

## **Helfyre**

Changelog (to be made, not currently in the link) : Blister HP reduced to 23  
Burning Melody now correctly specifies the source of the damage as Blister  
Sleep Now in the Fire has the correct order of events  
Blazing Axe now specifies Fire damage dealt by Blister as increased, not all damage dealt by Blister.  
Stage Dive now correctly references Blister as the source of the damage.  
Fire Away now correctly references Blister as the source of the damage

## **Blister**

Nemesis: Rockstar

Group: Helfyre (formerly Crackjaw Crew)

HP: 23

Style: Vengeance

Nemesis: Rockstar

Set-Up: Blister starts the game 'She's On Fire!' side up.

Blazing Axe and Firestarter are put into play, and the villain deck is shuffled.

Game Play: Blister is immune to Fire Damage.

At the End of her Turn, Blister deals the two Non-Villain Targets with the Highest HP 2 Fire Damage.

Advanced:

Blazing Axe is Indestructible.

Challenge: Where there's Fire there's Smoke

When Blister would deal a Non-Villain Target Fire Damage, she also deals that Target 1 Toxic Damage.

Incap: Destroy an Environment Card and deal the Hero Target with the Highest HP 3 Fire Damage.

Blazing Axe

Device

HP: 10

Increase Fire Damage Dealt by Blister by 1.

Damage from Blister cannot be redirected.

Blistering Solo

Ongoing

Damage dealt by Blister is Irreducible. Heroes damaged by Blister cannot use Powers or Play Cards outside of their own turn.

Burning Melody

One-Shot x2

Blister deals the Hero Target with the highest HP 2 Fire Damage, then Blister Destroys an Ongoing Card in that Hero's play area.

Sleep Now in the Fire

Ongoing

The first time each turn that Blister would deal Fire Damage, she then heals HP equal to the amount of Fire Damage dealt.

Stage Dive

One Shot x2

Blister Destroys an Environment Card. Blister then Deals the Hero Target with the Second Highest HP 2 Melee Damage and 2 Fire Damage. Play the top Card of the Environment Deck.

Burn it Down

Ongoing x2

Whenever an Environment Card would be destroyed, Blister deals the Hero Target with the highest HP 2 Fire Damage.

At the end of Blister's turn, Destroy an Environment Card.

Play with Fire

One-Shot x2

If Blazing Axe is in play, restore it to 10 HP. If Blazing Axe is in Blister's Trash, shuffle it back into Blister's deck.

Blister recovers 3 HP, then Play the top Card of Blister's deck.

Set Fire to the Rain

One-Shot x2

Blister Deals each Non-Villain Target 1 Fire Damage. If it is in play, deal Blazing Axe 2 Fire Damage.

Firestarter

Ongoing

The first time each turn that a Hero Card is destroyed, Blister deals the Hero Target with the second highest HP 2 Fire Damage.

Fireball

One-Shot x2

Blister deals the X Hero Targets with the highest HP 3 Fire Damage, where X is equal to the number of cards in the Environment Trash plus 1. Then destroy 1 Hero Ongoing and 1 of Blister's Ongoing. Then deal Blazing Axe 2 Fire Damage.

Fire Away

One-Shot x2

Blister Deals the 3 Non-Villain Targets with the Highest HP 2 Fire Damage each.

Solo Act

One-Shot x2

Blister Deals the Hero Target with the Highest HP 1 Sonic Damage, 1 Fire Damage, and 1 Toxic Damage.

## **Deeproot**

Nemesis: Muerto

Group: Helfyre (formerly Crackjaw Crew)

HP: 31

Style: Vengeance

Set-Up: Deeproot starts the game Overgrown Menace side up.

Put Plant Life of the Party into play and the villain deck is shuffled.

Game Play: At the end of Deeproot's turn, the 2 Villain or Environment Targets with the lowest HP recover 1 HP.

Then Deeproot deals the X Hero Targets with the highest HP 2 Toxic Damage each where X is equal to the number of Plant Growth Cards in play.

Advanced: The first time each turn a Villain Ongoing or Plant Growth is played, Deeproot recovers 2 HP.

Challenge: Environmental Attunement

Villain Character Cards are Immune to Damage from the Environment.

Incap: Reduce Damage to Environment Targets by 1. Play the top card of the Environment deck.

