

SotM Card Guide – All Villains

The Dreamer

Summary

Villain Shtick: A young, out-of-control, alternate timeline Visionary whose nightmarish psychic projections damage and bedevil the party.

Victory Condition: Withstand The Dreamer's psychic assaults and kill her projections and without killing her.

Villain Card

Nemesis: Visionary
Primary Dmg: Psychic

HP: 6
Difficulty: 3

Name	Description	Effect
The Dreamer Dreams	Destroy H hero ongoing cards if no Projections in play; flip card.	Hero Hindrance
Advanced	-1 dmg dealt to projections.	Survivability – Proj.
Roused from Slumber (flip)	End of villain turn, H-1 psychic dmg to all hero targets; play H-2 cards from top of deck.	Damage – multi; Support – self
Advanced	+1 dmg dealt by villain targets.	Support – Projections

Deck Stats

One-Shots:	3 (7)	Ongoing:	0 (0)
Special (Projections):	9 (18)		
Damage – single:	2 (4) [+4 (8)]	Support – self:	1 (3)
Damage – multi:	3 (6)	Support – Projections:	1 (2)
Survivability:	0 (0)		
Survivability – Projections:	0 (0) [+2 (4)]	Hindrance/ Deck Control:	5 (10)

Damage

Single Target:

Name	Type	#	Description
Granite Oni	Projection	2	End of villain turn, 2 melee dmg to lowest hp hero target; -1 dmg taken.
The Toy Master	Projection	2	Start of villain turn; x psychic dmg to highest hp hero target; x = equipment cards in play +1.

Also: Illusory Demon, Tooth Fairy, Treacherous Ape, Whipacorn

Split target or Multi-target:

Name	Type	#	Description
Night Terrors	One-Shot	2	X psychic dmg to all non-villain targets; x = projections in play +1.
Macabre Spectre	Projection	2	End of villain turn, 2 psychic dmg to all heroes; recovers max hp when a target is destroyed.

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Grotesque Arachnoid	Projection	2	End of villain turn, 2 toxic dmg to H – 1 targets with highest hp.
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Support (e.g., Damage buffs, increased card plays)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Violent Nightmares	One-Shot	3	Play H-2 projection cards from top of deck; shuffle villain trash into deck.

Minion:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Dark Hero	Projection	2	+1 dmg dealt, -1 dmg taken by villain targets.

Survivability (Healing and Damage Reduction)

Self: None

Minions: See Dark Hero, Granite Oni

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Psychic Projection	One-Shot	2	The player with the most cards in play cannot play cards for 1 turn.
Illusory Demon	Projection	2	End of villain turn, H infernal dmg to highest hp target; destroy 1 hero ongoing card when card is destroyed.
Tooth Fairy	Projection	2	End of villain turn, each hero discards a card; 3 toxic dmg to hero with no cards in hand.
Treacherous Ape	Projection	2	Start of hero turn, 2 energy dmg to active hero. When Ape is destroyed, destroy 1 equipment card.
Whipacorn	Projection	2	End of villain turn, H-2 melee dmg to highest hp hero target; target cannot deal dmg for 1 turn.

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The Ennead

Summary

Villain Shtick: A team of villains, each given god-like powers through ancient artifacts, attacks the heroes en masse.

Victory Condition: Defeat all members of the Ennead in turn.

Villain Card – The Ennead

Nemesis: Ra

Primary Dmg: Fire, Infernal

HP: varied

Difficulty: 3

<i>Name</i>	<i>Description</i>	<i>Effect</i>
The Power of the Ennead	At start of game, play H character cards; flip when 0 cards under Shrine at start of villain turn.	Support – self
Advanced	Start of villain turn, play 1 card from beneath the Shrine.	Support – self
The Ennead in Force(flip)	End of villain turn, + H-2 hp to all villain targets.	Survivability – self
Advanced	+1 dmg dealt for villain targets.	Support – self

Atum (HP 30)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
World Finisher	When (purple) card is played, play (red) card from deck.	Support – self
Incapacitated	Start of villain turn, shuffle villain trash into deck.	Survivability – self

Geb (HP 32)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Earthquake Speaker	2 melee dmg to 2 highest hp heroes when (green) card goes into villain trash.	Damage – multi
Incapacitated	Start of villain turn, place top card of each hero deck on bottom of deck.	Hero Hindrance

