmg to Friction.
Argentum	Nemesis (Guise)	1	8 hp target; 1 projectile dmg to second lowest hp hero; that target cannot deal dmg for 1 turn if Guise is active.
Highbrow	Nemesis (Parse)	1	6 hp target; 1 dmg to hero when they play their first hero card per turn; +1 dmg dealt if Parse is active.
The Hippo	Nemesis (Haka)	1	14 hp target; end of Friction's turn, 3 melee dmg to highest hp hero; redirect all hero dmg to Hippo if Haka is active.

Split target or Multi-target:

Name	Type	#	Description
Supersonic Streak	One-Shot, Surge	2	2 lightning dmg to Friction and x highest hp heroes, x = Surge cards in trash.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Unhealthy Speed	One-Shot, Burst	3	1 melee dmg to all hero targets; 1 lightning dmg to Friction; play top card of deck.
Stolen Gear	Device	1	7 hp target; end of Friction's turn, play top card of deck.

Also: Highbrow

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Synergy Surge	One-Shot, Surge	1	2 lightning dmg to all villain targets; play top card of each villain deck in turn order.
Revenant	Nemesis (Setback)	1	10 hp target; +1 dmg dealt for highest hp villain; +1 dmg dealt for all villain targets if Setback is active.

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Speedy Sidestep	Ongoing, Surge	2	Prevent 5 dmg from one attack and destroy this card.
Shock Dampeners	Device	1	9 hp target; Friction is immune to lightning dmg.

Group: The Hippo

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Blinding Surge	One-Shot, Surge	2	Destroy x hero ongoing cards, x = Surge cards in trash; 3 lightning dmg to Friction.

Also: Argentum

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The Crackjaw Crew	Nemesis (Sentinels)	1	11 hp target; end of Train's turn, 1 energy dmg to 2 highest hp heroes; +1 dmg dealt for each active member of the Sentinels.
Man-Grove	Nemesis (Nightmist)	1	9 hp target; end of Train's turn, 1 melee dmg to all heroes; +1 hp if Nightmist is active.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Locomotivation	One-Shot	1	Reveal top card of deck; if a Nemesis, +5 hp and discard it; otherwise, play the card.
Engine of Destruction	Ongoing	1	+1 dmg dealt by Fright Train; +1 on first dmg taken every turn.

Vengeful Five: None

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Rebuilt to Survive	Ongoing	1	-2 dmg taken on ≥ 5 dmg attacks; end of Train's turn, +1 hp.

Also: Locomotivation

Vengeful Five: Man-Grove

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Improbable Grapple	One-Shot	2	2 melee dmg to highest hp hero; either that player discards their hand, or all heroes discard 1 card.
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.

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Proletariat - Vengeance

Villain Shtick: An experimentally enhanced soldier who attacks the party and keeps himself alive through his clones.

Victory Condition: Defeat all of the Vengeful Five in turn.

Villain Card

Nemesis: Absolute Zero

HP: 20

Primary dmg: Melee, psychic

Difficulty: 2

Name	Description	Effect
The Every Man	Start of game, play 2 Proletariat cards; redirect first non-psychic dmg taken per turn to lowest hp Clone card; end of villain turn, 2 melee dmg to highest hp hero.	Support – self; Survivability – self; Damage – single
Advanced	End of Proletariat's turn, play 1 clone from trash.	Survivability – self
incapacitated	Start of Proletariat's turn, hero with most cards in trash must shuffle trash into their decks.	Hero Hindrance

Deck Stats

One-Shots:	3 (7)	Ongoing:	3 (3)
Special (Clone):	1 (6)	Special (Nemesis):	4 (4)
Damage – single:	3 (5)	Support – self:	4 (11)
Damage – multi:	3 (3)	Support – group:	0 (0)
Survivability – self:		Hindrance/ Deck Control:	0 (0) [+1 (1)]
Survivability – group:	1 (1) [+1 (1)]		

Damage

Single Target:

Name	Type	#	Description
Overwhelm the Mighty	One-Shot	3	1 irreducible melee dmg to highest hp hero from each Proletariat in play.
Flanking Maneuvers	Ongoing	1	1 melee dmg to highest hp hero when highest hp Proletariat deals dmg.
Doc Tusser	Nemesis (Chrono-Ranger)	1	8 hp target; end of Proletariat's turn, 1 projectile dmg to second lowest hp target; +3 hp if Chrono-Ranger is active.

Split target or Multi-target:

Name	Type	#	Description
Hermetic	Nemesis (Scholar)	1	6 hp target; end of Proletariat's turn, 1 infernal dmg to each hero target; 1 toxic dmg to each hero character card if Scholar is active.
The Radioactivist	Nemesis (Unity)	1	10 hp target; end of Proletariat's turn, 1 fire dmg to highest hp hero; 1 energy dmg to lowest hp hero target if Unity is active.

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Vyktor	Nemesis (Tempest)	1	4 hp target; end of Proletariat's turn, destroy all ≤ 2 hp hero targets; +1 dmg dealt to hero targets if Tempest is active.
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Support (e.g., Damage buffs, increased card plays)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Regroup and Recover	One-Shot	2	Destroy all clone cards, + 3 hp for each clone destroyed; play top card of deck.
Share in the Struggle	One-Shot	2	Play 2 Proletariat cards from deck.
Everyman's Strength	Ongoing	1	+x dmg to highest hp Proletariat, x = 7 minus Proletariats in play.
Proletariat	Clone	6	6 hp target; start of Proletariat's turn, 1 psychic dmg to Proletariat character card; end of Proletariat's turn, 2 melee dmg to highest hp target.

Vengeful Five: None

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Defensive Formation	Ongoing	1	-x dmg dealt to Proletariat with lowest hp, x = Proletariats in play.

Also: Regroup and Recover

Vengeful Five: None

Non-Villain Hindrance/ Deck Control

Vyktor