

Number	Name	Effect	Card Ruling
1/254	Abbey	*Page Turner: Once during your turn, you may discard your hand and then draw half that many cards (rounded up).	If you discard one card, you will draw one card. If you discard zero cards, you will draw zero cards.
2/254	Beatrice	Plotting: Every time you blend this hero, inflict damage to your HP equal to the level of that blend (<i>this effect resolves before the blend becomes active</i>).	If you blend Toxic Ram on Beatrice, it will not inflict damage to an opponent. Beatrice's effect will resolve before the blend that is being placed on her is considered to be on the field.
3/254	Eleanor	Cash In: Once during your turn, you may discard 1 gem from this hero and then draw 1 card.	The gem must be on Eleanor, not in your hand.
4/254	Eliezer	Sweet Talk: Once during your first turn, you may look at an opponent's hand.	
5/254	Erica	*Diversification: Once during your first turn, you may shuffle 1 gem from your hand into your deck and then search your deck for 1 basic gem.	You may search for the same gem that was shuffled in. If you shuffle a gem in, you cannot fail to find a gem.
6/254	Jewl	*Edit: Once during your first turn, you may put up to 2 cards from your hand on the bottom of your deck in any order and then draw that many cards.	
7/254	Kathy	Redecorate: Once during your turn, when you equip a hero on your field with a gem from your hand, you may return another gem from that hero to your hand.	You may not return the same gem.
8/254	Matthew	"Don't mind if I do": At the end of an opponent's first turn, if they used more than 1 hero effect that includes "once during your first turn" in its text, you may draw 2 cards.	This effect does not count effects that have "once during your first turn" in quotation marks. If an effect doesn't say "you may," then it is not considered a "used" effect.
9/254	Sage	Final Command: If you have less than half the HP of an opponent, your center position hero gains +2 attack while attacking that opponent.	
10/254	Winona	Decorum: If no other hero effect on your field includes "once during your first turn" in its text, this hero gains +1 defense.	This effect does not count effects that have "once during your first turn" in quotation marks.
11/254	Yoshi	*Retirement: Once during your turn, you may switch the position of this hero with your back position hero.	

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12/254	Brenna	Effeuiller la Marguerite: Once per turn, when an opponent plays a starred action, you may discard a number of gems from this hero equal to that action's star value and then prevent the effect of that action and discard it.	You may not discard zero gems to prevent a 0-star action. 0-star actions are not "starred actions."
13/254	Carter	Spoiled: Once during your first turn, you may draw 1 card.	
14/254	Chao	3-pointer: Once during your turn, you may discard 3 gems of different types from this hero and then search your deck for 1 action.	
15/254	Damien	*Thesis: Once during your turn, you may discard a starred action from your hand and then gain 3 HP.	
16/254	Judith	*Gem Charm: Once during your first turn, you may search your deck for 1 basic gem (<i>reveal it, add it to your hand, and then shuffle your deck</i>).	
17/254	Lauren	*Lateral Maneuver: Once during your turn, you may return 1 gem from a hero on your field to your hand.	
18/254	Marci	Scoot: Once during your turn, when you equip this hero with a gem from your hand, you may switch the position of this hero.	
19/254	Monica	Vogue: Once during your first turn, you may shuffle 1 blend from your hand into your deck and then search your deck for 1 blend of an equal or lesser level.	You may search for the same blend that was shuffled in. If you shuffle a blend in, you cannot fail to find a blend.
20/254	Nikko	Fashionably Late: This hero can only attack if there are 4 or more gems on your field.	
21/254	Peyton	Static Shock: Once during your turn, you may discard 1 starred action from your hand and then declare 1 hero on an opponent's frontline. Treat that hero as if it has no effect until your next turn.	
22/254	Quinn	Blend Game: Once during your turn, you may place 1 blend from your hand facedown, and an opponent must guess if its level is even or odd. Reveal the blend. If they are correct, discard the blend. Otherwise, return the blend to your hand and search your deck for 1 blend.	

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23/254	Claire	*Adornments: Once during your first turn, you may equip this hero with 1 gem from your hand. End your turn after you play that gem.	
24/254	Dimitri	*Hallucination: Once during your turn, you may discard 4 identical gems from your hand and then search your deck for 1 blend and play it directly on this hero regardless of level or gem requirements. At the end of your turn, discard the blend if gem requirements are not met.	You must discard the blend if gem requirements are not met even if this hero loses its effect before the end of your turn.
25/254	Giselle	**"You're It": Once during your turn, when a hero on your field switches position with another hero on your field, you may move any number of gems from 1 switched hero to the other.	Gems will not be moved until after the heroes are switched. If you have Treble Piper in right position with gems, and Bass Piper in left position using invisible gems, then by switching them you will have to deblend Bass Piper before you are able to use Giselle's effect to move the gems.
26/254	Isidora	Gem Game: Once during your turn, you may place 1 basic gem from your hand facedown, and an opponent must guess 3 gem types. Reveal the gem. If any guess is correct, that opponent may draw 1 card. Otherwise, draw 1 card. Return the gem to your hand.	You may not use effects to change the type of gem while playing the game.
27/254	Jeffrey	Obstruction: After an opponent's first turn, each hero on their field that requires an activation gem now requires an additional activation gem (this effect does not stack with other "Obstruction" effects).	
28/254	Kohdok	Review: Once during your first turn, you may look at the top 5 cards of your deck and then return them to the top of your deck in any order.	
29/254	Leihlani	*Inward Flow: Once during your turn, you may move all gems on your field to this hero.	
30/254	Lester	*Jive: Once during your turn, you may switch the position of this hero (<i>with another hero on your field</i>).	
31/254	Otto	*Pump Up: This hero gains +1 attack for each other unblended hero on your field that is the same level as this hero. This hero cannot gain more than +2 attack in this way.	

