

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Abbey	Hero	LV.5	0	0	[g] 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.
Beatrice	Hero	LV.5	1[g]	0	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.
Eleanor	Hero	LV.5	0	0	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.
Eliezer	Hero	LV.5	0	0	Sweet Talk: Once during your first turn, you may look at an opponent's hand.	
Erica	Hero	LV.5	0	0	[g] 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.
Jewl	Hero	LV.5	0	0	[g] 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.	
Kathy	Hero	LV.5	0	0	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.
Matthew	Hero	LV.5	0	0	"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.
Sage	Hero	LV.5	0	0	Final Command: If you have less than half the HP of an opponent, your center position hero gains +2 attack while attacking that opponent.	
Winona	Hero	LV.5	0	0	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.
Yoshi	Hero	LV.5	0	0	[g] Retirement: Once during your turn, you may switch the position of this hero with your back position hero.	
Brenna	Hero	LV.4	0	0	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." A player does not have to tell you what heroes they are going to target when they play an action card.
Carter	Hero	LV.4	0	1[g]	Spoiled: Once during your first turn, you may draw 1 card.	
Chao	Hero	LV.4	0	0	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.	
Damien	Hero	LV.4	0	0	[g] Thesis: Once during your turn, you may discard a starred action from your hand and then gain 3 HP.	

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Judith	Hero	LV.4	0	0	[g] 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>).	
Lauren	Hero	LV.4	0	0	[g] Lateral Maneuver: Once during your turn, you may return 1 gem from a hero on your field to your hand.	
Marci	Hero	LV.4	0	0	Scoot: Once during your turn, when you equip this hero with a gem from your hand, you may switch the position of this hero.	
Monica	Hero	LV.4	0	0	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.
Nikko	Hero	LV.4	1	0	Fashionably Late: This hero can only attack if there are 4 or more gems on your field.	
Peyton	Hero	LV.4	0	0	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.	If the round ends between turns, this still applies. If the affected hero is switched, it still applies to the original hero even if it moves out of the frontline. If the affect hero is substituted, it will not apply to the new hero.
Quinn	Hero	LV.4	0	1[g]	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.	
Claire	Hero	LV.3	0	0	[g] 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.	
Dimitri	Hero	LV.3	0	0	[g] 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.
Giselle	Hero	LV.3	0	1	[g] "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. Does not work with arrange or rotate effects.
Isidora	Hero	LV.3	0	1[g]	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. Gem types do not include special gems. Currently, there are only 9 gem types.

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Jeffrey	Hero	LV.3	0	0	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).	
Kohdok	Hero	LV.3	0	1[g]	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.	
Leihlani	Hero	LV.3	0	0	[g] Inward Flow: Once during your turn, you may move all gems on your field to this hero.	
Lester	Hero	LV.3	0	0	[g] Jive: Once during your turn, you may switch the position of this hero (<i>with another hero on your field</i>).	
Otto	Hero	LV.3	0	0	[g] 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.	
Selma	Hero	LV.3	0	0	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>).	
Yumi	Hero	LV.3	0	0	[g] 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.
Beth	Hero	LV.2	1[g]	0	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.	
Dexter	Hero	LV.2	0	0	[g] 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.
Elaine	Hero	LV.2	0	0	[g] Expensive Earrings: While in left position, this hero gains +2 attack. While in right position, this hero gains +2 defense.	
Fatima	Hero	LV.2	0	0	[g] 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>).	
Fiona + isabel	Hero	LV.2	1[g]	0	[g] 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>).	

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Hickory	Hero	LV.2	0	0	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.
Kula	Hero	LV.2	1	0	[g] Scavenge: Once during your turn, you may discard 1 gem from your hand and then search your deck for a 0-star action.	
Lola	Hero	LV.2	0	1[g]	Flower Dance: Every time you successfully play a starred action, you may draw 1 card.	This effect 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.
Mark	Hero	LV.2	0	0	[g] 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.	
Reggie	Hero	LV.2	0	0	[g] Bounce: Once during your turn, you may switch the position of your back position hero (<i>with another hero on your field</i>).	
Tal	Hero	LV.2	1[g]	0	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.
Devin	Hero	LV.1	0	0	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.
Duc	Hero	LV.1	3	0	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.
Francisco	Hero	LV.1	0	0	[g] Research Distribution: Up to 2 times during your turn, you may move 1 gem on your field to this hero or from this hero.	
