

## SotM Card Guide – Villain Comparison

### Part III: Healing

#### 1) Self Healing:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash'Bhuta	Allies of the Earth	Ongoing	1	+ x hp, x = hp of environment targets that enter play.
Baron Blade	Flesh Repair Nanites	One-Shot	1	+10 hp.
The Ennead	The Ennead in Force(flip)	Base Power	c	End of villain turn, + H-2 hp to all villain targets.
The Ennead (Nephthys)	Life Warden	Base Power	c	+1 hp to all villains when (purple) card is put in trash.
The Ennead (Nuit)	She Who Protects	Base Power	c	+2 hp when (red) card is put in trash.
The Ennead (Tefnut)	Breath of the Wind	Base Power	c	+1 hp to all non-hero targets when (red) or (green) cards are put in trash.
The Ennead	Taste of Immortality	One-Shot	2	Play top card from beneath shrine; + H-1 hp to all villain targets.
Iron Legacy	Motivated by Desperation (flip)	Base Power	c	End of villain turn, + H+1 hp and H-1 melee dmg to lowest hp hero.
Iron Legacy	Armored Fortune	Ongoing	2	Start of villain turn, +H hp.
Iron Legacy	Final Evolution	Ongoing	1	+2 hp when hero uses a power.
Kismet	Deranged Miscreant (flip)	Base Power	c	End of villain turn, +1 hp per Lucky card in play;
Omnitron	S-85 Repair Drone	Device, Drone	3	4 hp target; end of villain turn, +x+1 hp, x = drones in play.
Plague Rat	Filthy Vermin (flip)	Base Power – Advanced	c	Start of villain turn, +2H hp.
Plague Rat	Bestial Vitality	Ongoing	1	-1 dmg taken; end of villain turn, +3 hp.
Spite	Transhuman Serial Killer	Base Power	c	+x hp, x = any dmg dealt;
Spite	Transhuman Serial Killer	Base Power - Advanced	c	Start of villain turn, +H+2 hp.
Spite	Drug-Wracked Monstrosity	Base Power – Advanced	c	After flip, +5H hp
Baron Blade – Vengeance	Genetically Fused Physique	Ongoing	1	-1 dmg taken; end of Baron's turn, +2 hp.
Baron Blade – Vengeance	Negation Bands	Device	1	4 hp target; +2 hp, negate first dmg to Baron per turn.
Fright Train – Vengeance	Rebuilt to Survive	Ongoing	1	-2 dmg taken on ≥ 5 dmg attacks; end of Train's turn, +1 hp.
Proletariat	Regroup and Recover	One-Shot	2	Destroy all clone cards, + 3 hp for each clone destroyed; play top card of deck.

#### 2) Minion Healing:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash'Bhuta	Rejuvenating Entropy	One-Shot	2	Destroy H equipment cards; restore all Limbs to full hp.

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Apostate	Fallen Angel	One-Shot	3	H-1 infernal dmg to all heroes; + H-1 hp to all villain targets.
The Chairman	Perfect Human Specimens	One-Shot	3	+ H+1 hp for Chairman and Operative.
Citizen Dawn	Healing Light	One-Shot	2	+10 hp; restore all other Citizens to max hp.
Citizen Dawn	Luminous Leadership	Ongoing	2	Start of villain turn, +1 hp for all Citizens.
Citizen Dawn	Citizen Spring	Citizen	1	6 hp target; end of villain turn, +1 hp to all Citizens.
Gloomweaver	Pouch of Bones	Relic	1	25 hp target; -1 dmg taken by Zombies; + H hp to all villain targets when a Zombie enters play.
Baron Blade	Old Tricks – New Allies	One-Shot	2	Play the top card of all villain decks besides Baron; +1 hp to all villain targets.
Ermine – Vengeance	Long Con	One-Shot	2	Each player discards 1 card; +3 hp.