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32/254	Selma	Blend Database: Once during your first turn, you may search your deck for 1 blend (<i>reveal it, add it to your hand, and then shuffle your deck</i>).	
33/254	Yumi	*Sugar Rush: Once during your turn, you may discard 3 identical gems, 2 identical blends, or 2 identical actions from your hand and then search your deck for any card.	You must reveal the card that was searched for. You cannot fail to find.
34/254	Beth	Max Hype: Once during your turn, you may discard 1 blend from your hand and then declare 1 hero on your field. Treat that hero as if it is the same level as the discarded blend for the remainder of your turn.	
35/254	Dexter	*Miracle Blend: Once during your turn, if there are no blends on your field, you may reveal the top card of your deck. If it is a blend, play it directly on this hero regardless of level or gem requirements. Otherwise, discard it. At the end of your turn, discard the blend if gem requirements are not met.	You must discard the blend if gem requirements are not met even if this hero loses its effect before the end of your turn.
36/254	Elaine	*Expensive Earrings: While in left position, this hero gains +2 attack. While in right position, this hero gains +2 defense.	
37/254	Fatima	*Confetti: Once during your first turn, you may search your deck for up to 2 basic gems (<i>reveal them, add them to your hand, and then shuffle your deck</i>).	
38/254	Fiona + Isabel	*Twins Only: Once during your first turn, you may search your deck for up to 2 identical blends (<i>reveal them, add them to your hand, and then shuffle your deck</i>).	
39/254	Hickory	Metabolize: Once during your turn, you may search your deck for a LV.2 blend that uses any combination of 2 gems found on this hero and then play it directly on this hero.	You may not search your deck if Hickory does not have at least 2 different gems. You may search your deck even if you know there isn't a LV.2 that it can use.
40/254	Kula	*Scavenge: Once during your turn, you may discard 1 gem from your hand and then search your deck for a 0-star action.	
41/254	Lola	Flower Dance: Every time you successfully play a starred action, you may draw 1 card.	This ability will resolve even if it becomes negated by the effect of the action. For example, if you play Resuscitate that results in a blend being played on Lola, you will still be able to draw a card.

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42/254	Mark	*Impersonation: Once during your turn, while in center position, if your back position hero is unblended, you may replace this effect with the effect of that hero for the remainder of your turn.	
43/254	Reggie	*Bounce: Once during your turn, you may switch the position of your back position hero (<i>with another hero on your field</i>).	
44/254	Tal	Sunday Punch: Every time an opponent uses a hero effect that includes "once during your first turn" in its text, inflict 3 damage to their HP.	This effect does not count effects that have "once during your first turn" in quotation marks. If an effect doesn't say "you may," then it is not considered a "used" effect.
45/254	Devin	Juxtaposition: Remove each occurrence of "while in back position" from the effect text of your other heroes.	This effect does not count effects that have "while in back position" in quotation marks.
46/254	Duc	Trending: This hero can only attack a hero that is a level less than or equal to the number of gems on this hero.	A hero's level does not change when they are blended.
47/254	Francisco	*Research Distribution: Up to 2 times during your turn, you may move 1 gem on your field to this hero or from this hero.	
48/254	Gloria	Cross Reference: Once during your turn, you may discard a LV.2 or LV.3 blend from your hand and then search your deck for 1 basic gem used by that blend.	
49/254	Joon-Ki	Star Boy: Once during your turn, you may discard 5 1-star actions from your hand and then inflict 15 damage to an opponent's HP.	
50/254	Jubilee	*Summoning Song: Once during your turn, you may declare 1 other hero on your field and 1 gem type. Treat that hero as if it has an invisible gem of the declared type for the remainder of your turn.	
51/254	Maria	Supplements: Treat each other hero on your field as if it is 1 level above its written level (<i>no hero can be greater than LV.5</i>).	A hero only uses its level to blend from your hand -- after the blend is played, it won't be debled if the level falls below the requirements again.
52/254	Min-Seo	*Blend Flow: Once during your turn, you may search your deck for a LV.2 blend and then put it on the top of your deck.	

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53/254	Palmer	*Pinch-Hit: Once during your turn, you may substitute your back position hero with a hero from your bench of an equal level.	Heroes that are substituted in are considered un-stunned, and may use any effect that they haven't used, even if the hero that was substituted out has already used that effect. Heroes that are substituted in can attack with Glass Raider if they themselves didn't attack in the previous turn.
54/254	Roni	Slow Bleed: At the end of your turn, if you have less HP than an opponent, you may inflict 1 damage to that opponent's HP for each gem on this hero. This hero cannot inflict more than 2 damage in this way per turn.	This effect can only be used if you have less HP than an opponent immediately at the end of your turn. If another effect causes your HP to change at the end of your turn, it will be too late for this effect to be used. If multiple Slow Bleed effects are used, they will all resolve, regardless if you end up with more HP than an opponent at some point before they all resolve. Each Roni effect only checks your HP once, simultaneously at the end of your turn.
55/254	Silas	Holy Winds: Once during your turn, when you equip a hero on your field with a gem from your hand, you may switch the position of that hero.	
56/254	Blood Reaper	Doomed Tributes: Once during your turn, you may attach 1 blend from your hand to this hero. This hero may attack an additional number of times equal to the number of blends attached to it. This hero cannot have more than 3 blends attached to it.	
57/254	Catalyst Controller	Total Recall: Once during your turn, you may declare 1 Nocturnagem blend in your discard. Replace this effect with the effect of that blend for the remainder of your turn.	If you use a blend's effect, discard that blend from the field, play Catalyst Controller onto the same hero, and use it to copy the first blend's effect, you may not use the first blend's effect again if it is a "once per turn" effect.
58/254	Dread Blader	X-Blades: This hero's written attack is equal to the highest written attack on your field. This hero's written defense is equal to the highest written defense on your field.	Switching this hero's written attack and defense will have no effect. This will not copy attack bonuses.
59/254	Fleet Reacher	Blitzkrieg: While in back position, each hero on your frontline may attack 1 additional time during your turn (<i>attacks must be carried out consecutively</i>).	
60/254	Fume Blitzer	V Formation: This hero can only attack while in center position.	