Gloria	Hero	LV.1	0	0	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.	
Joon-ki	Hero	LV.1	0	0	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.	
Jubilee	Hero	LV.1	0	0	[g] 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.	
Maria	Hero	LV.1	0	1[g]	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.
Min-seo	Hero	LV.1	0	0	[g] 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.	
Palmer	Hero	LV.1	0	0	[g] Pinch-Hit: Once during your turn, you may substitute your back position hero with a hero from your bench of an equal level.	

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Roni	Hero	LV.1	1[g]	0	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.
Silas	Hero	LV.1	0	0	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.	
Blood reaper	Blend	LV.5	2	3	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.	
Catalyst controller	Blend	LV.5	2	3	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.
Dread blader	Blend	LV.5	X	X	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. While not on the field, Dread Blader's attack and defense are considered to be 0/0.
Fleet reacher	Blend	LV.5	2	2	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>).	
Fume blitzer	Blend	LV.5	7	0	V Formation: This hero can only attack while in center position.	
Hive enforcer	Blend	LV.5	3	3	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).	
Horizon gazer	Blend	LV.5	0	3	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.	
Ion banger	Blend	LV.5	0	3	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.
Joy ringer	Blend	LV.5	2	2	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.	

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Lattice crusher	Blend	LV.5	2	5	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.	
Luster striker	Blend	LV.5	2	2	Spectrum Strike: While in center position, if there are 9 or more different gem types on your field, this hero gains +8 attack.	Special gems do not count as a gem type.
Mantis slasher	Blend	LV.5	2	0	Mortal Slash: Once during your turn, you may deblend this hero and then discard the top 3 cards from an opponent's deck.	
Miracle conductor	Blend	LV.5	2	2	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.	
Nectar resolver	Blend	LV.5	0	4	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.	
Pearl deceptor	Blend	LV.5	4	2	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 long have +3 attack.
Photo synthesizer	Blend	LV.5	2	4	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 effect resolves, however the rest of the effect will still resolve.
Pinnacle enchanter	Blend	LV.5	2	2	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.	
Rage domesticator	Blend	LV.5	0	6	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.
Season ascender	Blend	LV.5	4	2	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 HP will be reset afterwards.
Skyward commander	Blend	LV.5	3	3	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.	

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Storm weaver	Blend	LV.5	4	4	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.
Torrent crusher	Blend	LV.5	4	2	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).	
Tremor boulder	Blend	LV.5	5	3	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, but it does count as moving.
Verve conflictor	Blend	LV.5	2	3	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.	
Aurora beamer	Blend	LV.4	0	3	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.	
Bass piper	Blend	LV.4	1	3	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.	
Berg inflicter	Blend	LV.4	2	2	Pack Ice: This hero gains +1 attack for each other hero on your field that has at least 1 Cryogem.	
Bloom irrigator	Blend	LV.4	3	1	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.
Bond breaker	Blend	LV.4	0	0	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.
Break detector	Blend	LV.4	0	5	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).
Cannon boomer	Blend	LV.4	0	0	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.
Chain smoker	Blend	LV.4	2	1	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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Combustion boiler	Blend	LV.4	3	0	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.
Condensation collector	Blend	LV.4	3	0	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>).	This does count as equipping a gem, but not equipping a gem from your hand.
Data cipher	Blend	LV.4	2	2	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.
Diamond driller	Blend	LV.4	2	2	Power Drill: Once during your turn, when you rotate your heroes, this hero gains +3 attack for the remainder of your turn.	
Drone buzzer	Blend	LV.4	2	2	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.	Does not work with arrange or rotate effects.
Feather nester	Blend	LV.4	0	4	Hatch: Once during your turn, you may deblend this hero and then search your deck for up to 2 Aerogem blends.	
Flag gracer	Blend	LV.4	2	2	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.	
Flare launcher	Blend	LV.4	2	2	Missile: Once during your turn, you may discard 1 Caprogem from your hand and then inflict 3 damage to an opponent's HP.	
Flash blaster	Blend	LV.4	3	1	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.	
Gale tracer	Blend	LV.4	3	2	Vertical Strike: While in center position, this hero may attack an opponent's back position hero.	
Glamour grower	Blend	LV.4	2	2	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>).	
Glass raider	Blend	LV.4	6	0	Shatter Axe: This hero cannot attack on consecutive turns (regardless of whether this effect was active during your last turn).	If you attacked with this hero on the last turn of the last round, you cannot attack on the first turn of the new round.