Isis (HP 26)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Matron of Magic	2 infernal dmg to hero with most cards in play when (green) or (purple) card enters trash.	Damage –single
Incapacitated	Start of villain turn, discard H cards of each hero deck.	Hero Hindrance

Nephtys (HP 28)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Life Warden	1 fire dmg to all heroes when (green) card is put in trash; +1 hp to all villains when (purple) card is put in trash.	Damage – multi; Survivability – self
Incapacitated	Start of villain turn, +1 hp for all villain targets.	Survivability – self

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Nuit (HP 28)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
She Who Protects	-1 dmg dealt to all villain targets besides Nuit; +2 hp when (red) card is put in trash.	Survivability – self
Incapacitated	Start of villain turn, shuffle environment trash into deck.	Env. Manipulation

Osiris (HP 27)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Lord of Silence	When (purple) card is put in trash, all heroes discard 1 card, take 1 psychic dmg.	Hero Hindrance; Damage – multi
Incapacitated	Start of villain turn, destroy non-character target with lowest hp.	Damage – single

Set (HP 26)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
God of Storms	Play top card of villain deck when (red) card is put in trash; 1 lightning dmg to all heroes when (green) card is put in trash.	Support – self; Damage – multi
Incapacitated	Start of villain turn, play top card of every deck.	Support – self

Shu (HP 24)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Breath of the Wind	Immune to melee and projectile dmg; +1 hp to all non-hero targets when (red) or (green) cards are put in trash.	Survivability – self
Incapacitated	Start of villain turn, play top card of environment deck.	Env. Manipulation

Tefnut (HP 29)

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Warrior of the Flood	2 melee dmg to lowest hp hero when (green) card is put in trash.	Damage – single
Incapacitated	Start of villain turn, each player discards 1 card.	Hero Hindrance

Deck Stats

One-Shots:	2 (4)	One-Shots (green):	3 (7)
One-Shot (red):	3 (7)	One-Shot (purple):	2 (6)
Ongoing:	0 (0)	Special (Shrine):	1 (1)
Damage – single:	2 (7)	Support – self:	2 (4)
Damage – multi:	3 (7) [+3 (6)]	Support – minions:	0 (0)
Survivability – self:	1 (1) [+1 (2)]	Hindrance/ Deck Control:	3 (6)
Survivability – group:	0 (0)		

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Damage

Single Target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Blast of Flame	One-Shot (red)	3	H-1 fire dmg to highest hp hero.
Death's Grasp	One-Shot (purple)	4	H-2 infernal dmg to lowest hp hero.

Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Elemental Storm	One-Shot (green)	3	1 lightning dmg, 1 fire dmg, and 1 cold dmg to all hero targets.
Sun's Fury	One-Shot (red)	2	H-2 fire dmg to all hero targets.
The Grave Beckons	One-Shot (purple)	2	Destroy all ≤ 3 hp non-villain targets.

Also: Ancient Magicks, The Desert's Wrath, Mass Overheating

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Rise to Power	One-Shot	2	Play top card from beneath shrine; play top card of villain deck.
Taste of Immortality	One-Shot	2	Play top card from beneath shrine; + H-1 hp to all villain targets.

Minions: None

Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
The Shrine of the Ennead	(Special)	1	Flip any villain card when they fall below 0 hp; cards beneath this card are indestructible.

Also: Taste of Immortality

Minions: None

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Ancient Magicks	One-Shot, (green)	2	Destroy H-1 hero ongoing and equipment cards; H-2 infernal dmg to any heroes who have cards in play.
The Desert's Wrath	One-Shot, (green)	2	Destroy all environment cards; x projectile dmg to all hero targets, x = destroyed environment cards.
Mass Overheating	One-Shot, (red)	2	Destroy H-1 equipment cards; H-2 fire dmg to all hero targets.

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Gloomweaver

Villain Shtick: An extraplanar demon who attacks the group through cultists, relics, and voodoo powers.

Victory Condition: Defeat Gloomweaver before he is brought to full power by his three relics.

