

SotM Card Guide – All Villains

Akash'Bhuta

Villain Shtick: A natural spirit of chaos who attacks the party and protects herself with her own limbs.

Victory Condition: Whittle down Akash'bhuta's massive hp pool through direct damage and also through destroying her limbs.

Villain Card

Nemesis: The Argent Adept

Primary Dmg: Projectile, Melee

HP: 200

Difficulty: 2

Name	Description	Effect
Chaos-Bound Creator	Play top card of deck when environment target enters play; discard top card of environment deck when villain target enters play.	Support – Self
Advanced	-1 dmg dealt to villain targets.	Survivability – Limbs
Avatar of Destruction (flip)	Play top card of deck when environment target is destroyed; discard top card of environment deck when villain target is destroyed.	Support – self
Advanced	3 melee dmg to H-1 non-villain targets with highest hp.	Damage – multi

Deck Stats

One-Shots:	4 (9)	Ongoing:	2 (4)
Special (Primeval Limb):	4 (12)		
Damage – single:	1 (3)	Support – self:	0 (0) [+1 (2)]
Damage – multi:	2 (6)	Support – Limbs:	1 (3)
Survivability – self:	2 (4)	Hindrance/ Deck Control:	4 (9)
Survivability – Limbs:	0 (0) [+1 (2)]		

Damage

Single Target:

Name	Type	#	Description
Arboreal Phalanges	Primeval Limb	3	12 hp target; end of villain turn, H – 1 melee dmg to hero with highest hp; 12 dmg to Akash'Bhuta when destroyed.

Split target or Multi-target:

Name	Type	#	Description
Entomb	Ongoing	3	Start of turn, H psychic dmg to all non-villain targets; destroy if all heroes take dmg.
Living Rockslide	Primeval Limb	3	10 hp target; end of villain turn, H-2 projectile dmg to all non-villain targets; 10 dmg to Akash'bhuta when destroyed

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

Self: Disrupt the Field

Limbs:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Primeval Eruption	One-Shot	3	Reveal top H cards in deck, play all Limb cards; play top of villain deck.

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Mountainous Carapace	Primeval Limb	3	11 hp target; -1 dmg taken to Akash'bhuta; 11 dmg to Akash'Bhuta when destroyed.
Allies of the Earth	Ongoing	1	+ x hp, x = hp of environment targets that enter play.

Limbs: Rejuvenating Entropy.

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Earth's Sacrifice	One-Shot	2	Destroy H hero ongoing cards; discard x environment cards, x = number of cards destroyed.
Rejuvenating Entropy	One-Shot	2	Destroy H equipment cards; restore all Limbs to full hp.
Ensnaring Brambles	Primeval Limb	3	9 hp target; end of villain turn, hero with lowest hp cannot deal dmg for 1 round; 9 dmg to Akash'bhuta when destroyed.
Disrupt the Field	One-Shot	2	Destroy all environment cards; play top cards of villain and environment decks.

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Ambuscade

Villain Shtick: A genetically advanced big-game hunter who attacks the party through traps and other devices.

Victory Condition: Keep Ambuscade out of stealth mode long enough to kill him.

Villain Card

Nemesis: Haka

HP: 50

Primary dmg: Projectile, Energy

Difficulty: 2

Name	Description	Effect
Superhuman Hunter	Start game with H-1 Devices in play; end of villain turn, H-1 projectile dmg to highest hp hero.	Support – Devices; Damage – single
Advanced	-1 dmg dealt to villain targets.	Survivability – Devices
Invisible Stalker (flip)	Immune to all dmg; end of villain turn, H-1 energy dmg to lowest hp hero.	Damage – single; survivability – self
Advanced	+1 dmg dealt by villain targets.	Support – Devices

Deck Stats

One-Shots:	5 (10)	Ongoing:	1 (1)
Special (Device):	6 (10)	Special (Trap):	2 (4)
Damage – single:	4 (8) [+1 (2)]	Support – self:	4 (7)
Damage – multi:	2 (3) [+2 (3)]	Support – Devices/ Traps:	0 (0)
Survivability – self:	2 (3) [+1 (2)]	Hindrance/ Deck Control:	1 (2)
Survivability – Devices/ Traps:	1 (2)		