Glisten blinker	Blend	LV.4	1	3	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.	
Gloom miser	Blend	LV.4	1	2	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.	

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Glory bringer	Blend	LV.4	3	2	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.
Hail dominator	Blend	LV.4	2	1	Vantage Point: While in center position, this hero gains +3 attack.	
Herd necromancer	Blend	LV.4	1	3	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.
Ice creamer	Blend	LV.4	0	4	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.	
Lush keeper	Blend	LV.4	0	3	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.	
Micro processor	Blend	LV.4	0	0	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. Deblending Micro Processor does not cause the other hero to deblend.
Mineral juggler	Blend	LV.4	3	2	Juggle: Once during your turn, you may move any number of gems on your field among your heroes however you like.	This does count as equipping.
Mojo charger	Blend	LV.4	0	3	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).	If you play Mojo Charger on Beatrice, Beatrice goes off first.
Needle rusher	Blend	LV.4	4	0	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.	
Palette gracer	Blend	LV.4	2	2	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.	
Plume plucker	Blend	LV.4	2	2	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.	
Polish duster	Blend	LV.4	1	1	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.

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Rime piercer	Blend	LV.4	2	1	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.
Roost bomber	Blend	LV.4	1	3	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.	
Royal buzzer	Blend	LV.4	2	2	Royal Command: Up to 2 times during your turn, you may switch the position of a hero on your field.	
Shadow sneaker	Blend	LV.4	2	1	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.	
Shard buster	Blend	LV.4	5	0	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.
Shine minister	Blend	LV.4	0	5	Sermon of Light: Treat each Luciogem on your field as any basic gem type, but only 1 type at a time.	
Sleet copter	Blend	LV.4	4	0	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>).	
Slip knotter	Blend	LV.4	2	0	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.
Summit glazer	Blend	LV.4	3	1	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, but it does count as moving.
Treble piper	Blend	LV.4	3	1	Treble Clef: While in right position, treat your left position hero as if it has 1 invisible Terragem, 1 invisible Pyrogem, 1 invisible Luciogem, and 1 invisible Caprogem.	
Void charmer	Blend	LV.4	2	3	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.
Witch crafter	Blend	LV.4	2	3	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.	
Yule puffer	Blend	LV.4	2	3	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.	
Baton bishop	Blend	LV.3	0	2	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.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Blaze angel	Blend	LV.3	2	0	Flame Burst: Once during your turn, you may deblend this hero and then inflict 2 damage to an opponent's HP.	
Bluster mage	Blend	LV.3	2	1	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.	
Bolt ram	Blend	LV.3	2	2	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 effect 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.
Brass guard	Blend	LV.3	0	4	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.
Burn fowl	Blend	LV.3	0	2	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.
Charge fowl	Blend	LV.3	2	1	Hunting Ground: This hero gains +3 attack while attacking a hero that changed position since your last turn.	
Chrome rocket	Blend	LV.3	3	0	Liftoff: Once during your turn, you may return this blend from your field to your hand.	
Crystal reflector	Blend	LV.3	1	1	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.	
Drip fowl	Blend	LV.3	2	1	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.	If the round ends between turns, this still applies. If the affected hero is switched, it still applies to the original hero even if it moves out of the frontline. If the affect hero is substituted, it will not apply to the new hero.
Fever virus	Blend	LV.3	2	0	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).	
Flurry shifter	Blend	LV.3	0	1	Snow Drift: Once during your turn, you may discard 1 gem from your hand and then rotate an opponent's heroes clockwise or counterclockwise.	
Fog shifter	Blend	LV.3	1	2	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>).	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Frost herald	Blend	LV.3	2	1	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.	
Fungus usher	Blend	LV.3	1	0	Poison Spore: Every time this hero inflicts attack damage to an opponent's HP, discard the top card from that opponent's deck.	
Garden sprout	Blend	LV.3	1	1	Cultivate: While in back position, each other blended hero on your field that has at least 1 Aquagem gains +1 attack and +1 defense.	
Glitz energizer	Blend	LV.3	1	0	Kilovolt: Once during your turn, when you equip this hero with an Electrogem, gain 2 HP.	
Glow herald	Blend	LV.3	2	1	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. Invisible gems count as gems. The unblended hero does not have to be the same level as the searched blend. The blend goes into your hand, not directly onto the hero.
Milk herald	Blend	LV.3	0	2	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>).	