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61/254	Hive Enforcer	Swarm: This hero gains attack equal to the total attack bonuses gained by your other heroes. This hero cannot gain more than +6 attack in this way (attack gained through this effect cannot be used for other "Swarm" effects).	
62/254	Horizon Gazer	Prelude of Light: While in back position, every time you discard a basic gem from your hand, you may return it to your hand. This hero cannot return more than 7 gems in this way per turn.	
63/254	Ion Banger	Nuclear Fission: Once during your turn, while in back position, you may deblend this hero and then double all non-attack damage you inflict to an opponent for the remainder of your turn.	If you double non-attack damage twice, it will result in 4x non-attack damage, etc.
64/254	Joy Ringer	Gift Sack: Once during your turn, you may discard the bottom card from your deck. If it is a blend, inflict damage to an opponent's HP equal to its level. If it is a gem, equip a hero on your field with it. If it is an action, inflict 3 damage to your HP.	
65/254	Lattice Crusher	Obliterate: Once during your turn, while on your frontline, you may discard 2 Terragems from this hero and then discard 1 gem from an opposite position hero. Return any blends on that hero that do not meet gem requirements to that opponent's hand.	
66/254	Luster Striker	Spectrum Strike: While in center position, if there are 9 or more different gem types on your field, this hero gains +8 attack.	
67/254	Mantis Slasher	Mortal Slash: Once during your turn, you may deblend this hero and then discard the top 3 cards from an opponent's deck.	
68/254	Miracle Conductor	Wonder Chord: This hero gains +1 attack and +1 defense for every 2 invisible gems on your field. This hero cannot gain more than +4 attack or defense in this way.	
69/254	Nectar Resolver	Sweet Nectar: Once during your turn, you may discard 1 other blend from your field. Gain HP and inflict damage to an opponent's HP equal to the level of the discarded blend.	

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70/254	Pearl Deceptor	Tantalize: If an opponent has 6 or more cards in their hand, this hero gains +3 attack while attacking that opponent.	If an opponent ends up with less than 6 cards during an attack, for example if they played an action during the attack, then Pearl Deceptor will no longer have +3 attack.
71/254	Photo Synthesizer	Carbon Beam: Once during your turn, you may discard 3 Aquagems from your field, and then gain 3 HP and inflict 6 damage to an opponent's HP.	If you discard an Aquagem that was required for Photo Synthesizer to be blended, you will deblend Photo Synthesizer before the rest of the ability resolves, however the rest of the ability will still resolve.
72/254	Pinnacle Enchanter	Precision Charm: This hero gains +4 attack while attacking a LV.5 hero (<i>a hero's level does not change while blended</i>). That hero cannot deblend-to-block.	
73/254	Rage Domesticator	Rampage: Once during your turn, when you play this blend, you may switch this hero's written attack and defense for the remainder of your turn.	This effect will continue to apply even if the affected hero changes blends.
74/254	Season Ascender	Cyclic Blast: At the end of your turn, if you rotated your heroes 4 or more times in the same direction during your turn, you may inflict 5 damage to an opponent's HP.	If the round ends before this effect happens, this effect will still happen, however life will be reset afterwards.
75/254	Skyward Commander	Primary Cadence: Once during your turn, you may discard 1 Aquagem, 2 Terragems, or 3 Pyrogems from your hand. If you discarded 1 Aquagem, switch the position of a hero on your field and/or rotate your heroes. If you discarded 2 Terragems, each hero on your frontline gains +2 attack for the remainder of your turn. If you discarded 3 Pyrogems, double all non-attack damage you inflict to an opponent for the remainder of your turn.	
76/254	Storm Weaver	Low-Pressure Aura: While in center position, this hero may attack an opponent's left or right position hero. While in left or right position, this hero may attack an opponent's center position hero.	If a defending hero is being attacked by two heroes, they may only deblend-to-block to stop one attacker, not both. If a defending hero is being attacked by two heroes, it counts its defense for both of them separately (it will reduce both attacks equally).
77/254	Torrent Crasher	Ctrl+Alt+Del: Once during your turn, you may discard any number of blends from your field. Discard a blend from an opponent's field that is a level less than the combined level total of the discarded blend(s).	The opponent's blend does not have to be exactly 1 less.

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78/254	Tremor Bounder	Aftermath: At the end of your turn, if you inflicted 10 or more damage to an opponent's HP during your turn, you may arrange the positions of your heroes and that opponent's heroes however you like.	This effect can happen even if the round has ended. Arranging does not count as switching or rotating.
79/254	Verve Conflictor	Redox Rush: This hero gains +1 attack for each blend in an opponent's discard while attacking that opponent. This hero cannot gain more than +6 attack in this way.	
80/254	Aurora Beamer	Solar Wind: Once during your turn, you may reveal the top 3 cards of your deck. If you reveal any basic gems in this way, add them to your hand. Return the remaining cards to the bottom of your deck in any order.	
81/254	Bass Piper	Bass Clef: While in left position, treat your right position hero as if it has 1 invisible Terragem, 1 invisible Pyrogem, 1 invisible Luciogem, and 1 invisible Caprogem.	
82/254	Berg Inflicter	Pack Ice: This hero gains +1 attack for each other hero on your field that has at least 1 Cryogem.	
83/254	Bloom Irrigator	Irrigate: Every time you discard an Aquagem from your field, you may return it to your hand. This hero cannot return more than 3 gems in this way per turn.	If an Aquagem is discarded from Bloom Irrigator in a way that causes it to deblend, the Aquagem can still be returned to your hand.
84/254	Bond Breaker	Dissolve Array: Once during your turn, you may discard a number of gems from your hand and/or field equal to the level of a blend on an opponent's field and then discard that blend.	If a gem is discarded from Bond Breaker in a way that causes it to deblend, the effect will still resolve.
85/254	Break Detector	Frequency Array: Every time a blend is added to an opponent's discard, inflict 2 damage to that opponent's HP.	If an opponent uses an effect that causes them to deblend as part of the cost (the first part of their effect), then Break Detector will inflict 2 damage to them before the effect resolves (the second part of their effect).
86/254	Cannon Boomer	Wrecking Beam: Once during your turn, while in back position, you may discard 6 gems of the same type from this hero and then inflict 15 damage to an opponent's HP.	If a gem is discarded from Cannon Boomer in a way that causes it to deblend, the effect will still resolve.
87/254	Chain Smoker	Poor Air Quality: Treat each other hero on your field as if it has no effect (this effect does not affect other "Poor Air Quality" effects).	

