

## SotM Card Guide - All Heroes

### Haka

Character Shtick: 'The Tribal Warrior.' Haka deals damage in big bursts and keeps himself alive with ongoing effects and tribal weapons.

Ramp Up: Average to slow. Haka deals steady damage early, but his most powerful attacks require multiple turns of buildup.

#### Character Card

Nemeses: Ambuscade, The Hippo

HP: 34

Primary dmg: Melee

Complexity: 1

Name	Description	Effect
Crush	Power: 2 melee dmg to 1 target.	Damage – Single
Incapacitated	Hero plays 1 card; -2 dmg taken to hero; hero draws 1 card.	

#### The Eternal Haka (HP 33)

Name	Description	Effect
Haka of Knowledge	Power: Draw 1 card; discard 1 card with 'Haka' in title to draw 2 cards.	Support – Self
Incapacitated	+1 hp to 1 hero; hero draws 1 card; reduce all dmg by 2 for 1 turn.	

#### Deck Stats

One-Shots:	6 (18)	Ongoing:	6 (16)
Equipment:	2 (6)		
Damage – single:	2 (5) [+1 (3)]	Support – self:	4 (12)
Damage – multi:	2 (6)	Support – group:	0 (0)
Survivability – self:	4 (12) [+1 (3)]	Hindrance/ Deck Control:	1 (2)
Survivability – group:	1 (3)		

#### Damage

##### Single Target:

Name	Type	#	Description
Elbow Smash	One-Shot	3	3 melee dmg to 1 target.
Savage Mana	Ongoing, Limited	2	Place targets Haka destroys under this card. Power: Destroy x (all) cards to deal 2x toxic dmg to 1 target.

Also: Mere.

##### Split target or Multi-target:

Name	Type	#	Description
Rampage	One-Shot	3	5 melee dmg to all non-hero targets; 2 dmg to all heroes.
Taiaha	Equipment, Limited	3	Power: 3 melee dmg to 2 targets.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Haka of Battle	One-Shot	3	Draw 2 cards; draw x cards to add x dmg to next attack.
Vitality Surge	One-Shot	3	+2 hp; draw 1 card.
Dominion	Ongoing	3	Draw card when environment card is destroyed.
Punish the Weak	Ongoing	3	+1 dmg to lowest hp target; -1 dmg to any other target.
Mere	Equipment, Limited	3	Power: 2 melee dmg to a target; draw 1 card.

Group: None.

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Haka of Restoration	One-Shot	3	Draw 2 cards; discard x cards to gain x hp.
Haka of Shielding	One-Shot	3	Draw 2 cards; discard x cards to resist 2x dmg from next attack.
Ta Moko	Ongoing	3	-1 dmg taken.

Also: Vitality Surge

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Enduring Intercession	Ongoing	3	Redirect all environment dmg to Haka. Power: Destroy this card.

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Ground Pound	Ongoing	2	Discard 2 cards; non-hero cards cannot deal damage. At start of turn, destroy this card.

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### K.N.Y.F.E.

Character Shtick: 'The Enhanced Soldier.' K.N.Y.F.E. deals small, steady amounts of damage using armor upgrades and energy manipulation powers.

Ramp Up: Fast. K.N.Y.F.E is a simple character who gets going very quickly, but who has low top-end damage.

#### Character Card

Nemeses: Choke

HP: 30

Primary dmg: Energy, melee

Complexity: 1

Name	Description	Effect
Energy Lance	Power: 2 dmg to 1 target	Damage – Single
Incapacitated	Hero uses 1 power; hero plays 1 card; destroy 1 ongoing card.	

#### Deck Stats

One-Shots:	5 (16)	Ongoing:	6 (16)
Equipment:	3 (8)		
Damage – single:	3 (10) [2 (6)]	Support – self:	7 (20)
Damage – multi:	2 (6)	Support – group:	0 (0)
Survivability – self:	2 (4)	Hindrance/ Deck Control:	0 (0) [2 (6)]
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Energy Burn	One-Shot	3	3 energy dmg to 1 target; 2 energy dmg if target has >10 hp.
Primed Punch	Ongoing	3	Start of turn, 4 melee dmg to 1 target, destroy card. Power: 1 melee and 1 energy dmg to 1 target.
Wrecking Uppercut	One-Shot	4	3 melee dmg to 1 target; discard top card of villain deck.