Damage

Single Target:

Name	Type	#	Description
Snatch and Grab	One-Shot	2	H-2 melee dmg and H-1 energy dmg to highest hp hero.
Automated Turret	Device	2	8 hp target; end of villain turn, 2 projectile dmg to highest hp hero.
Custom Hand-Cannon	Device	2	5 hp target; end of villain turn, 2 projectile dmg to hero with most cards in play.
Rigged to Detonate	Trap	2	Shuffle card face up into villain deck; H energy dmg to highest hp hero when card is revealed; discard this card.

Also: Reactive Plating

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Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Explosive Launcher	Device	1	6 hp target; end of villain turn, 3 fire dmg to all hero targets.
Unavoidable Explosive	Trap	2	Shuffle card face up into villain deck; H-1 energy dmg to all heroes when card is revealed; discard this card.

Also: Charged Attacks, Sonic Mine

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Armed and Dangerous	One-Shot	2	Play first Device card from deck; play top card of deck.
Quick Stim-Patch	One-Shot	2	+H hp; shuffle trash into deck; play top card of deck.
Run and Gun	One-Shot	2	2 projectile dmg to highest hp hero; shuffle trash into deck; play top card of deck.
Charged Attacks	Ongoing	1	+1 dmg dealt; 2 energy dmg to each target when Device is destroyed.

Devices/ Traps: None

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Vanish	One-Shot	2	Play Personal Cloaking device from deck or trash.
Personal Cloaking Device	Device	1	9 hp target; flip villain card when this card enters play.

Also: Quick Stim-Patch

Devices/ Traps:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Reactive Plating	Device	2	10 hp target; -1 dmg taken to Ambuscade and this card; 2 energy dmg to hero when he first takes dmg from them each turn.

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Sonic Mine	Device	2	1 hp target; 2 sonic dmg to all heroes when card is destroyed; heroes affected cannot deal dmg until next villain turn.

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Apostate

Villain Shtick: A fallen angel who attacks the group with unholy powers, relics, and a legendary sword.

Victory Condition: Slay Apostate while his relics try to protect him.

Villain Card

Nemesis: Fanatic

Primary dmg: Infernal, melee

HP: 66

Difficulty: 2

Name	Description	Effect
Infernal Emissary	Start game with Condemnation in play; end of villain turn, H-2 melee dmg and H-2 infernal dmg to highest hp hero; flip and destroy lowest hp relic when Apostate is reduced to 0.	Support – Relic; Damage – single; Survivability – self
Advanced	Start of game, play Tome of the Unknowable from deck.	Support – self
Dark Corrupter (flip)	+20 hp when entering play; end of villain turn, H-2 melee damage to lowest hp target, + H+2 hp; flip and destroy highest hp relic when Apostate is reduced to 0.	Damage – single; Survivability – self
Advanced	When demon card is destroyed, play top card of villain deck.	Support – self

Deck Stats

One-Shots:	3 (8)	Ongoing:	1 (2)
Special (Demon):	3 (7)	Special (Relic):	7 (8)
Damage – single:	2 (3) [+2 (4)]	Support – self:	3 (4)
Damage – multi:	0 (0) [+1 (3)]	Support – Demons/ Relics:	4 (7) [+1 (1)]
Survivability – self:	1 (2)	Hindrance/ Deck Control:	2 (5)
Survivability – Demons/ Relics:	2 (4) [+4 (5)]		

Damage

Single Target:

Name	Type	#	Description
Condemnation	Relic	1	11 hp target; end of villain turn, 3 melee dmg to highest hp target; -1 dmg taken to card.
Gauntlet of Perdition	Relic	2	5 hp target; 1 infernal dmg to 1 target when Apostate deals melee dmg.

Also: Remorseless Provocation, Fiendish Pugilist

Split target or Multi-target: Fallen Angel

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

Self:

Name	Type	#	Description
Remorseless Provocation	One-Shot	2	H-1 infernal dmg to highest hp hero; play top card of villain deck.
Periapt of Woe	Relic	1	4 hp target; +1 dmg to Apostate; -2 dmg taken to this card.
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.