Villain Card

Nemesis: Nightmist

Primary dmg: Infernal, varied

HP: 90

Difficulty: 3

Name	Description	Effect
Nightmare Walker	Start of game, play H Zombies; start of turn, flip card if 3 relics in play; when Cultist is destroyed, play Zombie from trash.	Support – minions;
Advanced	Immune to melee and projectile dmg	Survivability – self
Demon-God Incarnate (flip)	After flip, +10H hp; when Cultist is destroyed, play Zombie from trash; end of villain turn, x toxic dmg to H-1 highest hp heroes, x = Voodoo Pins in play +2	Survivability – self; Support – minions; Damage – multi
Advanced	End of villain turn, H infernal dmg to lowest hp target.	Damage – single

Deck Stats

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

Damage

Single Target:

Name	Type	#	Description
Cursed Acolyte	Cultist	2	6 hp target; end of villain turn, H-2 fire dmg and H-2 infernal dmg to all hero targets.
Zombie Servant	Zombie	5	2 hp target; end of villain turn, H-2 melee dmg to highest hp hero.
Ophidia, the Deceiver	Familiar	1	8 hp target; end of villain turn, x dmg to highest hp hero, x = number of Voodoo Pins in play.
Crimson Pin	Voodoo Pin	2	9 hp target; play on highest hp hero; end of hero's turn, H-2 irreducible toxic dmg to that hero.

Also: Chosen Disciple

Split target or Multi-target: Drum of Despair, Grimoire of Curses,

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

Self: None

Minions:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Vast Following	One-Shot	3	Draw x cards from villain trash; play any revealed cultists and relics; play top card of villain deck.
Strength of the Grave	Ongoing	1	-1 dmg taken to Zombies; +x dmg dealt by Zombies, x = Zombies in play.
Chosen Disciple	Cultist	2	7 hp target; end of villain turn, play 1 Zombie card from trash; x melee dmg to highest hp hero, x = Zombies in play +2.

Survivability (Healing and Damage Reduction)

Self: None

Minions:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Pouch of Bones	Relic	1	25 hp target; -1 dmg taken by Zombies; + H hp to all villain targets when a Zombie enters play.
Profane Zealot	Cultist	2	-1 dmg taken by villain targets; +H hp to this card when a target is destroyed.

Also: Strength of the Grave

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Drum of Despair	Relic	1	25 hp target; start of villain turn, each hero must discard 2 cards, destroy 1 card, or take H-1 infernal dmg.
Grimoire of Curses	Relic	1	25 hp target; start of villain turn, all heroes may discard 1 card; x infernal dmg to all heroes, x = H-number of discarded cards.
Indigo Pin	Voodoo Pin	2	9 hp target; play on hero with fewest cards in play; end of hero's turn, that hero discards a card.
Sable Pin	Voodoo Pin	2	9 hp target; play on hero with most cards in play; end of hero's turn, hero destroys 1 card or takes H psychic dmg.

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Grand Warlord Voss

Villain Shtick: An interstellar warlord that attacks the party from his flagship behind waves of minions.

Victory Condition: Kill Voss' minions to render him vulnerable to attack.

Villain Card

Nemesis: Tempest

Primary dmg: Energy, fire

HP: 90

Difficulty: 3

<i>Name</i>	<i>Description</i>	<i>Effect</i>
Conquering Alien Warlord	Start of game, play H Minions; start of turn, flip card if 0 minions in play; -2 dmg taken for every Minion in play.	Support – Minions; Survivability – self
Advanced	-1 dmg dealt by heroes	Hero/ Env. Hindrance
Super-Thorathian Warrior (flip)	Start of villain turn, flip if ≥ 2 Minions in play. -1 dmg taken for each Minion in play; H-1 energy dmg to highest hp hero; H-2 fire dmg to lowest hp hero.	Survivability – self; Damage – single
Advanced	End of villain turn, play top card of villain deck.	Support – self

Deck Stats

One-Shots:	0 (0)	Ongoing:	1 (3)
Special (Minions):	8 (16)	Special (Device):	1 (2)
Special (Thorathian):	2 (2)	Special (Ships):	2 (2)
Damage – single:	5 (10)	Support – self:	1 (2)
Damage – multi:	2 (4) [+1 (1)]	Support – minions:	2 (4)
Survivability – self:	0 (0)	Hindrance/ Deck Control:	2 (2)
Survivability – minions:	2 (3)		