Also: Battlefield Experience, Prototype Servo-Gauntlet

##### Split target or Multi-target:

Name	Type	#	Description
Amplified Combatant	One-Shot	3	1 melee dmg and 1 energy dmg to 3 targets.
Incidental Contact	One-Shot	3	1 energy dmg to all targets; 1 dmg to chosen targets.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
For the Greater Good	One-Shot	3	3 dmg to self to draw 1 card, play 1 card, and use 1 power.
Battlefield Experience	Ongoing	4	Power: 2 melee and 2 energy dmg to a target; destroy card. When destroyed, draw 1 card and play 1 card.
Flawless Execution	Ongoing	2	Destroy a target that K.N.Y.F.E. reduces to 1 hp.
Kinetic Neutralizer	Ongoing	2	+1 dmg to villain with highest hp.
Overdo It	Ongoing	3	Start of turn, play a card; End of turn, take 2 psychic dmg or destroy card.
Focusing Conduit-Blade	Equipment, Limited	4	+1 energy dmg dealt. Power: 3 energy dmg to a target; destroy card and replace with an equipment card.
Prototype Servo-Gauntlet	Equipment, Limited	2	+1 melee dmg dealt. Power: 2 melee dmg to 1 target. If target is destroyed, destroy 1 environment card.

Group: None

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Infiltrate and Obfuscate	Ongoing, Limited	2	Redirect first damage per turn from an environment card to villain with 2 <sup>nd</sup> highest hp.
Overcharged Null-Shield	Equipment, Limited	2	-1 dmg taken from villain with highest hp. Power: Draw 2 cards, destroy this card.

Group: None

### Non-Hero Hindrance/ Deck Control

See: Wrecking Uppercut, Prototype Servo-Gauntlet.

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### Legacy

Character Shtick: 'America's Greatest Superhero.' Legacy supports and protects allies with classic superhero-themed powers.

Ramp Up: Average. Legacy has many individual cards that increase his support potential right away, which then synergize with one another when they are all in play together.

#### Character Card

Nemeses: Baron Blade

HP: 32

Primary dmg: Melee

Complexity 1

Name	Description	Effect
Galvanize	Power: +1 dmg dealt to all heroes.	Support – Group
Incapacitated	Hero uses 1 power; hero draws 1 card; -2 dmg taken from environment cards.	

#### Young Legacy (HP 30)

Name	Description	Effect
Atomic Glare	Power: 3 energy dmg to 1 target.	Damage – Single
Incapacitated	Hero uses 1 power; hero draws 1 card; +1 dmg dealt for all heroes.	

#### America's Greatest Legacy (HP 30)

Name	Description	Effect
Gung-HO	Power: 1 hero may draw 1 card and use a power.	Support – Group
Incapacitated	Hero draws 1 card; hero uses 1 power; discard top card of 1 deck.	

#### Deck Stats:

One-Shots:	4 (10)	Ongoing:	9 (28)
Equipment:	1 (2)		
Damage – single:	1 (2) [+2 (4)]	Support – self:	3 (8)
Damage – multi:	1 (2)	Support – group:	2 (6)
Survivability – self:	4 (11)	Hindrance/ Deck Control:	1 (2)
Survivability – group:	3 (9) [+1 (2)]		

#### Damage

##### Single Target:

Name	Type	#	Description
Back-Fist Strike	One-Shot	2	4 melee dmg to 1 target.

Also: "Thokk!," Motivational Charge

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### Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Flying Smash	One-Shot	2	3 melee dmg to 3 targets.

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

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
"Thokk!"	One-Shot	3	3 melee dmg to 1 target; draw 1 card.
Surge of Strength	Ongoing, Limited	3	+1 dmg dealt by Legacy.
The Legacy Ring	Equipment, Limited	2	Use an additional power per turn.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bolster Allies	One-Shot	3	Each hero draws 1 card.
Inspiring Presence	Ongoing, Limited	3	+1 hp to all heroes when first played; +1 dmg dealt for all heroes.

### **Survivability (Healing and Damage Reduction)**

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Danger Sense	Ongoing	3	Prevent all dmg from environment cards.
Next Evolution	Ongoing	3	Power: Prevent all dmg from one dmg type for one round.
Fortitude	Ongoing, Limited	3	-1 dmg taken.
Superhuman Durability	Ongoing, Limited	2	Reduce 5+ dmg taken by 3.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Heroic Interception	Ongoing	3	Take 3 melee dmg; all heroes immune to damage until start of next turn.
Motivational Charge	Ongoing, Limited	3	Power: 2 melee dmg to a target; +1 hp to all heroes.
Lead From the Front	Ongoing, Limited	3	May redirect all hero dmg to Legacy.