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88/254	Combustion Boiler	Boil Alive: Once during your turn, you may discard 1 Pyrogem and 1 Aquagem from this hero and then discard 1 blend from an opposite position hero.	If a gem is discarded from Combustion Boiler in a way that causes it to deblend, the effect will still resolve.
89/254	Condensation Collector	Collection Tubes: Once during your turn, you may equip 1 hero on your field with 1 basic gem from your discard (<i>this does not count as your allotted gem</i>).	
90/254	Data Cipher	Infinite Loop: Once during your turn, you may inflict 2 damage to your HP and then return 1 blend from your discard that is identical to 1 blend on your field to your hand.	If inflicting 2 damage to your HP causes you to lose the round, you will still resolve the effect. You may use this effect even if you have less than 2 HP.
91/254	Diamond Driller	Power Drill: Once during your turn, when you rotate your heroes, this hero gains +3 attack for the remainder of your turn.	
92/254	Drone Buzzer	Crisscross Pollination: Every time this hero switches position, it gains +2 attack for the remainder of the turn. This hero cannot gain more than +4 attack in this way per turn.	
93/254	Feather Nester	Hatch: Once during your turn, you may deblend this hero and then search your deck for up to 2 Aerogem blends.	
94/254	Flag Gracer	Color Guard: Treat each occurrence of a basic gem type specified in the effect text of your other heroes as any basic gem type, but only 1 type at a time.	
95/254	Flare Launcher	Missile: Once during your turn, you may discard 1 Caprogem from your hand and then inflict 3 damage to an opponent's HP.	
96/254	Flash Blaster	White Light: For every 1 HP you gain, inflict 1 damage to an opponent's HP. This hero cannot inflict more than 5 damage in this way per turn.	
97/254	Gale Tracer	Vertical Strike: While in center position, this hero may attack an opponent's back position hero.	
98/254	Glamour Grower	Sprinkler: Up to 2 times during your turn, you may equip 1 hero on your field with 1 Aquagem from your hand (<i>this does not count as your allotted gem</i>).	
99/254	Glass Raider	Shatter Axe: This hero cannot attack on consecutive turns (regardless of whether this effect was active during your last turn).	A hero that is substituted in from the bench has probably not attacked on the last turn, and therefore can usually attack with Glass Raider immediately.

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100/254	Glisten Blinker	High Beam: Once during your turn, you may discard 1 blend from your hand. Inflict damage to an opponent's HP equal to the written attack of that blend. This hero cannot inflict more than 4 damage in this way per turn.	
101/254	Gloom Miser	Surcharge: Every time a card is discarded from an opponent's deck, discard 1 additional card from the top of their deck (this effect does not trigger additional "Surcharge" effects). This hero cannot discard more than 3 cards in this way per turn.	
102/254	Glory Bringer	Ordinance: Treat each other hero on your field as if it is a LV.5 hero.	A hero only uses its level to blend from your hand -- after the blend is played, it won't be deblended if the level falls below the requirements again.
103/254	Hail Dominator	Vantage Point: While in center position, this hero gains +3 attack.	
104/254	Herd Necromancer	Resurrect: Once during your turn, you may inflict 2 damage to your HP and then return a Caprogem blend from your discard to your hand.	If inflicting 2 damage to your HP causes you to lose the round, you will still resolve the effect. You may use this effect even if you have less than 2 HP.
105/254	Ice Creamer	Frozen Treat: Once during your turn, when you play this blend, for each other hero on your field, you may search your deck for 1 Cryogem and equip that hero with it.	
106/254	Lush Keeper	Nourish Scent: While in back position, treat each hero on your frontline as if it has 1 invisible Aquagem, 1 invisible Terragem, and 1 invisible Luciogem.	
107/254	Micro Processor	Read-Only: Once during your turn, while in back position, you may play 1 blend from your hand on 1 of your unblended heroes regardless of level or gem requirements. That hero cannot attack for the remainder of your turn. At the end of your turn, discard the blend if gem requirements are not met.	You must discard the blend if gem requirements are not met even if this hero loses its effect before the end of your turn.
108/254	Mineral Juggler	Juggle: Once during your turn, you may move any number of gems on your field among your heroes however you like.	

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109/254	Mojo Charger	Super Charge: Once during your turn, when you play this blend, if you have less HP than an opponent, you may gain HP equal to half the difference of your HP totals (rounded down).	
110/254	Needle Rusher	Evergreen: Once during your turn, when you play this blend, you may reveal the top 4 cards of your deck. If you reveal any Terragems in this way, equip your heroes with them however you like. Return the remaining cards to the bottom of your deck in any order.	
111/254	Palette Gracer	Color Wheel: Once during your turn, when you play this blend, you may search your deck for up to 1 Aquagem, 1 Terragem, and 1 Pyrogem.	
112/254	Plume Plucker	Quill Shot: Once during your turn, you may discard up to 7 Pyrogems from your hand. Inflict 1 damage to an opponent's HP for each Pyrogem discarded in this way.	
113/254	Polish Duster	Sky Mirror: Once during your turn, you may reveal 1 Luciogem blend from your hand. Replace this effect with the effect of that blend for the remainder of your turn. This hero cannot reveal identical blends on consecutive turns (including blends revealed by other "Sky Mirror" effects).	Two Polish Dusters may reveal the same blend during the same turn.
114/254	Rime Piercer	Whiplash: This hero may attack an opponent an additional number of times equal to the number of cards discarded from the top of their deck during your turn. This hero cannot attack more than 3 additional times in this way per turn.	Additional attacks must be carried out consecutively immediately after the regular attack phase. If an opponent discarded a card from Fungus Usher's effect, Rime Piercer can attack 1 more time. If Sage is active, and you are attacking multiple times, and this causes Sage to become inactive, you will lose the +2 attack bonus for the remaining attacks.
115/254	Roost Bomber	Air Strike: Once during your turn, you may discard 1 other Aerogem blend from your field and then inflict 4 damage to an opponent's HP.	
116/254	Royal Buzzer	Royal Command: Up to 2 times during your turn, you may switch the position of a hero on your field.	
117/254	Shadow Sneaker	Sneaking: Once during your turn, you may declare 1 hero on an opponent's frontline. Treat that hero as if it has 0 written defense for the remainder of your turn.	