Plant Life of the Party

Ongoing, Plant Growth

Reduce Non-Fire Damage dealt to Deeproot by 1. Increase Fire Damage dealt to Deeproot by 1. At the end of Deeproot's turn he recovers 1 HP for each Plant Growth Card in play.

Bark Shield x2

Plant Growth

HP: 5

Play this card next to the Villain character card with the lowest HP. Redirect damage that that Target would take to this card. Reduce non-Fire Damage dealt to Bark Shield by 1.

Writhing Flora x2

Plant Growth

HP: 5

Reduce Damage dealt by Hero Targets by 1. When this card is destroyed shuffle Deeproot's Trash into his deck.

Deep Roots x2

Plant Growth

HP: 5

Reduce Damage dealt to Environment Targets by 1, and Deeproot is Immune to Damage from the Environment. At the end of Deeproot's turn, shuffle the Environment Trash into its deck.

Wild Growth x2

One-Shot

Deeproot recovers 1 HP. Shuffle Deeproot's trash into his deck and reveal the top card of his deck. If it is a Plant Growth, put it into play. If it is not a Plant Growth, discard it and Deeproot recovers 2 more HP.

Stranglevines

Plant Growth

HP: 5

Play this card next to the Hero Character with the highest HP. Redirect all damage dealt by that target to Deeproot.

At the Start of Deeproot's Turn, this Card deals the Hero Character it is next to 1 Melee and 1 Toxic Damage.

Can't Stop the Beatdown x2

One-Shot

Deeproot Deals the Hero Target with the second highest HP 3 Melee Damage. Redirect the next damage that Target would deal to Deeproot and reduce it by 2.

Photosynthestrike x2

One-Shot

The Environment deals the Hero Target with the Highest HP  $X+1$  Damage, where X equals the number of Environment Cards in play.

Wildbond x2

Ongoing

Reduce Damage dealt to Environment Targets by 2. Redirect Damage that would be Dealt to Deeproot by Environment Cards to the Hero Target with the highest HP.

When this Card is Destroyed Deeproot recovers 2 HP.

Steady Rhythm x2

One-Shot

Deeproot Deals the X Hero Targets with the Highest HP 2 Melee Damage, where X is equal to the number of Environment Cards in Play.

Until the start of Deeproot's next turn, Villain cards are Immune to damage from Villains and the Environment.

Heart of the Team x2

One-Shot

All Villain and Environment Targets recover 2 HP. Redirect the next damage that would be dealt to a Villain Character Card to Deeproot.



## **Snare**

Nemesis: Headlong

Group: Helfyre (formerly Crackjaw Crew)

HP: 19

Style: Vengeance

Set-Up: Snare enters play Behind the Shield side up.

Put Crimson Shield and Giger Mobility Chair into play, then shuffle the villain deck.

Game Play: At the end of Snare's turn, Snare Deals the Hero Character with the second lowest HP 2 Energy Damage. Reduce the next damage dealt by that Target by 2.

When a Barrier Card is Destroyed Snare deals the Hero Target with the second highest HP 3 Energy Damage, then Deals herself 2 Irreducible Psychic Damage.

Advanced: When Snare Deals a Target Energy Damage, she also deals them 1 Irreducible Sonic Damage.

Challenge: Giger Mobility Chair is Indestructible.

Incapacitated: Reduce damage to Villain Character Cards by 1.

Crimson Shield

Barrier

This card is Indestructible. Reduce Damage dealt to Snare by 2.

Reinforced

Ongoing, Barrier

Prevent the first damage that would be dealt to Snare each turn. Increase Damage dealt by Snare by 1.

Extended

Ongoing, Barrier

Reduce Damage dealt to the Villain Target with the lowest HP, other than Snare, by 2. At the end of Snare's turn, each Villain Character Card Recovers 1 HP.

Barricade x2

Ongoing, Barrier

Increase Damage Dealt by Villain Character Cards other than Snare by 1. Reduce Damage Dealt to Villain Character Cards other than Snare by 1.

At the Start of Snare's Turn Destroy this Card.

Resonant

Ongoing, Barrier

When a Hero Target deals Damage to Snare, Snare then deals that Target 2 Energy Damage.

Encapsulate x2

Ongoing, Barrier

Play this Card next to the Hero Character with the most Cards in Play. The Hero next to this Card cannot Play Cards. At the Start of Snare's Turn, she deals the Hero Character next to this Card 2 Toxic Damage.

Drive the Beat Home x2

### One-Shot

Snare Deals the Hero Target with the second highest HP 2 Sonic and 2 Energy Damage. A Hero dealt damage this way cannot use Powers until the start of Snare's next turn.