Damage

Single Target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Gene-Bound Banshee	Minion	2	3 hp target; end of villain turn, 3 sonic dmg to hero with most ongoing cards.
Gene-Bound Firesworn	Minion	2	3 hp target; end of villain turn, 2 fire dmg to highest hp hero.
Gene-Bound Ion Lancer	Minion	2	3 hp target; end of villain turn, 2 energy dmg to lowest hp hero.
Gene-Bound Shock Infantry	Minion	2	3 hp target; end of villain turn, 3 lightning dmg to highest hp hero.
Gene-Bound Soldier	Minion	2	3 hp target; end of villain turn, 2 projectile dmg to highest hp herp.

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Split target or Multi-target:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Gene-Bound Frosthound	Minion	2	3 hp target; end of villain turn, 2 cold dmg to all hero targets.
Gene-Bound Psi-Weaver	Minion	2	3 hp target; end of villain turn, 2 psychic dmg to all hero targets.

Also: TCF Conqueror

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Quark-Drive Translocator	Device	2	10 hp target; play top card of villain deck when Minion enters play.

Group:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Forced Deployment	Ongoing	3	When card is destroyed, play all Minions in villain trash; start of villain turn, destroy this card.
TCF Stalwart	Flagship	1	18 hp target; start of villain turn, 3 energy dmg to all targets; end of villain turn, play 1 Minion from villain deck.

Survivability (Healing and Damage Reduction)

Self: None

Minions:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Gene-Bound Guard	Minion	2	3 hp target; -1 dmg taken for all villain targets.
Field Lieutenant Tamar	Thorathian	1	5 hp target; -1 dmg taken for Thorathians and Minions

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
First Lieutenant Vykto	Thorathian	1	5 hp target; +1 dmg dealt to hero targets.
TCF Conqueror	Dreadnaught	1	15 hp target; start of villain turn, destroy 1 hero ongoing card; end of villain turn, 3 fire dmg to all hero targets.

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Iron Legacy

Villain Shtick: Legacy, turned evil and tyrannous, attempts to overwhelm the party with his powers.

Victory Condition: Withstand his crushing assaults long enough to put him down.

Villain Card

Nemesis: Freedom Six – Tachyon, Absolute Zero, Tempest, Wraith, Unity, Bunker_

HP: 32

Primary dmg: Melee, projectile

Difficulty: 4

Name	Description	Effect
Ironclad Tyrant	Start of game, play H ongoing cards from villain deck; start of turn, flip if ≤ 20 hp; end of turn, 3 melee dmg to all heroes.	Support – self; Damage – multi
Advanced	All villain dmg is irreducible.	Support – self
Motivated by Desperation (flip)	-1 dmg taken; start of villain turn, flip if ≥ 25 hp; end of villain turn, + H+1 hp and H-1 melee dmg to lowest hp hero.	Survivability – self Damage – single
Advanced	Redirect first dmg each turn to highest hp hero.	Survivability – self; damage – single

Deck Stats

One-Shots:	6 (15)	Ongoing:	6 (10)
Special:	0 (0)		
Damage – single:	0 (0) [+4 (8)]	Support – self:	2 (4) [+1 (3)]
Damage – multi:	0 (0) [+5(10)]	Support – minions:	0 (0)
Survivability – self:	3 (5)	Hindrance/ Deck Control:	7 (16)
Survivability – minions:	0 (0)		

Damage

Single Target: Iron-Fist Strike, Iron Justice, Superhuman Redirection, Vigilance

Split target or Multi-target: Beat Down, Flying Assault, Rule from the Front, Demoralizing Presence, Final Evolution

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

Self:

Name	Type	#	Description
Demoralizing Presence	Ongoing	2	+1 dmg dealt; end of villain turn, 1 psychic dmg to each hero target.
Galvanized	Ongoing	2	+1 dmg dealt; card is indestructible.

Also: Former Allies

Minions: None

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Survivability (Healing and Damage Reduction)

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Armored Fortune	Ongoing	2	-1 dmg taken; start of villain turn, +H hp.
Final Evolution	Ongoing	1	1 toxic dmg to all non-villain targets when this card enters play; +2 hp when hero uses a power.
Superhuman Redirection	Ongoing	2	Redirect 5+ dmg to highest hp hero.