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118/254	Shard Buster	Elegant Lure: Every time an opponent's hero attacks this hero, that opponent may draw 1 card.	This effect will resolve before deblend-to-block.
119/254	Shine Minister	Sermon of Light: Treat each Lucio gem on your field as any basic gem type, but only 1 type at a time.	
120/254	Sleet Copter	Max Rotor: Up to 3 times during your turn, you may rotate your heroes counterclockwise (<i>move each hero 1 position in that direction</i>).	
121/254	Slip Knotter	Walk the Dog: Every time an opponent plays a blend, inflict 2 damage to their HP.	This effect will resolve before the effect of the played blend.
122/254	Summit Glazer	Avalanche: Once during your turn, when you play this blend, you may arrange the positions of an opponent's frontline heroes however you like.	Arranging does not count as switching or rotating.
123/254	Treble Piper	Treble Clef: While in right position, treat your left position hero as if it has 1 invisible Terragem, 1 invisible Pyro gem, 1 invisible Lucio gem, and 1 invisible Capro gem.	
124/254	Void Charmer	Dark Portal: Once during your turn, you may inflict 4 damage to your HP and then switch the position of 1 hero on an opponent's field.	If inflicting 4 damage to your own HP causes you to lose the round, you will still resolve the effect. You may use this effect even if you have less than 4 HP.
125/254	Witch Crafter	Poppet: Once during your turn, you may attach a LV.2 blend to this hero from your hand. Treat each other hero on your field as if it has 1 invisible gem of each type used by the attached blend. This hero cannot have more than 1 blend attached to it.	
126/254	Yule Puffer	Tis the Season: Once during your turn, you may put 1 card from your hand on the bottom of your deck and then draw 1 card.	
127/254	Baton Bishop	Baton Twirl: Treat each basic gem in your hand as any basic gem type, but only 1 type at a time.	This will not work with Isidora. This will work with Glitz Energizer.
128/254	Blaze Angel	Flame Burst: Once during your turn, you may deblend this hero and then inflict 2 damage to an opponent's HP.	
129/254	Bluster Mage	Summoning Spell: Once during your turn, you may discard 1 gem from your hand and then search your deck for 1 blend that uses that gem.	

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130/254	Bolt Ram	Death Bolt: Once during your turn, you may deblend this hero and then inflict 1 damage to an opponent's HP for each Electrogem on this hero. This hero cannot inflict more than 5 damage in this way per turn.	If Bolt Ram had gems that can be treated as any gem type, if they were not being treated as an Electrogem when its ability is activated, they will not count for the amount of damage it will inflict. For example, if Bolt Ram was on a hero that had 3 gems that could be treated as any gem type, and the gems were being treated as a Nocturnagem, Caprogem, and Electrogem, then it will only inflict 1 damage from its effect, because there was only 1 Electrogem present at the time the effect was used.
131/254	Brass Guard	Adrenaline: Once during your turn, when you equip a hero on your field with a Pyrogem from your hand, you may switch that hero's written attack and defense for the remainder of your turn.	This effect will continue to apply even if the affected hero changes blends.
132/254	Burn Fowl	Fester: If an opponent played an action since your last turn, this hero gains +4 attack while attacking that opponent.	A canceled action has still been played.
133/254	Charge Fowl	Hunting Ground: This hero gains +3 attack while attacking a hero that changed position since your last turn.	
134/254	Chrome Rocket	Liftoff: Once during your turn, you may return this blend from your field to your hand.	
135/254	Crystal Reflector	Blend Mirror: Once during your turn, you may declare 1 other Cryogem blend on your field. Replace this effect with the effect of that blend for the remainder of your turn.	
136/254	Drip Fowl	Moon Beam: Once during your turn, you may discard 1 Aquagem from your hand and then declare 1 hero on an opponent's frontline. Treat that hero as if it has no effect until your next turn.	
137/254	Fever Virus	Night Sweats: While on your frontline, treat an opposite position hero as if it has no effect (this effect does not affect other "Night Sweats" effects).	
138/254	Flurry Shifter	Snow Drift: Once during your turn, you may discard 1 gem from your hand and then rotate an opponent's heroes clockwise or counterclockwise.	

Number	Name	Effect	Card Ruling
139/254	Fog Shifter	Fog Dance: Up to 2 times during your turn, you may rotate your heroes clockwise or counterclockwise (<i>move each hero 1 position in that direction</i>).	
140/254	Frost Herald	Frostbite: Once during your turn, when you play this blend, declare an opponent that played a gem during their last turn. That opponent cannot play their allotted gem during their next turn.	"Played" includes gems that have been equipped by non-allotted sources such as Usher, Swap, or Condensation Collector.
141/254	Fungus Usher	Poison Spore: Every time this hero inflicts attack damage to an opponent's HP, discard the top card from that opponent's deck.	
142/254	Garden Sprout	Cultivate: While in back position, each other blended hero on your field that has at least 1 Aquagem gains +1 attack and +1 defense.	
143/254	Glitz Energizer	Kilovolt: Once during your turn, when you equip this hero with an Electrogem, gain 2 HP.	The Electrogem may come from anywhere, including from effects that use the term "move." You will gain 2 HP when using an effect such as Baton Bishop to change a gem type in your hand to Electrogem. You will not gain 2HP when equipping a Luciogem from your hand if you have a Shine Minister out.
144/254	Glow Herald	Continuous Flame: Once during your turn, you may search your deck for 1 blend that uses any combination of gems found on 1 of your unblended heroes.	You may not search your deck if you don't have an unblended hero with at least 2 different gems. You may search your deck even if you know there isn't a blend that could be used.
145/254	Milk Herald	Milking: Once during your turn, you may search your deck for an Aquagem (<i>reveal it, add it to your hand, and then shuffle your deck</i>).	
146/254	Mirror Chaser	Reflection Jump: Once during your turn, you may switch the position of 1 hero on your field with another hero on your field that shares a gem type.	
147/254	Particle Reflector	Atomic Mirror: Once during your turn, you may declare 1 hero on an opponent's field. Replace this effect with the effect of that hero for the remainder of your turn.	
148/254	Polar Hornet	Hoarfrost: While on your frontline, this hero gains attack equal to the total written attack of your other blended frontline heroes. This hero cannot gain more than +4 attack in this way.	