Mirror chaser	Blend	LV.3	2	1	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.	
Particle reflector	Blend	LV.3	1	2	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.	
Polar hornet	Blend	LV.3	0	0	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.	
Pollen angel	Blend	LV.3	2	1	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.	Does not work with arrange or rotate effects.
Powder angel	Blend	LV.3	2	0	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.
Premium chiller	Blend	LV.3	0	1	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. If the attached blend loses its effect through replacement, for example if it's Catalyst Controller, Particle Reflector, or another Premium Chiller, then its original effect is no longer active, and therefore it must be discarded. In the case of Catalyst and Particle, Premium Chiller will still have the copied effect until end of turn, even though the attachment was discarded.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Pristine mage	Blend	LV.3	1	2	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.
Pylon capacitor	Blend	LV.3	2	1	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.	
River angel	Blend	LV.3	2	2	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.
Root herald	Blend	LV.3	0	1	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.	Although it says "additional" the HP gained through <i>Taproot</i> is considered a separate instance of HP gain from the original HP gain that triggered this effect. The HP gained through Taproot will be equal to the first instance (in other words, if you gain 3 HP, then with Taproot you immediately gain an additional 3 HP, not 1 HP three times).
Shock herald	Blend	LV.3	2	1	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.	
Signal corruptor	Blend	LV.3	1	2	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.
Silent usher	Blend	LV.3	1	1	Levitate: Once during your turn, while on your frontline, you may return a blend on an opposite position hero to that opponent's hand.	
Silver gull	Blend	LV.3	3	0	Trinket: Once during your turn, you may deblend this hero and then return a 0-star action from your action meter to your hand.	
Skull ram	Blend	LV.3	2	1	Dead of Winter: During your turn, an opponent's heroes cannot deblend-to-block.	
Snow fowl	Blend	LV.3	1	2	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.	
Sonic ghost	Blend	LV.3	2	0	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. While this will inflict 3 damage before a Survive resolves, the Survive will still set the opponent's HP to 1.
Spark chaser	Blend	LV.3	1	1	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.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Steam usher	Blend	LV.3	2	0	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.	
Tinder ram	Blend	LV.3	1	2	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.
Toxic ram	Blend	LV.3	0	2	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 HP before Toxic Ram enters the field, and Toxic Ram will not inflict damage to an opponent.
Valence angel	Blend	LV.3	1	2	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.	
Venom fowl	Blend	LV.3	2	0	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.	
Wave ram	Blend	LV.3	1	1	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.
Wood ghost	Blend	LV.3	4	0	Hide and Sneak: This hero can only attack unblended heroes.	
Anchor	Blend	LV.2	0	3	Mooring: While on your frontline, every time an opposite position hero changes position, inflict 3 damage to that opponent's HP.	
Angel	Blend	LV.2	2	0	Wind Gust: Once during your turn, you may switch the position of this hero (<i>with another hero on your field</i>).	
Battery	Blend	LV.2	0	0	Booster: At the end of your turn, gain 1 HP.	
Bishop	Blend	LV.2	0	0	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.
Capacitor	Blend	LV.2	1	1	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 this turn. After that hero attacks, deblend it.	Deblend that hero before additional attacks, if any.
Chaser	Blend	LV.2	1	0	Dash: Once during your turn, when this hero switches position with another blended hero, you may draw 1 card.	Does not work with arrange or rotate effects.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Chiller	Blend	LV.2	0	0	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 effect if you have less than 2 HP.
Cone	Blend	LV.2	0	2	Dispersion: Once during your turn, you may discard 1 blend from your field and then search your deck for 1 basic gem.	
Convectore	Blend	LV.2	0	1	Hot Room: While on your frontline, treat each other hero on your frontline as if it has 1 invisible Pyrogem and 1 invisible Electrogem.	
Corruptor	Blend	LV.2	1	0	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.
Electron	Blend	LV.2	0	2	Orbit: Once during an opponent's turn, when they play a blend, you may switch the position of this hero.	
Energizer	Blend	LV.2	2	0	Gem Circuit: Once during your turn, you may move 1 gem from 1 hero on your field to another hero on your field.	
Fowl	Blend	LV.2	2	0	Night Vision: Once during your turn, you may discard 1 card from your hand and then draw 1 card.	
Ghost	Blend	LV.2	0	0	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. If the round ends between turns, this still applies. If the affected hero is switched, it still applies to the original hero even if it moves. If the affect hero is substituted, it will not apply to the original hero.