Also: Inspiring Presence

### **Non-Hero Hindrance/ Deck Control**

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Take Down	Ongoing	2	Villain cards cannot be played for 1 turn; 2 dmg to Legacy.

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### Mr. Fixer

Character Shtick: 'The Martial Arts Mechanic'. Mr. Fixer deals damage in flexible ways using combat styles and tools.

Ramp Up: Average to Slow. Mr. Fixer can sometimes struggle to get the right tools into play.

#### Character Card

Nemeses: The Chairman, Zhu Long  
Primary dmg: Melee

HP: 28  
Complexity: 2

Name	Description	Effect
Strike	Power: 1 melee dmg to 1 target.	Damage – Single
Incapacitated	Play 1 equipment card from hero trash; hero draws 1 card; destroy 1 ongoing card.	

#### Dark Watch Mr. Fixer (HP 29)

Name	Description	Effect
Bitter Strike	Power: 3 melee dmg to 1 target; destroy a hero ongoing or equipment card.	Damage – Single
Incapacitated	Hero plays 1 card; destroy 1 environment card; put 1 card in trash pile below 1 deck.	

#### Deck Stats

One-Shots:	3 (12)	Ongoing:	6 (14)
Equipment:	7 (14)		
Damage – single:	2 (7) [+1 (2)]	Support – self:	11 (25)
Damage – multi:	0 (0) [+2 (4)]	Support – group:	1 (2) [+1 (2)]
Survivability – self:	1 (2) [+1 (2)]	Hindrance/ Deck Control:	2 (4)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Charge	One-Shot	3	2 melee dmg to 1 target.
Overdrive	One-Shot	4	Use Strike an additional time.

Also: Driving Mantis

Split target or Multi-target: See Dual Crowbars, Jack Handle

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

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Meditation	One-Shot	3	Play a style from deck or hand.
Salvage Yard	One-Shot	2	Move each hero's trash into their hands; play Overdrive from the trash.
Bloody Knuckles	Ongoing	4	+2 dmg dealt, +2 dmg taken for 1 turn.
Harmony	Ongoing	2	+1 dmg dealt when both style and tool are in play.
Alternating Tiger Claw	Ongoing, Style	2	All Mr. Fixer's dmg is irreducible.
Greasy Monkey Fist	Ongoing, Style	2	+1 dmg dealt; choose type of dmg.
Tool Box	Equipment	2	Draw 2 cards; start of turn, return card to hand.
Dual Crowbars	Equipment, Tool	2	+1 dmg dealt; after dealing x dmg to a target, deal x dmg to a second target.
Jack Handle	Equipment, Tool	2	After dealing x dmg to a target, deal x dmg to all non-hero targets.
Pipe Wrench	Equipment, Tool	2	+1 dmg dealt; -1 dmg taken.
Tire Iron	Equipment, Tool	2	Destroy target with <3 hp after striking.

#### Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Riveting Crane	Ongoing, Style	2	After dealing dmg to 1 target, all hero dmg to that target is irreducible for 1 turn.

Also: Salvage Yard

### Survivability (Healing and Damage Reduction)

#### Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Driving Mantis	Ongoing, Style	2	Redirect any $\leq 2$ dmg taken to another target.

Also: Pipe Wrench

Group: None

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Grease Gun	Equipment	2	Non-hero targets cannot deal dmg for 1 turn; skip power and draw phases.
Hoist Chain	Equipment, Tool	2	After dealing dmg to a target, -1 dmg dealt by target.



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### The Naturalist

**Character Shtick:** 'The Primal Shapeshifter.' The Naturalist fills a variety of roles by shape-shifting and using nature-themed powers.

**Ramp Up:** Average to Fast. The Naturalist can play his desired form on the first turn. Afterwards, he can either change forms frequently as needed, or take time to build into a specialization.

#### Character Card

**Nemeses:** Equity

**HP:** 29

**Primary dmg:** Melee, toxic

**Complexity:** 2

Name	Description	Effect
Transform	Power: play 1 form card from deck or trash.	Support – Self
Incapacitated	Hero uses 1 power; destroy 1 ongoing card; heroes immune to environment dmg.	

#### Deck Stats

One-Shots: 8 (22)                      Ongoing: 10 (18)  
 Equipment: 0 (0)

Damage – single: 1 (3)    [+6 (14)]                      Support – self: 9 (18)  
 Damage – multi: 0 (0)    [+2 (5)]                      Support – group: 0 (0)

Survivability – self: 3 (6)    [+5 (9)]                      Hindrance/ Deck Control: 3 (8)  
 Survivability – group: 2 (5)

#### Damage

Single Target:

Name	Type	#	Description
Feral Fury	One-Shot	3	2 melee dmg to a target Crocodile: 2 toxic dmg to a target.