### Switch Up the Timing x2

#### Ongoing

Heroes may not Play Cards, use Powers, or Draw Cards outside of their own Turn.

At the Start of Snare's Turn, Destroy this Card and Snare Deals the Hero Target with the lowest HP 3 Psychic Damage.

### Double Down

#### Ongoing

The first time each Turn that a Villain Ongoing would be destroyed, Snare destroys a Hero Ongoing and deals the Hero Target with the second highest HP 2 Energy Damage.

### Timed Assault x2

#### One-Shot

Play the top Card of the Villain Character with the highest HP, other than Snare. Then that Villain Character deals the Hero Target with the highest HP 2 Sonic Damage.

### Synchronicity x2

#### One-Shot

Play the top Card of the Villain Character with the lowest HP, other than Snare. Then that Villain Character Recovers 2 HP.

### Giger Mobility Chair x1

Device

HP: 12

Reduce Damage Dealt to Giger Mobility Chair by 1. Snare and Giger Mobility Chair are Immune to Damage from Environment Cards. At the End of Snare's Turn, Snare Recovers 1 HP.

Buying Time x2

One-Shot

The X Villain Targets with the lowest HP recover 2 HP, where X is equal to the number of Barrier cards in play, then play the top card of Snare's deck.

**Screech**

Nemesis: Aeon Girl

Group: Helfyre (formerly Crackjaw Crew)

HP: 23

Style: Vengeance

Set-Up: Screech enters play El Screamo side up.

Put Total Chaos into play, then shuffle Screech's Villain deck.

Game Play: At the end of Screech's turn, he deals the Hero Target with the highest HP 3 Sonic Damage. Then one player must discard a card.

Screech is Immune to Sonic Damage.

Advanced: When Screech deals a Hero Character 3 or more Sonic damage, that player must discard a card.

Challenge: Increase Sonic Damage by 1.

Incapacitated: The Hero Characters with the highest and lowest HP must discard 1 card.

Total Chaos

Ongoing, Discord

At the end of Screech's turn, Screech Destroys a Hero Ongoing, then deals the Hero Target with the highest HP 1 Sonic and 1 Projectile damage. Increase Damage to Screech from Villain Targets by 1.

Earworm

Ongoing, Discord

At the end of Screech's turn, Screech deals each Hero Target 1 Sonic Damage.

Shout it Out x2

One-Shot

Screech Deals the Hero Target with the highest HP Sonic Damage equal to the number of Discord cards in play. Then Screech deals each other Hero Target 1 Projectile Damage.

Shatter x2

One-Shot

Destroy an Equipment Card. Screech Deals all Targets in the play area the Equipment card was in 1 Sonic and 1 Projectile Damage.

Ring Their Ears x2

One-Shot

Screech deals the Hero Target with the second lowest HP 2 Sonic Damage. That Target then deals the Hero Target with the highest HP 3 Melee Damage.

Scream of Anger x2

One-Shot

Screech deals the Non-Villain Target with the highest HP 3 Sonic Damage. If a Target takes Damage this way, Reduce Damage dealt by that Target by 1 until the start of Screech's next turn.

Maximum Decibels

Ongoing, Discord

Increase Sonic Damage dealt by Screech by 2. At the end of Screech's turn, if there are no other Discord cards in play, Destroy this card.

No Self Control

One-Shot

Screech Deals himself 3 Irreducible Toxic Damage. Then Screech deals the H-2 Hero Targets with the highest HP 3 Sonic Damage each. Any Hero Characters Dealt Damage this way must Discard a Card.

Maximum Disruption

One-Shot

Destroy 1 Environment Card, 1 Villain Ongoing, and 3 Hero Ongoing or Equipment Cards. Then Screech deals each Hero Target 1 Projectile Damage.

Lead 'Singer'

Ongoing, Discard

At the Start of Screech's turn, he recovers HP equal to the number of Villain Character cards in play. If a Villain Character deals damage to Screech, Destroy this card.

Shake Their Nerves x2

One-Shot

Discard the top Card of each Deck and Screech deals each Hero Target 1 Sonic Damage. Heroes dealt Damage this way cannot Draw cards until the start of Screech's next turn.

Rattle Their Brains x2

One-Shot

Each player must Discard 1 Card. Screech deals each Target 1 Sonic Damage. Each Target Dealt damage this way then Deals itself 1 Psychic Damage.