Glacier	Blend	LV.2	2	0	Ice Cap: An opponent's hero loses -2 defense while being attacked by this hero (<i>no stat can be less than 0</i>).	
Guard	Blend	LV.2	0	4	Protective Instincts: If this hero is the only blended hero on your field, it gains +1 defense.	
Gull	Blend	LV.2	1	0	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.	Although it says "additional" the damage from Gull is considered a separate instance from the damage that triggered its effect.
Herald	Blend	LV.2	1	1	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.	
Hornet	Blend	LV.2	3	0	Mutual Destruction: After this hero attacks, deblend it.	Deblend this hero before additional attacks, if any.
Mage	Blend	LV.2	0	0	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.	
Magnet	Blend	LV.2	0	1	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.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Mountaineer	Blend	LV.2	0	2	Carabiner: Your heroes cannot have their positions changed by an opponent's action or hero effect.	
Pixel	Blend	LV.2	1	1	Rasterize: Once during your turn, you may move any number of gems from this hero to your other heroes however you like.	
Ram	Blend	LV.2	1	0	Big Horns: This hero gains +1 attack for each Caprogem in your discard. This hero cannot gain more than +2 attack in this way.	
Reflector	Blend	LV.2	1	0	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.	
Rocket	Blend	LV.2	3	0	Heat Seeking: This hero can only attack blended heroes.	If an attack is declared with Rocket and then the defending hero becomes unblended before damage, Rocket stops attacking. If Rocket attacks a Golden Gull and the Golden Gull deblends to block a different hero, Rocket still deals damage (deblend to block happens during damage, not before damage).
Shifter	Blend	LV.2	1	1	State Change: Once during your turn, you may rotate your heroes clockwise or counterclockwise (<i>move each hero 1 position in that direction</i>).	
Sprout	Blend	LV.2	1	1	Vascular Body: If this hero has at least 1 Aquagem, it gains +1 attack and +1 defense.	
Usher	Blend	LV.2	1	0	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. You may use this before playing your allotted gem.
Virus	Blend	LV.2	1	0	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.
Amass	Action	3-Star			Put up to 4 cards from your hand on the bottom of your deck in any order and then draw twice that many cards.	
Amplify	Action	3-Star			Double all non-attack damage you inflict to an opponent for the remainder of your turn.	Doubling a double effect results in 4x, etc.
Coordinate	Action	3-Star			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, but it does count as moving.
Dissolve	Action	3-Star			Remove 1 blend from an opponent's hero and put it on the bottom of that opponent's deck.	
Drain	Action	3-Star			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.	
Protect	Action	3-Star			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.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Weaponize	Action	3-Star			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>).	
Blend call	Action	2-Star			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>).	
Force switch	Action	2-Star			Switch the position of a hero on an opponent's field (<i>with another hero on their field</i>).	
Gem trick	Action	2-Star			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.	
Lock	Action	2-Star			Declare 1 hero on an opponent's field. That hero cannot attack, cannot deblend-to-block, and has no effect until your next turn.	
Replicate	Action	2-Star			For each blend on your field, search your deck for any number of identical blends.	
Resuscitate	Action	2-Star			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.	
Super collect	Action	2-Star			Search your deck for any card (<i>reveal it, add it to your hand, and then shuffle your deck</i>).	
Survive	Action	2-Star			Play this card when your HP would become 0: It becomes 1 instead.	If you receive damage before <i>Survive</i> resolves, for example from <i>Sonic Ghost</i> , <i>Survive</i> will still make your HP 1 instead.
Arrange	Action	1-Star			Arrange the positions of your heroes however you like.	Arranging does not count as switching or rotating, but it does count as moving.
Block attack	Action	1-Star			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.	
Copy	Action	1-Star			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.	Copy doesn't have any inherent time that it can be played (it has to have a target to give it the timing) therefore you cannot Copy another Copy.
Force return	Action	1-Star			Return a blend on an opponent's frontline to their hand.	
Organize	Action	1-Star			Move any number of gems on your field among your heroes however you like.	This does count as equipping. You can move identical gems between heroes in order to cause two instances of equip. If you move a gem off of a hero but replace it with an identical or otherwise equivalent gem, you will still have to deblend that hero if it is using a blend that was using that gem. For example, if you had <i>Glitz Energizer</i> with only one Electrogem and you switch that gem with another electrogem on your field, you would have to deblend <i>Glitz Energizer</i> . However if your <i>Glitz Energizer</i> has two Electrogems already equipped, you can switch the extra Electrogem with another Electrogem on your field in order to activate <i>Glitz's</i> effect.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Recycle	Action	1-Star			Shuffle up to 2 cards from your discard into your deck (you cannot use this effect on another "Recycle").	