### Part IV: Damage Reduction

#### 1) Villain Self-Defense:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash’Bhuta	Mountainous Carapace	Primeval Limb	3	11 hp target; -1 dmg taken to Akash’bhuta; 11 dmg to Akash’Bhuta when destroyed.
Ambuscade	Personal Cloaking Device	Device	1	9 hp target; flip villain card when this card enters play.
Ambuscade	Reactive Plating	Device	2	10 hp target; -1 dmg taken to Ambuscade and this card; 2 energy dmg to hero when they first deal dmg each turn.
Apostate	Fiendish Pugilist	Demon	2	6 hp target; -1 dmg taken to Apostate; end of villain turn, H-1 melee dmg to highest hp hero.
Baron Blade	Vengeful Mad Scientist (flip)	Base Power – Advanced	c	-1 dmg taken.
Baron Blade	Living Force Field	Ongoing	2	-1 dmg taken.
The Ennead (Nuit)	She Who Protects	Base Power	c	-1 dmg dealt to all villain targets besides Nuit.
Grand Warlord Voss	Conquering Alien Warlord	Base Power	C	-2 dmg taken for every Minion in play.
Grand Warlord Voss	Super-Thorathian Warrior (flip)	Base Power	C	-1 dmg taken for each Minion in play.
Iron Legacy	Motivated by Desperation (flip)	Base Power	C	-1 dmg taken.
Iron Legacy	Armored Fortune	Ongoing	2	-1 dmg taken; start of villain turn, +H hp.

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Miss Information	Insider Knowledge	Ongoing, Clue	2	-1 dmg taken; start of villain turn, play 1 diversion card from trash.
Omnitron	Adaptive Plating Subroutine	Ongoing	2	After taking dmg, Omnitron is immune to dmg of that type. Change type each time Omnitron takes dmg.
Plague Rat	Bestial Vitality	Ongoing	1	-1 dmg taken; end of villain turn, +3 hp.
Plague Rat	Sewer Fiend	Ongoing	2	Immunity to toxic dmg; redirect any environment dmg to infected hero with highest hp or prevent that dmg.
Spite	Drug-Wracked Monstrosity	Base Power – Advanced	c	-1 dmg taken.
Spite	PL602 Compound Omicron	Drug	1	-H-2 dmg taken to Spite on first attack each turn; this card is indestructible.
Baron Blade – Vengeance	Genetically Fused Physique	Ongoing	1	-1 dmg taken; end of Baron’s turn, +2 hp.
Baron Blade – Vengeance	Negation Bands	Device	1	4 hp target; +2 hp, negate first dmg to Baron per turn.
Ermine – Vengeance	Uncatchable	Ongoing	2	Prevent all dmg from 1 attack and destroy this card.
Friction – Vengeance	Shockingly Speedy	Base Power	c	-1 dmg taken.
Fright Train – Vengeance	Rebuilt to Survive	Ongoing	1	-2 dmg taken on ≥ 5 dmg attacks; end of Train’s turn, +1 hp.
Proletariat – Vengeance	Defensive Formation	Ongoing	1	-x dmg dealt to Proletariat with lowest hp, x = Proletariats in play.

### 2) Villain Minion Defense

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash’ Bhuta	Chaos-Bound Creator	Base Power – Advanced	c	-1 dmg dealt to villain targets.
Ambuscade	Superhuman Hunter	Base Power – Advanced	c	-1 dmg dealt to villain targets.
Apostate	Periapt of Woe	Relic	1	4 hp target; +1 dmg to Apostate; -2 dmg taken to this card.
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.
The Chairman (The Operative)	Assassin	Base Power – Advanced	c	-1 dmg taken to Chairman and Operative
The Chairman	Crooked Cop	Thug	2	5 hp target; -1 dmg taken to Chairman, Operative, and Underbosses.
Citizen Dawn	Citizen Anvil	Citizen	1	7 hp target; -1 dmg dealt to Citizens; play Citizen Hammer from trash.
Citizen Dawn	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.
The Dreamer	The Dreamer Dreams	Base Power – Advanced	c	-1 dmg dealt to projections.