Demons/ Relics:

Name	Type	#	Description
Profane Summons	One-Shot	3	Play the first H-1 relics from deck.
Relic Spirit	Demon	2	End of villain turn, +1 hp to all villain targets; when card is destroyed, play H-1 relics from trash.
Corrupted Effigy	Relic	1	6 hp target; end of villain turn, play Runes of Malediction from deck or trash.
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.

Also: Tome of the Unknowable

Survivability (Healing and Damage Reduction)

Self:

Name	Type	#	Description
Fiendish Pugilist	Demon	2	6 hp target; -1 dmg taken to Apostate; end of villain turn, H-1 melee dmg to highest hp hero.

Demons/ Relics:

Name	Type	#	Description
Fallen Angel	One-Shot	3	H-1 infernal dmg to all heroes; + H-1 hp to all villain targets.
Orb of Delirium	Relic	1	12 hp target; redirect all dmg to this card.

Also: Relic Spirit, Condemnation, Periapt of Woe, Runes of Malediction

Non-Villain Hindrance/ Deck Control

Name	Type	#	Description
Apocalypse	Ongoing	2	Start of environment turn, destroy all cards in play other than character cards and relics.
Imp Pilferer	Demon	3	3 hp target; end of villain turn, destroy x hero ongoing and equipment cards, x = number of Imps in play.

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Baron Blade

Villain Shtick: A mad, vengeful inventor who attacks the party with nefarious devices.

Victory Condition: Kill him before he pulls the moon into the earth.

Villain Card - Main

Nemesis: Legacy

Primary Dmg: Energy, varied

HP: 40/30

Difficulty: 1

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Terralunar Impulsion Beam Inventor	Start with Mobile Defense platform in play; villain victory when 15 cards in trash; flip card when Baron is reduced to 0 hp.	Support – Devices; Survivability – self
Advanced	End of villain turn, discard H-2 cards from villain deck.	Support – self
Vengeful Mad Scientist (flip)	+30 hp after flip; play all Mobile Defense Platform cards; shuffle villain trash into deck; end of turn, H energy dmg to highest hp hero.	Survivability – self; Damage – single
Advanced	-1 dmg taken.	Survivability – self

Villain Card - Mad Bomber Blade

Nemesis: Legacy

Primary Dmg: Energy, varied

HP: 30/40

Difficulty: 3

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Mad Bomber	Move any played villain targets under this card, play top card of villain deck; start of villain turn, x fire dmg to all non-villain targets, x = cards under this card; flip when Baron Blade is reduced to 0 hp.	Support – self; Damage – multi; Survivability – self
Advanced	End of villain turn, move H-2 villain cards under this card.	Support – self
Maniacal Death Ray Wielder (flip)	+40 hp after flip; destroy x hero ongoing or equipment cards, x = cards under this card; start of villain turn, y energy dmg to highest hp hero, y = cards in trash; when a villain target enters play, destroy it.	Survivability – self; Hero Hindrance; Damage – single; Support – self
Advanced	End of villain turn, play top card of villain deck.	Survivability – self

Deck Stats

One-Shots:	4 (10)	Ongoing:	2 (4)
Special (Minion):	1 (4)	Special (Devices):	3 (7)
Damage – single:	3 (8) [+1 (2)]	Support – self:	1 (4)
Damage – multi:	1 (2) [+3 (7)]	Support – minions/ devices:	0 (0)
Survivability – self:	4 (8)	Hindrance/ Deck Control:	2 (3)
Survivability – minions/ devices:	0 (0)		

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Damage

Single Target:

Name	Type	#	Description
Slash and Burn	One-Shot	2	H melee dmg to lowest hp hero; H+2 fire dmg to highest hp hero.
Backlash Field	Ongoing	2	3 lightning dmg to any hero who damages Baron Blade in a turn.
Blade Batallion	Minion	4	5 hp target; end of villain turn, x dmg to highest hp target, x = current hp of card.