Stun	Action	1-Star			Declare 1 hero on an opponent's frontline. Treat that hero as if it has no effect until your next turn.	If the round ends between turns, this still applies. If the affected hero is switched, it still applies to the original hero even if it moves out of the frontline. If the affect hero is substituted, it will not apply to the new hero.
Super blend search	Action	1-Star			Search your deck for a blend (<i>reveal it, add it to your hand, and then shuffle your deck</i>).	
Super cancel	Action	1-Star			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. You can play two cancels targeting the same action card if you play them simultaneously, however if the action is canceled then your second cancel will do nothing and it will remain in the action meter (there is usually no reason to do this unless you have a very specific situation). A player does not have to tell you what heroes they are going to target when they play an action card.
Super draw	Action	1-Star			Put 1 card from your hand on the bottom of your deck and then draw 3 cards.	
Surge	Action	1-Star			Equip 1 hero on your field with 1 gem from your hand (<i>this does not count as your allotted gem</i>).	You may use this before playing your allotted gem.
Blend search	Action	0-Star			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>).	
Breach	Action	0-Star			Declare 1 hero on an opponent's frontline. Treat that hero as if it has 0 written defense for the remainder of your turn.	Even if an opponent plays something like "Invert", the defense will remain 0.
Bump	Action	0-Star			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 debled if the level falls below the requirements again.
Cancel	Action	0-Star			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. You can play two cancels targeting the same action card if you play them simultaneously, however if the action is canceled then your second cancel will do nothing and it will remain in the action meter (there is usually no reason to do this unless you have a very specific situation). A player does not have to tell you what heroes they are going to target when they play an action card.
Collect	Action	0-Star			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.	You do not have to reveal the card to your opponent.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Draw	Action	0-Star			Put 1 card from your hand on the bottom of your deck and then draw 2 cards.	
Exchange	Action	0-Star			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.
Flush	Action	0-Star			Discard all other cards from your action meter.	Your action meter must have less than 5 cards in order to play Flush.
Gem search	Action	0-Star			Search your deck for a basic gem <i>(reveal it, add it to your hand, and then shuffle your deck)</i> .	
Invert	Action	0-Star			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.	
Quick switch	Action	0-Star			Play this card when an opponent declares an attack: Switch the position of 1 hero on your frontline with another hero on your frontline.	
Return	Action	0-Star			Return a blend on your field to your hand.	
Rotate	Action	0-Star			Rotate your heroes clockwise or counterclockwise <i>(move each hero 1 position in that direction)</i> .	
Struggle stun	Action	0-Star			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.	If the round ends between turns, this still applies. If the affected hero is switched, it still applies to the original hero even if it moves out of the frontline. If the affect hero is substituted, it will not apply to the new hero.
Struggle surge	Action	0-Star			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> .	You may use this before playing your allotted gem.
Struggle switch	Action	0-Star			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> .	
Swap	Action	0-Star			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.
Switch	Action	0-Star			Switch the position of a hero on your field <i>(with another hero on your field)</i> .	
Transfer	Action	0-Star			Move any number of gems from 1 hero on your field to another hero on your field.	This does count as equipping.
Buddy	Hero	LV2	0	0	[g] Toss: Once during your turn, you may switch the position of your center position hero with another hero on your frontline.	
Camille	Hero	LV3	0	0	Decanting: Every time you would draw a card, you may draw from the bottom of your deck instead.	This does not apply to your opening hand.
Zain	Hero	LV4	1	0	Top Chef: This hero can only attack LV.5 heroes.	Blending a hero does not change its level.
Maeve	Hero	LV5	0	0	[g] "Coming right up!": Once during your first turn, you may search your deck for a LV.2 blend and then put it on the top of your deck.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Flavor chaser	Blend	3	1	0	Signature Recipe: Once during your turn, when you play this blend, you may inflict 1 damage to an opponent's HP for each invisible gem on this hero. This hero cannot inflict more than 3 damage in this way per turn.	
Pressure cooker	Blend	4	1	1	Line Cooks: This hero gains +2 attack for each other blended hero on your field.	