Minions: None

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Beat Down	One-Shot	2	H-2 melee dmg to 2 lowest hp heroes; targets cannot deal dmg for 1 turn.
Flying Assault	One-Shot	3	H-1 projectile dmg to 2 highest hp heroes; destroy 2 equipment cards.
Former Allies	One-Shot	3	Each hero discards 1 card; play top card of villain deck.
Iron-Fist Strike	One-Shot	3	H+1 melee dmg to highest hp hero; destroy 2 hero ongoing cards.
Iron Justice	One-Shot	2	H melee dmg to highest hp target; player with most cards in hand discards H cards.
Rule From the Front	One-Shot	2	H-1 melee dmg to all non-villain targets; each hero discards 2 cards or destroys 1 card.
Vigilance	Ongoing	1	2 projectile dmg to hero who plays 1 card.

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Kismet

Villain Shtick: A manipulator of reality who attacks the group by jinxing their luck.

Victory Condition: Steal her lucky talisman, then defeat her.

Villain Card

Nemesis: Setback
Primary dmg: Psychic

HP: 70
Difficulty: 2

Name	Description	Effect
Charmed Scoundrel	Start of game, play The Talisman; start of turn, 1 psychic dmg to all heroes or flip if Talisman had been stolen; destroy 1 Jinx card if 1 hero deals another ≥ 4 dmg; end of villain turn, reveal top card of villain deck, replace if not a Lucky card.	Support – self; Damage – multi
Advanced	2 psychic dmg to all heroes affected by Jinx card.	Damage – single
Deranged Miscreant (flip)	Start of villain turn, 2 irreducible psychic dmg to talisman if stolen, or flip card if recovered; end of villain turn, +1 hp per Lucky card in play; x dmg to highest hp hero, $x = 9 - \text{current hp of Talisman}$	Survivability – self; Damage – single
Advanced	+H-2 dmg dealt	Support – self

Deck Stats

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

Damage

Single Target:

Name	Type	#	Description
Hapless Strike	One-Shot, Lucky	2	2 dmg to lowest hp hero by highest hp hero.
Weak Heart	Ongoing, Jinx	2	Play on lowest hp hero; 1 psychic dmg when that hero uses power.
Two Left Feet	Ongoing, Jinx	2	Play on hero with fewest cards in play; 1 dmg when hero plays a card.

Also: Unlucky Break, Violent Trickster

Split target or Multi-target: Immanent Destruction, Fortune's Smile

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

Self:

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
The Talisman	Enchanted Heirloom	1	7 hp target; +x dmg dealt, x = number of Jinx cards in play.
The Talisman (flip)	Stolen Charm		Power: Reveal top 3 cards of any deck; replace in any order.
Karmic Destruction	One-Shot	2	Reveal top H+1 cards of villain deck; play any Jinx cards.
Fortune's Smile	One-Shot, Lucky	2	+H hp, 1 psychic dmg to each hero; play top card of villain deck.
Lady Luck	Ongoing, Lucky	1	Reveal top card of villain deck when villain card is destroyed; if not a Lucky card, prevent the destruction and discard revealed card; if a Lucky card, play the Lucky card.

Minions: None

Survivability (Healing and Damage Reduction)

Self: Fortune's Smile, Inconceivable Obstruction

Minions: None

Non-Villain Hindrance/ Deck Control

<i>Name</i>	<i>Type</i>	<i>#</i>	<i>Description</i>
Immanent Destruction	One-Shot, Jinx	2	Destroy all environment cards; x+1 projectile dmg to all heroes; x = environment cards destroyed.
Unlucky Break	One-Shot, Jinx	2	Destroy H hero ongoing or equipment cards; 2 psychic dmg to hero and Talisman if player has it.
Violent Trickster	One-Shot, Lucky	2	Each player discards 1 card; 2 melee dmg to lowest hp hero.
Glass Jaw	Ongoing, Jinx	2	Play on highest hp hero; +1 dmg taken.
Scattered Mind	Ongoing, Jinx	2	Play on hero with biggest hand; discard 1 card when dealing dmg.
Shaky Arm	Ongoing, Jinx	2	Play on hero with most cards in play; -1 dmg dealt.
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.