Also: Elemental Redistributor

Split target or Multi-target:

Powered Remote Turret	Device	2	7 hp target; end of villain turn, 2 projectile dmg to all heroes; +1 dmg for each Mobile Defense Platform in play.
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Also: "Consider the Price of Victory!", Devious Disruption, Hasten Doom

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

Self:

Name	Type	#	Description
Hasten Doom	One-Shot	4	2 toxic dmg to all heroes; play top card of deck.

Minions/ Devices: None

Survivability (Healing and Damage Reduction)

Self:

Name	Type	#	Description
Flesh Repair Nanites	One-Shot	1	+10 hp.
Living Force Field	Ongoing	2	-1 dmg taken.
Elemental Redistributor	Device	2	10 hp target; redirect all cold, fire, and lightning dmg to lowest hp hero.
Mobile Defense Platform	Device	3	10 hp target; Baron Blade is immune to all damage.

Minions/ Devices: None

Non-Villain Hindrance/ Deck Control

Name	Type	#	Description
"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.
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.

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The Chairman/ The Operative

Villain Shtick: A mob boss who mobilizes his entire organizational hierarchy to attack the group.

Victory Condition: Defeat waves of underlings and also the Chairman's right hand, the Operative, then defeat the boss.

Villain Card – The Chairman

Nemesis: Mr. Fixer
Primary dmg: Melee

HP: 35
Difficulty: 4

Name	Description	Effect
Master of the Underworld	Immune to all damage; flip when three Underbosses are in trash.	Survivability – self; Support – self
Advanced	Flip when all Underbosses are in the trash.	Support – self
Chairman Pike (flip)	Immune to damage from environment cards; +x dmg dealt by Thugs; x melee dmg to hero that damages him 1/ turn, x = H-2.	Survivability – self; Support – Underlings; Damage – single
Advanced	X = H	Support – self

Villain Card – The Operative

Nemesis: Mr. Fixer
Primary dmg: Melee

HP: 45
Difficulty: 4

Name	Description	Effect
Assassin	H-2 melee dmg when villain card is destroyed; end of villain turn, play an Underboss card from deck.	Damage – single; Support – Underlings
Advanced	-1 dmg taken to Chairman and Operative	Survivability – Und.
Incapacitated	+1 dmg dealt by Chairman	Support – self
Advanced	End of villain turn, H-2 melee dmg to highest hp target.	Damage – single

Deck Stats

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

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Damage

Single Target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Undivided Attention	One-Shot	3	4 melee dmg to highest hp target from Operative; 3 melee dmg to highest hp hero from Chairman.

Also: Enforcers, The Contract

Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Hired Gun	Thug	2	3 hp target; end of villain turn, 2 projectile dmg to all heroes.

Also: The Muscle

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Informant	Thug	2	2 hp target; play top card from villain deck when hero plays a card.

Underlings:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Prison Break	One-Shot	2	Play all Underboss cards from trash.
The Broker	Underboss	1	5 hp target; Start of villain turn, play top card of villain deck; end of villain turn, play Informant from trash.
The Deputy	Underboss	1	9 hp target; start of villain turn, +3 hp to all Crooked Cops; end of villain turn, play Crooked Cop from trash.
The Fence	Underboss	1	6 hp target; +3 hp for Chairman and Operative when hero card is destroyed; end of villain turn, play Thief from trash.
The Muscle	Underboss	1	8 hp target; start of villain turn, 2 melee dmg to all heroes; end of villain turn, play Enforcers from trash.

Also: The Contract

Survivability (Healing and Damage Reduction)

Self: None.

Underlings:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Perfect Human Specimens	One-Shot	3	+ H+1 hp for Chairman and Operative.
Crooked Cop	Thug	2	5 hp target; -1 dmg taken to Chairman, Operative, and Underbosses.

Also: The Deputy, the Fence

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Non-Villain Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
"Rook City is Mine"	One-Shot	2	Play 2 cards from Environment deck.
Enforcers	Thug	2	6 hp target; end of villain turn, H melee dmg to lowest hp target if they do not discard card.
Thief	Thug	2	2 hp target; end of villain turn, destroy a hero ongoing or equipment card.
The Contract	Underboss	1	7 hp target; +1 dmg taken to all heroes; end of villain turn, 2 projectile dmg to highest hp target, play Hired Gun from trash.