Taste tester	Blend	4	1	3	Refined Palate: Once during your turn, you may reveal the top 4 cards of your deck. If you reveal any actions in this way, add 1 of them to your hand. Return the remaining cards to the bottom of your deck in any order.	
Gourmet guider	Blend	5	3	2	Fine Dining: Treat each other hero on your field as if it has 1 invisible gem of any basic gem type (but only 1 type at a time) for each star in your action meter. Each hero cannot have more than 3 invisible gems from "Fine Dining" effects.	
Infuse	Action	2-Star			Search your deck for 1 basic gem and then equip 1 hero on your field with it (this does not count as your allotted gem).	
Aisha	Hero	LV1	0	0	Admiration: Once during your turn, when you equip a LV.5 hero on your field with a gem from your hand, that hero gains +1 attack for the remainder of your turn.	A hero's level does not change when blended.
Henrietta	Hero	LV1	0	0	[g] Crown Jewel: Once during your first turn, you may search your deck for 1 gem and then equip a hero on your field with it. End your turn after you play that gem.	It may be a special gem.
Jasper	Hero	LV1	0	0	Buzzkill: An opponent's action meter holds 2 fewer cards (this effect does not stack with other "Buzzkill" effects).	If Jasper enters the field when an opponent already has more cards in their action meter than he would have allowed, nothing happens
Noelle	Hero	LV1	0	0	Club Hopping: Once during your turn, you may discard 1 gem from this hero and then arrange the positions of your heroes and move any number of gems on your field among your heroes however you like.	This does count as equipping. You can move identical gems between heroes in order to cause two instances of equip. If you move a gem off of a hero but replace it with an identical or otherwise equivalent gem, you will still have to deblend that hero if it is using a blend that was using that gem. For example, if you had Glitz Energizer with only one Electrogem and you switch that gem with another electrogem on your field, you would have to deblend Glitz Energizer. However if your Glitz Energizer has two Electrogems already equipped, you can switch the extra Electrogem with another Electrogem on your field in order to activate Glitz's effect. Arranging does not count as switching or rotating, but it does count as moving.
Trevor	Hero	LV1	0	0	Custom Parts: If there is exactly 1 gem on this hero, treat up to 1 gem of that type on each of your other heroes as any basic gem type, but only 1 type at a time.	
Billy	Hero	LV2	0	0	Big Boy: While on your frontline, an opponent's unblended heroes lose -1 attack while attacking you.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Doreen	Hero	LV2	0	0	[g] Blend Bargain: Once during your turn, you may discard 1 blend from your hand and then search your deck for exactly 2 blends identical to that blend.	If you discard a blend and find less than 2 identical blends, you fail to find.
Ethan	Hero	LV2	0	0	Transcribe: Every time you substitute a hero on your field, you may substitute an additional hero on your field (this effect does not trigger additional "Transcribe" effects).	This effect happens after the first hero has been successfully substituted (not simultaneously). You may not substitute the same hero twice. You must substitute the second hero immediately after the first one, even if it is between rounds. If Ethan is the first hero substituted in, he does not work because he was not on the field when the substitution took place. If Ethan is the first hero substituted out, he does not work. If you use <i>Palmer</i> then Ethan will allow you to bring in any hero (to another position), regardless of level.
Felix	Hero	LV2	0	0	[g] Misery Loves Company: Once during your turn, if you have less than half the HP of an opponent, you may switch the position of 1 hero on that opponent's field.	
Vincent	Hero	LV2	1[g]	0	Antibody: Once during your turn, you may discard 1 blend from your hand and then return 1 blend of an equal level on an opponent's frontline to their hand.	
Michelle	Hero	LV3	0	0	Kindergarten: During your turn, an opponent's heroes that are using LV.2 blends cannot deblend-to-block.	
Pascal	Hero	LV3	0	0	[g] Parity Shift: Once during your turn, you may switch the position of an odd level hero on your field with an even level hero on your field.	Heroes' levels don't change when they are blended.
Thandi	Hero	LV3	0	0	Name Game: Once during your turn, you may place the top card of your deck facedown, and an opponent must guess if its name has 1 word or more than 1 word. Reveal the card. If they are correct, discard the card. Otherwise, add it to your hand.	Gems are 1 word.
Enzo	Hero	LV4	0	0	Bare Knuckles: Once during an opponent's turn, when they declare an attack, you may discard 1 card from your hand and then this hero gains +2 defense while being attacked this turn.	