Also: Bestial Shift, The Predator's Eye, Primal Charge, Threatening Stomp, Cornered Beast, The Deadly Crocodile

Split target or Multi-target: Crafty Assault, Natural Form's Power.

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

Self:

Name	Type	#	Description
Bestial Shift	One-Shot	3	Gazelle: +3 hp; use a power. Rhino: -1 dmg taken for 1 turn. Crocodile: 3 toxic dmg to a target; use a power.
Primal Charge	One-Shot	3	Gazelle: Draw 4 cards. Rhino: 2 melee dmg to a target. Crocodile: 3 melee dmg to a target.

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Shifter's Strength	One-Shot	3	Discard x cards; draw x cards; play a card.
Cornered Beast	Ongoing	2	Power: Destroy a target with < 4 hp Crocodile: +1 dmg dealt if non-hero targets > hero targets.
Natural Form's Power	Ongoing	2	Power (Gazelle): One player draws 2 cards. Power (Rhino): +2 hp. Power (Crocodile): 1 toxic dmg to 2 targets.
Natural-Born Vigor	Ongoing, Limited	2	Use an additional power this turn. Start of turn, may destroy card to regain 4 hp.
The Deadly Crocodile	Ongoing, Form	1	+1 dmg dealt. Power: 2 melee dmg to 1 target.
The Formidable Rhino	Ongoing, Form	1	-1 dmg taken; activate Rhino effects. Power: Draw 2 cards.
The Nimble Gazelle	Ongoing, Form	1	Activate Gazelle effects. Power: +3 hp

Group: None

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Threatening Stomp	One-Shot	2	4 melee dmg to 1 target. Rhino: Redirect target's dmg to Naturalist for one turn.
Resilient Hide	Ongoing	2	If dealt 1 dmg, prevent it. Rhino: +1 hp at start of turn.
Blend Into the Pack	Ongoing	2	-x dmg taken on first attack per turn, x = environment targets in play.

Also: Bestial Shift, Natural Form's Power, Natural-Born Vigor, The Formidable Rhino, The Nimble Gazelle

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Indomitable Force	Ongoing	3	-1 dmg taken for 1 turn. Rhino: When a hero takes dmg, redirect to the Naturalist.
Environmental Allies	Ongoing	2	-1 dmg dealt to environment targets. Gazelle: Heroes immune to environment dmg.

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Crafty Assault	One-Shot	3	Deal 2 melee dmg to 3 targets. Gazelle: Destroy 2 ongoing cards.
Hyperactive Senses	One-Shot	2	Reveal top two cards of any two decks Gazelle: Discard top card of any two decks.
The Predator's Eye	One-Shot	3	+1 dmg dealt to target for 1 turn. Crocodile: Draw x (max 2); deal 3 - x cards to a target.

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### Forms Summary

#### Gazelle:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bestial Shift	One-Shot	3	Gazelle: +3 hp; use a power
Crafty Assault	One-Shot	3	Deal 2 melee dmg to 3 targets. Gazelle: Destroy 2 ongoing cards.
Hyperactive Senses	One-Shot	2	Reveal top two cards of any two decks Gazelle: Discard top card of any two decks.
Primal Charge	One-Shot	3	Gazelle: Draw 4 cards.
Environmental Allies	Ongoing	2	-1 dmg dealt to environment targets. Gazelle: Heroes immune to environment dmg.
The Nimble Gazelle	Ongoing, Form	1	Activate Gazelle effects. Power: +3 hp

#### Rhino:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bestial Shift	One-Shot	3	Rhino: -1 dmg taken for 1 turn.
Primal Charge	One-Shot	3	Rhino: 2 melee dmg to a target.
Threatening Stomp	One-Shot	2	4 melee dmg to 1 target. Rhino: Redirect target's dmg to Naturalist for one turn.
Indomitable Force	Ongoing	3	-1 dmg taken for 1 turn. Rhino: When a hero takes dmg, redirect to the Naturalist.
Resilient Hide	Ongoing	2	If dealt 1 dmg, prevent it. Rhino: +1 hp at start of turn.
The Formidable Rhino	Ongoing, Form	1	-1 dmg taken; activate Rhino effects. Power: Draw 2 cards.