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Citizen Dawn

Villain Shtick: A demagogue who commands waves of followers to attack and hinder the heroes.

Victory Condition: Defeat Citizen Dawn's citizens, then defeat her.

Villain Card

Nemesis: Expatriette

Primary Dmg.: Energy

HP: 80

Difficulty: 3

Name	Description	Effect
Leader of the Citizens of the Sun	Start game with H-3 Citizens in play; end of turn, H-2 energy dmg to highest hp hero; flip if >4 Citizens in trash.	Support – Citizens; Damage – single
Advanced	+1 dmg dealt by Citizens	Support – Citizens
Merged With the Power of the Sun (flip)	Immune to all damage; start of villain turn, flip if H-1 Citizens in play; end of villain turn, play top card of villain deck.	Survivability – self; Support – self
Advanced	Start of turn, flip if H+1 Citizens in play.	Support – self

Deck Stats

One-Shots:	3 (6)	Ongoing:	3 (6)
Special (Citizen):	13 (13)		
Damage – single:	2 (2) [+1 (1)]	Support – self:	1 (2)
Damage – multi:	4 (4) [+4 (5)]	Support – Citizens:	2 (3) [+8 (8)]
Survivability – self:	0 (0)	Hindrance/ Deck Control:	6 (8)
Survivability – Citizens:	4 (6)		

Damage

Single Target:

Name	Type	#	Description
Citizen Battery	Citizen	1	7 hp target; 3 energy dmg to highest hp hero; +2 dmg if Citizen Assault is in play.
Citizen Blood	Citizen	1	5 hp target; 1 melee dmg to lowest hp hero; 1 dmg to all targets if Citizen Blood is in play; +1 dmg dealt if Citizen Tears in play.

Also: Citizen Sweat

Split target or Multi-target:

Name	Type	#	Description
Citizen Assault	Citizen	1	4 hp target; end of villain turn, 1 melee dmg to all hero targets; +1 dmg if Citizen Battery is in play.
Citizen Hammer	Citizen	1	3 hp target; end of villain turn, 3 fire dmg to all hero targets.

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Citizen Summer	Citizen	1	4 hp target; end of villain turn, 3 fire dmg to 2 heroes with most cards in play.
Citizen Winter	Citizen	1	4 hp target; end of villain turn, 2 cold dmg to all hero targets.

Also: Blinding Blast, Citizens Blood, Dare, Tears

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Channel the Eclipse	Ongoing	2	End of villain turn, 2 cold dmg to Citizen Dawn; start of villain turn, play top card of villain deck.

Citizens:

Return With the Dawn	Ongoing	2	End of villain turn, play one Citizen card from trash.
Citizen Anvil	Citizen	1	7 hp target; -1 dmg dealt to Citizens; play Citizen Hammer from trash.

Also: Citizens Anvil, Assault, Battery, Blood, Dare, Sweat, Tears, Truth

Survivability (Healing and Damage Reduction)

Self: None

Citizens:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Healing Light	One-Shot	2	+10 hp; restore all other Citizens to max hp.
Luminous Leadership	Ongoing	2	Start of villain turn, +1 hp for all Citizens.
Citizen Spring	Citizen	1	6 hp target; end of villain turn, +1 hp to all Citizens.
Citizen Truth	Citizen	1	7 hp target; all Citizens besides Truth immune to dmg; -1 dmg taken; 3 melee dmg to highest hp hero and destroy this card when Citizen Dare enters play.

Also: Citizen Anvil

Non-Villain/ Hindrance Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Blinding Blast	One-Shot	2	2 energy dmg to all hero targets; all heroes discard 2 cards.
Devastating Aurora	One-Shot	2	Destroy all hero ongoing, equipment, and environment cards.
Citizen Autumn	Citizen	1	6 hp target; end of villain turn, destroy all ongoing cards of lowest hp hero.
Citizen Dare	Citizen	1	3 hp target; +1 dmg taken to heroes; 1 psychic dmg to all heroes and destroy card when Citizen Truth enters play.
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 = discarded cards.

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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.
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