Number	Name	Effect	Card Ruling
149/254	Pollen Angel	Cross Pollination: Every time this hero switches position, it gains +1 attack for the remainder of the turn. This hero cannot gain more than +2 attack in this way per turn.	
150/254	Powder Angel	Low Visibility: While on your frontline, every time an opponent "searches" their deck, inflict 2 damage to their HP.	If an opponent searches for multiple cards through one effect, it only counts as 1 search.
151/254	Premium Chiller	Upgrade: Once during your turn, you may attach 1 Electrogem blend from your hand to this hero and then inflict damage to your HP equal to the level of that blend. Replace this effect with the effect of the attached blend (the blend remains attached as long as the effect is active).	You may use this even if you have less than 5 HP.
152/254	Pristine Mage	Conversion Spell: Once during your turn, you may discard 1 gem from 1 hero on your field. Search your deck for 1 basic gem and equip that hero with it.	If you discard a required gem, that hero will deblend before the effect resolves. Pristine Mage's effect will resolve even if it is forced to deblend in this way.
153/254	Pylon Capacitor	Superstructure: While in center position, this hero gains attack equal to the written attack of your back position hero. This hero cannot gain more than +3 attack in this way.	
154/254	River Angel	Circulate: Once during your turn, you may switch the position of your left position hero with your right position hero.	While you can switch your left hero with your right hero, you may not switch your right hero with your left hero. Just kidding, it's the same thing.
155/254	Root Herald	Taproot: While in back position, for every 1 HP you gain, gain 1 additional HP (HP gained through this effect does not trigger additional "Taproot" effects). This hero cannot gain more than 5 HP in this way per turn.	
156/254	Shock Herald	Gem Detector: Once during your turn, you may declare 1 basic gem type and then reveal the top 3 cards of your deck. If you reveal any gems of the declared type in this way, equip your heroes with them however you like. Otherwise, inflict 3 damage to your HP. Return the remaining cards to the bottom of your deck in any order.	

Number	Name	Effect	Card Ruling
157/254	Signal Corruptor	Frequency Bomb: Once during your turn, you may inflict 4 damage to your HP and then discard a LV.2 or LV.3 blend from an opponent's field.	If inflicting 4 damage to your own HP causes you to lose the round, you will still resolve the effect. You may use this effect even if you have less than 4 HP. You may not use this effect if an opponent does not have a LV.2 or LV.3 blend on their field.
158/254	Silent Usher	Levitate: Once during your turn, while on your frontline, you may return a blend on an opposite position hero to that opponent's hand.	
159/254	Silver Gull	Trinket: Once during your turn, you may deblend this hero and then return a 0-star action from your action meter to your hand.	
160/254	Skull Ram	Dead of Winter: During your turn, an opponent's heroes cannot deblend-to-block.	
161/254	Snow Fowl	Winter Trick: This hero gains +2 defense while being attacked by a LV.4 hero. This hero gains +3 defense while being attacked by a LV.5 hero.	
162/254	Sonic Ghost	Data Breach: While in center position, every time an opponent successfully plays an action, inflict 3 damage to their HP.	This effect will resolve even if the opponent's action causes it to stop. For example, if an opponent plays Stun, Sonic Ghost will inflict 3 damage to their HP before it loses its effect. This effect will not resolve if an opponent's action is canceled.
163/254	Spark Chaser	Attack Current: If an opposite position hero has more gems than this hero, this hero gains +4 attack while attacking that hero.	Invisible gems count as gems.
164/254	Steam Usher	Card Trick: Once during your turn, you may look at the top 3 cards of your deck. Discard any number of those cards and then return the remaining cards to the top of your deck in any order.	
165/254	Tinder Ram	Love Potion No. 9: Once during your turn, you may inflict 3 damage to your HP and then declare a hero on your field. Replace each occurrence of "once during your first turn" in the effect text of that hero with "once during your turn" for the remainder of your turn.	You may use this effect if you have less than 3 HP. This effect only applies to heroes that do not have "once during your first turn" in quotation marks. Tal will not deal damage.

Number	Name	Effect	Card Ruling
166/254	Toxic Ram	Poison Gas: For every 1 damage you inflict to your HP as a result of your own hero effects, inflict 1 damage to an opponent's HP. This hero cannot inflict more than 8 damage in this way per turn.	If Toxic Ram is played on Beatrice, you will lose life before Toxic Ram enters the field, and Toxic Ram will not inflict damage to an opponent. If you have a Toxic Ram somewhere else on the field, and you blend Beatrice causing you to lose HP at or below 0, you will lose the round before Toxi Ram inflicts damage to your opponent.
167/254	Valence Angel	Quantum Gems: Once during your turn, you may discard 1 blend from your hand and then declare 1 other hero on your field. Treat that hero as if it has 1 invisible gem of each type used by the discarded blend for the remainder of your turn.	
168/254	Venom Fowl	Switch Toxin: Once during your turn, while on your frontline, you may deblend this hero and then switch the position of an opposite position hero.	
169/254	Wave Ram	High Tide/Low Tide: If you have less HP than an opponent, this hero gains +2 attack while attacking that opponent. If you have more HP than an opponent, this hero gains +2 defense while being attacked by that opponent.	If you have the same HP, it gains nothing.
170/254	Wood Ghost	Hide and Sneak: This hero can only attack unblended heroes.	
171/254	Anchor	Mooring: While on your frontline, every time an opposite position hero changes position, inflict 3 damage to that opponent's HP.	
172/254	Angel	Wind Gust: Once during your turn, you may switch the position of this hero (<i>with another hero on your field</i>).	
173/254	Battery	Booster: At the end of your turn, gain 1 HP.	
174/254	Bishop	Hymn: Once during your turn, you may deblend this hero and then search your deck for a LV.3 blend and up to 1 basic gem used by that blend.	If there is no LV.3 blend, you do not get a gem. If there is no gem, you still get a LV.3 blend. You cannot use more than one Bishop's effect on the same hero each turn.
175/254	Capacitor	Overcharge: Once during your turn, when you declare an attack, you may declare 1 other attacking blended hero. That hero gains +2 attack while attacking. Deblend that hero after it attacks.	Deblend that hero before additional attacks, if any.