Turn it Up

Ongoing, Discord

The first time each turn that a Hero discards a card, Screech deals that Target 1 Irreducible Sonic Damage.

Bring the Noise!

Ongoing, Discord

At the start of Screech's turn, Screech deals himself 2 Irreducible Toxic Damage, then reveal cards from his deck until a Discord card is Revealed and put it into play. Then shuffle Screech's trash into his deck.

## **Drudge**

Nemesis: Muse

Group: Helfyre

HP: 27

Style: Vengeance

Set-Up: Drudge enters play Renegade Vampire side up.

Put Immortal Form and Consume Lifeforce into play. Then shuffle Drudge's Villain deck.



Game Play:

Drudge has the key-word Vampire.

Drudge and all Vampires from the Court of Blood Environment increase Damage dealt to each other by 1.

Increase Radiant Damage dealt to Drudge by 1.

At the end of Drudge's turn, he deals the Hero Target with the lowest HP 2 Infernal Damage.

Advanced: Whenever a Villain Target is destroyed Drudge recovers 3 HP.

Challenge: Persuade the Weak

The first time per turn that Drudge would take 2 or less Damage, redirect that damage to the Hero Target with the second highest HP.

Incapacitated: The Hero Target with the lowest HP deals the Hero Target with the highest HP 1 Psychic and 1 Infernal Damage.

Immortal Form

Ongoing, Vampiric

When Drudge would be reduced to 0 or fewer HP, Destroy this card and restore him to 5 HP.

Consume Lifeforce

Ongoing, Vampiric

The first time each turn that Drudge deals Infernal Damage he recovers 2 HP. When Drudge destroys a Target, flip his deck until a Thrall is revealed and put it into play. Shuffle all other cards revealed back into his deck.

### Enthralling Target

Ongoing, Vampiric

Reduce Non-Radiant Damage dealt to Drudge by 1. Drudge is Immune to damage from the Hero Target with the lowest HP.

### Blood Sacrifice

Ongoing, Vampiric

At the start of Drudge's turn, Drudge deals 2 Infernal Damage to the non-Villain Target with the lowest HP. Then flip his deck until a Thrall is revealed and put it into play. Shuffle all other cards back into his deck.

### Fiendish Guidance

Ongoing, Vampiric

Drudge is Immune to damage from Villain cards. At the start of Drudge's turn, each Villain Character recovers 1 HP and all Thralls in play recover 2 HP.

### Mystic Training

Ongoing, Vampiric

Increase Infernal and Psychic Damage dealt by Drudge by 1.

### Feast on the Living x2

One Shot

Drudge deals the Hero Target with the second highest HP 2 Melee and 2 Infernal Damage, then recovers 3 HP. Shuffle all Thrall cards in Drudge's trash into his deck.

### Incite Hysteria x2

One-Shot

Drudge deals the 3 non-Villain Targets with the lowest HP 2 Psychic Damage each. Each Thrall in Play deals the Hero Target with the highest HP 2 Melee Damage. Shuffle all Thrall cards in Drudge's trash into his deck.

Vampiric Cunning x2

One-Shot

Destroy a Hero Ongoing. If there are 3 or more Vampiric Cards in play, destroy a second Hero Ongoing.

Rising Darkness x2

One Shot

Until the beginning of Drudge's next turn, Non-Villain cards cannot recover HP. If Immortal Form is in Drudge's trash, shuffle it back into his deck.

Thrall x4

Minion

HP: 4

At the end of Drudge's turn, Thrall deals the Hero Target with the highest HP 2 Melee Damage.

The first time each turn that Drudge would be dealt non-Radiant Damage, redirect that Damage to the Thrall with the lowest HP.

Fanatical Loyalty

Ongoing, Vampiric

Increase Damage dealt by Thralls by 1. Reduce Damage dealt to Thralls by 1.

Vampiric Aura

Ongoing, Vampiric

Hero Targets damaged by Drudge cannot recover HP until the start of Drudge's next turn.

Infernal Rites

Ongoing, Vampiric

At the start of Drudge's turn, he deals the X Non-Villain Targets with the highest HP 1 Irreducible Infernal and 1 Irreducible Psychic Damage where X is equal to the number of Vampiric cards in play. If Drudge destroys a Target with this damage he recovers 2 HP and then play the top Card of his Deck.

If Drudge takes 3 or more Radiant Damage, destroy this card.