#### Crocodile:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Bestial Shift	One-Shot	3	Crocodile: 3 toxic dmg to a target; use a power.
Feral Fury	One-Shot	3	2 melee dmg to a target Crocodile: 2 toxic dmg to a target.
The Predator's Eye	One-Shot	3	+1 dmg dealt to target for 1 turn. Crocodile: Draw x (max 2); deal 3 - x cards to a target.
Primal Charge	One-Shot	3	Crocodile: 3 melee dmg to a target.
Cornered Beast	Ongoing	2	Power: Destroy a target with < 4 hp Crocodile: +1 dmg dealt if non-hero targets > hero targets.
The Deadly Crocodile	Ongoing, Form	1	+1 dmg dealt. Power: 2 melee dmg to 1 target.

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### Nightmist

**Character Shtick:** 'The Occult Witch.' Nightmist deals damage and frustrates enemies using relics and unpredictable, sometimes harmful magical effects.

**Ramp Up:** Average. Nightmist has many ways to play key cards from her deck, but needs to build up a sizeable hand in order to sustain her damage.

#### Character Card

**Nemeses:** Gloomweaver, Man-Grove

**HP:** 27

**Primary dmg:** Infernal

**Complexity:** 3

Name	Description	Effect
Investigation	Power: 2 infernal dmg to Nightmist; draw 2 cards.	Support – Self
Incapacitated	+1 hp to hero; hero plays 1 card; destroy 1 ongoing card.	

#### Dark Watch Nightmist (HP 28)

Name	Description	Effect
Attunement	Reveal top 3 cards of deck; return in any order.	Support – Self
Incapacitated	Hero draws 1 card; hero plays 1 card; move card from trash to top of deck.	

#### Deck Stats

One-Shots:	9 (25)	Ongoing:	3 (6)
Equipment:	4 (9)		
Damage – single:	1 (3) [+1 (3)]	Support – self:	4 (10)
Damage – multi:	2 (7)	Support – group:	1 (3)
Survivability – self:	5 (10)	Hindrance/ Deck Control:	3 (7)
Survivability – group:	0 (0)		

#### Damage

##### Single Target:

Name	Type	#	Description
Heedless Lash	One-Shot, Spell	3	Reveal top card from deck; x infernal dmg to Nightmist and 1 target, x = number of revealed card.

Also: Amulet of the Elder Gods

##### Split target or Multi-target:

Name	Type	#	Description
Oblivion	One-Shot, Spell	4	Reveal top 2 cards from deck; x infernal dmg to all heroes, y infernal dmg to all non-heroes, x & y = numbers of both cards.
Scouring Mists	One-Shot, Spell	3	Reveal top card from deck; x infernal dmg to Nightmist; 2 dmg to x targets; x = number of revealed card.

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Call Forth	One-Shot, Spell	3	Discard a card; gain x relics from the deck; x = number of revealed card.
Mists of Time	One-Shot, Spell	2	Take 2 infernal dmg; switch trash and deck.
Elder Ring	Equipment, Relic, Limited	3	+ 1 dmg dealt. Power: Draw a card, destroy this card.
Tome of Elder Magic	Equipment, Relic	2	Power: Draw first spell from deck.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Enlightenment	One-Shot, Spell	3	Reveal top card of deck; x dmg to Nightmist; one player may draw x cards; x = number of revealed card.

### Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Mist-Fueled Recovery	One-Shot	2	Shuffle a hero's trash into their deck; + 1 hp per 2 cards recovered.
Master of Magic	Ongoing, Limited	2	+x hp, x = number of spell card played this turn.
Mist Form	Ongoing, Limited	2	Prevent all damage; draw an additional card; cannot play cards or use powers.
Amulet of the Elder Gods	Equipment, Relic, Limited	2	Discard 2 cards; redirect dmg dealt to Nightmist to another target.
Starshield Necklace	Equipment, Relic, Limited	2	Discard 1 card at end of turn; +x hp, x = number of discarded card.

Self-damaging cards: Enlightenment, Heedless Lash, Mists of Time, Oblivion, Planar Banishment, Scouring Mists

Group: None

### Non-Hero Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Mistbound	One-Shot	2	Discard 2 cards; cards cannot be played from one deck for 1 turn.
Planar Banishment	One-Shot, Spell	3	Reveal card from deck; x infernal dmg to Nightmist; destroy x ongoing or environment cards; x = number of revealed card.
Astral Premonition	Ongoing	2	Power: Discard 1 card; take two cards from one deck, put one card on top and one card on bottom.