Number	Name	Effect	Card Ruling
176/254	Chaser	Dash: Once during your turn, when this hero switches position with another blended hero, you may draw 1 card.	This ability will resolve even if Chaser is discarded during the process of switching (for example if you were to switch Chaser with a Treble Piper that was supplying it with invisible gems).
177/254	Chiller	Refrigerate: Once during your turn, you may inflict 2 damage to your HP and then attach a 0-star action from your action meter to this hero. At the beginning of your turn, return all actions attached to this hero to your hand.	You may use this ability if you have less than 2 HP.
178/254	Cone	Dispersion: Once during your turn, you may discard 1 blend from your field and then search your deck for 1 basic gem.	You cannot use Cone's ability "Dispersion" twice on the same hero in one turn (in other words you cannot play a Cone, discard it for a gem, play another Cone on the same hero, and discard it for another gem in one turn).
179/254	Convecton	Hot Room: While on your frontline, treat each other hero on your frontline as if it has 1 invisible Pyrogem and 1 invisible Electrogem.	
180/254	Corruptor	Short Circuit: Every time an opponent's hero attacks this hero, discard the top card from that opponent's deck.	This effect will resolve before deblend-to-block.
181/254	Electron	Orbit: Once during an opponent's turn, when they play a blend, you may switch the position of this hero.	
182/254	Energizer	Gem Circuit: Once during your turn, you may move 1 gem from 1 hero on your field to another hero on your field.	
183/254	Fowl	Night Vision: Once during your turn, you may discard 1 card from your hand and then draw 1 card.	
184/254	Ghost	Haunt: Once during your turn, you may inflict 2 damage to your HP and then declare an opponent's back position hero. Treat that hero as if it has no effect until your next turn.	You may use this effect if you have less than 2 HP.
185/254	Glacier	Ice Cap: An opponent's hero loses -2 defense while being attacked by this hero (<i>no stat can be less than 0</i>).	If the opponent's hero is also being attacked by Storm Weaver, the -2 defense still applies for both attacks.
186/254	Guard	Protective Instincts: If this hero is the only blended hero on your field, it gains +1 defense.	

Number	Name	Effect	Card Ruling
187/254	Gull	Dive Bomb: Once during your turn, when you inflict non-attack damage to an opponent's HP, you may inflict 2 additional damage to their HP.	The end of your turn is still your turn, so Gull will work with something like Season Ascender.
188/254	Herald	Forecast: Once during your turn, you may look at the top card of your deck and then return it to the top of your deck or put it on the bottom of your deck.	
189/254	Hornet	Mutual Destruction: After this hero attacks, deblend it.	Deblend this hero before additional attacks, if any.
190/254	Mage	Offering: Once during your turn, you may discard 1 blend from your hand and then search your deck for up to 2 identical gems used by that blend.	
191/254	Magnet	Electromagnetic Field: While in back position, treat up to 2 Electrogems on each of your other heroes as any basic gem type, but only 1 type at a time.	
192/254	Mountaineer	Carabiner: Your heroes cannot have their positions changed by an opponent's action or hero effect.	
193/254	Pixel	Rasterize: Once during your turn, you may move any number of gems from this hero to your other heroes however you like.	
194/254	Ram	Big Horns: This hero gains +1 attack for each Caprogem in your discard. This hero cannot gain more than +2 attack in this way.	
195/254	Reflector	Hero Mirror: Once during your turn, you may declare 1 unblended hero on your field. Replace this effect with the effect of that hero for the remainder of your turn.	You can copy Hickory's effect, but you can't use it.
196/254	Rocket	Heat Seeking: This hero can only attack blended heroes.	
197/254	Shifter	State Change: Once during your turn, you may rotate your heroes clockwise or counterclockwise (<i>move each hero 1 position in that direction</i>).	
198/254	Sprout	Vascular Body: If this hero has at least 1 Aquagem, it gains +1 attack and +1 defense.	
199/254	Usher	Destiny Wave: Once during your turn, you may deblend this hero and then equip 1 hero on your field with 1 gem from your hand (<i>this does not count as your allotted gem</i>).	You cannot use more than one Usher's effect on the same hero each turn.

Number	Name	Effect	Card Ruling
200/254	Virus	Infect: While on your frontline, every time an opposite position hero is equipped with a gem, inflict 4 damage to that opponent's HP.	This includes gems that are equipped from the field, deck, or discard.
201/254	Amass	Put up to 4 cards from your hand on the bottom of your deck in any order and then draw twice that many cards.	
202/254	Amplify	Double all non-attack damage you inflict to an opponent for the remainder of your turn.	Doubling a double effect results in 4x, etc.
203/254	Coordinate	Arrange the positions of your heroes and an opponent's heroes however you like.	If you move an Anchor, it will inflict damage if the hero opposite to its final position was moved. It will not inflict damage if the hero opposite to its final position was not moved. Arranging does not count as switching or rotating.
204/254	Dissolve	Remove 1 blend from an opponent's hero and put it on the bottom of that opponent's deck.	
205/254	Drain	Remove 1 gem from an opponent's hero and put it on the bottom of that opponent's deck. Return any blends on that hero that do not meet gem requirements to that opponent's hand.	
206/254	Protect	Play this card when you would receive damage during an opponent's turn: That damage becomes 0 and you cannot receive any damage for the remainder of the turn.	
207/254	Weaponize	Play this card when you declare an attack: Each hero on your frontline may attack 1 additional time this turn (<i>attacks must be carried out consecutively</i>).	
208/254	Blend Call	Search your deck for up to 3 identical LV.2 or LV.3 blends (<i>reveal them, add them to your hand, and then shuffle your deck</i>).	
209/254	Force Switch	Switch the position of a hero on an opponent's field (<i>with another hero on their field</i>).	
210/254	Gem Trick	Declare 3 basic gem types (you may declare multiple of the same type). Treat 1 hero on your field as if it has 1 invisible gem of each declared type for the remainder of your turn.	
211/254	Lock	Declare 1 hero on an opponent's field. That hero cannot attack, cannot deblend-to-block, and has no effect until your next turn.	

