

VILLAINOUS VERBIAGE



SO YOU WANNA TALK LIKE A VILLAIN?

Every great villain's got a signature look, a wicked plan, and—most importantly—a way with words. Whether you're a smooth-talking mastermind, a chaotic henchman, or a double-crossing diva, this glossary is packed with the lingo to help you scheme, sass, and slay (figuratively... or not ••). Brush up on the bad-guy banter and drop these devilish terms at the party—you'll sound so shady, it's criminal.

- ABYSS** – A bottomless, dark, or dangerous place, often used metaphorically to describe moral decay or extreme evil.
- BETRAYAL** – The act of deceiving or betraying someone's trust, often used by villains to manipulate allies or enemies alike.
- BLOOD PACT** – A binding agreement among villains, often sealed with something... unsavory. Breaking one has dire consequences.
- CONQUER** – To overcome, often used in the context of villainous ambition for domination and control.
- CORRUPTION** – The process of causing someone to become morally debased, often through deceit or coercion.
- CURSED RELIC** – A powerful, often unpredictable artifact used to amplify a villain's power—or doom them.
- DEPRAVITY** – Moral corruption, wickedness, or perversity.
- DESPOT** – A ruler or leader with absolute power, often cruel and unjust.
- DEVASTATION** – The complete destruction or ruination, especially of people or places.
- DIABOLICAL** – Something that is cruel or wicked, as if from the depths of hell.
- DOMINION** – Control or the exercise of authority over others, often in a tyrannical or oppressive way.
- ENSNARE** – To trap or catch someone or something, often used in a figurative sense to manipulate or deceive.
- FORSAKEN** – Abandoned, often used to describe a villain who has turned their back on

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others or a noble cause.

- GRIEVOUS** – Extremely serious or severe, often used to describe injuries or harm inflicted by a villain.
- GRIM** – Dark, foreboding, and ominous, often referring to an appearance or attitude.
- HEX** – A malevolent spell designed to weaken or destroy an enemy. Popular among the magically inclined.
- INFAMY** – The state of being well known for evil deeds or criminal acts.
- INFERNAL BARGAIN** – A dangerous deal, often with a demonic or supernatural entity, that grants power at a steep price.
- INSIDIOUS** – Stealthy, subtly harmful or deceitful, often used to describe an evil plan or person.
- MALEVOLENT** – Having or showing a desire to harm others; wishing bad things for others.
- MALEVOLENCE** – The quality of being evil-minded or having ill will towards others.
- MERCILESS** – Lacking compassion or pity, showing no remorse or leniency.
- OMNIPOTENT** – Having unlimited power, often used to describe a villain who believes they can control everything.
- OBLITERATE** – To destroy completely, leaving no trace behind, often with a sense of finality or utter annihilation.
- PHANTOM CLAUSE** – A hidden condition in a villainous contract that guarantees the signer's downfall.
- RUTHLESS** – Without compassion or mercy, willing to destroy others without hesitation.
- SCORN** – A feeling of contempt or disdain, often used to express a villain's attitude toward others.
- SINISTER** – Suggesting an evil or harmful nature, or something dangerous in the future.
- SINISTER COUP** – A calculated takeover of leadership within the Villains Alliance, usually involving betrayal.
- SHADOW COUNCIL** – The elite, secretive inner circle of the most powerful villains. Gaining a seat is nearly impossible—and keeping it is even harder.
- TYRANNICAL** – Exercising power in a cruel and oppressive manner.
- UNYIELDING** – Relentless, firm in one's evil pursuits without mercy or compromise.
- VILE** – Extremely unpleasant, morally despicable, or wicked.
- VENOMOUS** – Poisonous or spiteful, often used metaphorically for someone who speaks with hatred or malice.
- VILLAIN'S GAMBIT** – A high-risk move that could either cement a villain's legacy or destroy them entirely.

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WICKED ALLIANCE – A temporary partnership between villains for mutual benefit—until the inevitable betrayal.

WICKEDNESS – The state of being evil or morally wrong, often embraced by a villain as their nature.

NOW THAT YOU SPEAK FLUENT VILLAIN...

It's time to crank up the chaos with some killer catchphrases. Use these over-the-top sayings to steal scenes, drop jaws, and remind everyone who the real menace at this party is.

THE ENDS JUSTIFY THE MEANS.

POWER IS THE ONLY TRUTH.

IT'S NOT PERSONAL. IT'S BUSINESS.

ALL IS FAIR IN LOVE AND WAR.

REVENGE IS A DISH BEST SERVED COLD.

THE WORLD IS MINE FOR THE TAKING.

LET THEM EAT CAKE.

BOW BEFORE ME

FEAR IS THE GREATEST WEAPON.

I'VE ALWAYS BEEN ONE STEP AHEAD.

WHAT'S THE POINT OF BEING A VILLAIN IF YOU DON'T ENJOY THE CHAOS?

NOTHING PERSONAL. JUST BUSINESS.

YOU CAN'T FIGHT FATE.

EVERYONE HAS A PRICE.

ONLY THE STRONG SURVIVE.

I DON'T MAKE DEALS; I MAKE DEMANDS.

I'LL BE THE LAST ONE LAUGHING.

IT'S NOT ABOUT THE MONEY. IT'S ABOUT SENDING A MESSAGE.

SOMETIMES YOU HAVE TO BREAK THE RULES TO MAKE THEM.

BETTER TO REIGN IN HELL THAN SERVE IN HEAVEN.

WHY BE GOOD WHEN BEING BAD IS SO MUCH MORE FUN?

THERE'S NO VICTORY WITHOUT SACRIFICE.

THE WEAK ARE PREY TO THE STRONG.

YOU HAVE NO IDEA WHAT I'M CAPABLE OF.

WHAT'S THE POINT OF LIVING WITHOUT A LITTLE CHAOS?

Night of
Mystery