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The Dreamer	Dark Hero	Projection	2	+1 dmg dealt, -1 dmg taken by villain targets.
Gloomweaver	Strength of the Grave	Ongoing	1	-1 dmg taken to Zombies; +x dmg dealt by Zombies, x = Zombies in play.
Gloomweaver	Pouch of Bones	Relic	1	25 hp target; -1 dmg taken by Zombies; + H hp to all villain targets when a Zombie enters play.
Gloomweaver	Profane Zealot	Cultist	2	-1 dmg taken by villain targets; +H hp to this card when a target is destroyed.
Grand Warlord Voss	Gene-Bound Guard	Minion	2	3 hp target; -1 dmg taken for all villain targets.
Grand Warlord Voss	Field Lieutenant Tamar	Thorathian	1	5 hp target; -1 dmg taken for Thorathians and Minions
The Matriarch	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.
Baron Blade - Vengeance	Evolved Madman	Base Power – Advanced	c	-2 dmg taken for device cards.

### 3) “Cocoon” Powers:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Ambuscade	Invisible Stalker (flip)	Base Power	c	Immune to all dmg; end of villain turn, H-1 energy dmg to lowest hp hero.
Baron Blade	Mobile Defense Platform	Device	3	10 hp target; Baron Blade is immune to all damage.
The Chairman	Master of the Underworld	Base Power	c	Immune to all damage; flip when three Underbosses are in trash.
Citizen Dawn	Merged With the Power of the Sun (flip)	Base Power	c	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.
The Matriarch	Ruler of the Flock (flip)	Base Power – Advanced	c	Cohort cards are indestructible.

### 4) Damage Redirection to Minion Target:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Apostate	Orb of Delirium	Relic	1	12 hp target; redirect all dmg to this card.
Kismet	Inconceivable Obstruction	Ongoing, Lucky	1	Play 1 environment card when Kismet first takes dmg in a turn; if card is a target, redirect dmg to that target.
Proletariat	The Every Man	Base Power	c	Redirect first non-psychic dmg taken per turn to lowest hp Clone card.

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### 5) Damage Redirection for Offense:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Baron Blade	Elemental Redistributor	Device	2	10 hp target; redirect all cold, fire, and lightning dmg to lowest hp hero.
Iron Legacy	Motivated by Desperation (flip)	Base Power – Advanced	c	Redirect first dmg each turn to highest hp hero.
Iron Legacy	Superhuman Redirection	Ongoing	2	Redirect 5+ dmg to highest hp hero.
La Capitan	Split Across Time (flip)	Base Power – Advanced	c	Redirect first dmg each turn to non-villain target with highest hp.
Plague Rat	Sewer Fiend	Ongoing	2	Immunity to toxic dmg; redirect any environment dmg to infected hero with highest hp or prevent that dmg.
Ermine – Vengeance	Subtle Diversion	Ongoing	2	Redirect first dmg at Ermine per turn to highest hp hero.

### 6) Counterattacks:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Ambuscade	Reactive Plating	Device	2	2 energy dmg to hero the first time he takes dmg from them each turn.
Baron Blade	Backlash Field	Ongoing	2	3 lightning dmg to any hero the first time he takes dmg from them each turn.
The Chairman	Chairman Pike (flip)	Base Power	c	X melee dmg to hero the first time he takes dmg from them each turn, x = H-2.
Miss Information	Revealed Saboteur (flip)	Base Power	c	H-2 psychic dmg to hero the first time she takes dmg from them each turn

### 7) Heroes Skip Turn/ Can't Deal Damage Cards:

<i>Villain</i>	<i>Card</i>	<i>Card Type</i>	<i>#</i>	<i>Description</i>
Akash'Bhuta	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.
Ambuscade	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.
The Dreamer	Whipacorn	Projection	2	End of villain turn, H-2 melee dmg to highest hp hero target; target cannot deal dmg for 1 turn.
Iron Legacy	Beat Down	One-Shot	2	H-2 melee dmg to 2 lowest hp heroes; targets cannot deal dmg for 1 turn.
La Capitan	"Walk the Plank!"	One-Shot	3	3 projectile dmg to highest hp hero; target cannot use powers for 1 turn.
Baron Blade – Vengeance	Regression Darts	One-Shot	2	1 toxic dmg to 2 highest hp heroes; they cannot deal dmg for 1 turn.