Number	Name	Effect	Card Ruling
212/254	Replicate	For each blend on your field, search your deck for any number of identical blends.	
213/254	Resuscitate	If a blend in your discard uses any combination of gems found on 1 hero on your field, play that blend directly on that hero regardless of level requirements.	
214/254	Super Collect	Search your deck for any card <i>(reveal it, add it to your hand, and then shuffle your deck)</i> .	You cannot fail to find.
215/254	Survive	Play this card when your HP would become 0: It becomes 1 instead.	
216/254	Arrange	Arrange the positions of your heroes however you like.	Arranging does not count as switching or rotating.
217/254	Block Attack	Play this card when you would receive attack damage from an opponent's hero: That damage becomes 0 and that hero may not attack for the remainder of the turn.	
218/254	Copy	Declare an action in an opponent's action meter and play this card whenever that action could be played: Use the effect of that action.	
219/254	Force Return	Return a blend on an opponent's frontline to their hand.	
220/254	Organize	Move any number of gems on your field among your heroes however you like.	
221/254	Recycle	Shuffle up to 2 cards from your discard into your deck (you cannot use this effect on another "Recycle").	
222/254	Stun	Declare 1 hero on an opponent's frontline. Treat that hero as if it has no effect until your next turn.	
223/254	Super Blend Search	Search your deck for a blend <i>(reveal it, add it to your hand, and then shuffle your deck)</i> .	
224/254	Super Cancel	Play this card when an opponent plays an action: Prevent the effect of that action and discard it.	If an opponent tries to Cancel a Cancel, you may Cancel their Cancel back, but you may not let their Cancel resolve and then try to Cancel the original action. Each action can only be "Canceled" immediately after it has been played.
225/254	Super Draw	Put 1 card from your hand on the bottom of your deck and then draw 3 cards.	
226/254	Surge	Equip 1 hero on your field with 1 gem from your hand <i>(this does not count as your allotted gem)</i> .	

Number	Name	Effect	Card Ruling
227/254	Blend Search	Search your deck for a LV.2 or LV. 3 blend <i>(reveal it, add it to your hand, and then shuffle your deck)</i> .	
228/254	Breach	Declare 1 hero on an opponent's frontline. Treat that hero as if it has 0 written defense for the remainder of your turn.	
229/254	Bump	Declare 1 hero on your field. Treat that hero as if it is 1 level above its written level for the remainder of your turn <i>(no hero can be greater than LV.5)</i> .	A hero only uses its level to blend from your hand -- after the blend is played, it won't be deblended if the level falls below the requirements again.
230/254	Cancel	Play this card when an opponent plays a 0-star or 1-star action: Prevent the effect of that action and discard it.	If an opponent tries to Cancel a Cancel, you may Cancel their Cancel back, but you may not let their Cancel resolve and then try to Cancel the original action. Each action can only be "Canceled" immediately after it has been played.
231/254	Collect	Look at the top 4 cards of your deck. Add 1 of them to your hand and then return the remaining cards to the top of your deck in any order.	
232/254	Draw	Put 1 card from your hand on the bottom of your deck and then draw 2 cards.	
233/254	Exchange	Shuffle 1 blend from your hand into your deck and then search your deck for 1 blend of an equal or lesser level.	You may search for the same blend that was shuffled in. If you shuffle a blend in, you cannot fail to find a blend.
234/254	Flush	Discard all other cards from your action meter.	Your action meter must have less than 5 cards in order to play Flush.
235/254	Gem Search	Search your deck for a basic gem <i>(reveal it, add it to your hand, and then shuffle your deck)</i> .	
236/254	Invert	Play this card when you or an opponent declares an attack: Declare 1 hero on your field. Switch the written attack and defense of that hero for the remainder of the turn.	
237/254	Quick Switch	Play this card when an opponent declares an attack: Switch the position of 1 hero on your frontline with another hero on your frontline.	
238/254	Return	Return a blend on your field to your hand.	
239/254	Rotate	Rotate your heroes clockwise or counterclockwise <i>(move each hero 1 position in that direction)</i> .	

Number	Name	Effect	Card Ruling
240/254	Struggle Stun	If you have less HP than an opponent, declare 1 hero on that opponent's frontline. Treat that hero as if it has no effect until your next turn.	
241/254	Struggle Surge	If there are fewer gems on your field than on an opponent's field, equip 1 hero on your field with 1 gem from your hand (<i>this does not count as your allotted gem</i>).	
242/254	Struggle Switch	If you have less HP than an opponent, switch the position of a hero on that opponent's field (<i>with another hero on their field</i>).	
243/254	Swap	Shuffle 1 gem from a hero on your field into your deck and then search your deck for 1 basic gem and equip that hero with it.	You may search for the same gem that was shuffled in. If you shuffle a gem in, you cannot fail to find a gem.
244/254	Switch	Switch the position of a hero on your field (<i>with another hero on your field</i>).	
245/254	Transfer	Move any number of gems from 1 hero on your field to another hero on your field.	
246/254	Aerogem		
247/254	Aquagem		
248/254	Caprogem		
249/254	Cryogem		
250/254	Electrogem		
251/254	Luciogem		
252/254	Nocturnagem		
253/254	Pyrogem		
254/254	Terragem		