Ferdinand	Hero	LV4	0	0	Hiccup: While on your frontline, every time an opponent blends an opposite position hero, treat that hero as if it has no effect for the remainder of the turn.	That hero will have no effect even if it moves position, blends, or deblends, for the remainder of the turn. If that hero is substituted, the new hero will not be affected.
Jonah	Hero	LV4	0	0	Switchback: Once during your turn, if you have less HP than an opponent, you may switch the position of this hero (with another hero on your field).	
Mimi	Hero	LV4	0	0	[g] Plagiarize: Once during your turn, after each player's first turn, you may declare 1 unblended hero on an opponent's field. Replace this effect with the effect of that hero for the remainder of your turn.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Marisol	Hero	LV5	0	0	First Things First: Once during your first turn, you may arrange the positions of your frontline heroes however you like.	Arranging does not count as switching or rotating, but it does count as moving.
Rafa	Hero	LV5	1[g]	0	Oddball: This hero can only use LV.3 and LV.5 blends.	
Sloane	Hero	LV5	0	0	Tit for Tat: Every time an opponent successfully plays a starred action, inflict damage to their HP equal to its star value.	An action is successful once an opponent declines to negate its effect via a card such as "Cancel." Sloane will inflict damage after your chance to use an effect such as "Cancel," but before the effect of the action resolves. For example, Sloane will deal 3 damage to a player who uses "Protect" before the effect of "Protect" is able to block the damage.
Enigmagem	Gem	Special			This gem counts as both a Luciogem and a Nocturnagem, but only 1 type at a time (this gem always counts as an Enigmagem).	A deck can only have 1 copy of a special gem. While not on the field, it does not count as a Luciogem or Nocturnagem.
Idol	Blend	2	1	1	Luz's Blessing: Each other hero on your field that is using a Luciogem blend gains +1 defense. Once during your turn, you may discard 1 Enigmagem from your field and then you cannot receive any damage from an opponent until your next turn.	
Omen	Blend	2	1	1	Nox's Revenge: Each other hero on your field that is using a Nocturnagem blend gains +1 attack. Once during your turn, when you declare an attack, you may discard 1 Enigmagem from your field and then each hero on your frontline may attack 1 additional time this turn.	
Abomination	Blend	2	2	2		
Thermometer	Blend	2	1	1	Quicksilver: You may play your allotted gem into your action meter. Treat each other hero on your field as if it has 1 invisible gem of each type of basic gem found in your action meter.	You may play a special gem into your action meter, but it will have not effect and won't give invisible gems. Gems are cleared at the end of the round along with the actions. "Flush" will also remove your gems.
Alloy capacitor	Blend	3	1	1	Action Casting: Once during your turn, you may deblend this hero and then discard up to 3 cards from your hand. Search your deck for a starred action that has a star value equal to the number of cards discarded in this way.	
Golden gull	Blend	3	2	0	Gilded Wing: While on your frontline, this hero may deblend-to-block any attacking hero.	Deblend-to-block is the very last step of the attack phase, most other effects will have resolved by then. For example any "when you declare an attack" or "when this hero is attacked" effects will resolve before you have the option to deblend-to-block. If Rocket attacks a Golden Gull and the Golden Gull deblends to block a different hero, Rocket still deals damage (deblend to block happens during damage, not before damage).
Injection hornet	Blend	3	3	0	Tranquilizer: Once during your turn, while on your frontline, you may deblend this hero and then treat an opposite position hero as if it has no effect until your next turn.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Mega pixel	Blend	3	1	1	Light Bright: Once during your turn, you may deblend this hero and then declare 2 basic gem types (you may declare multiple of the same type). Treat this hero as if it has 1 invisible gem of each declared type for the remainder of your turn.	
Pulse electron	Blend	3	1	1	Heart Rate: Once during your turn, when this hero switches position, gain 1 HP. Once during an opponent's turn, when this hero switches position, gain 2 HP.	Does not work with arrange or rotate effects.
Radar rocket	Blend	3	3	0	Weather Mapping: Once during your turn, you may deblend this hero and then reveal the top 3 cards of your deck. If you reveal any basic gems in this way, add 1 of them to your hand. Return the remaining cards to the bottom of your deck in any order.	
Safe guard	Blend	3	0	4	Preventive Measures: While in left position, your blends cannot be discarded by an opponent's hero effect. While in right position, an opponent cannot play timed actions (timed actions are bookmarked with the hourglass icon).	They can't play timed actions on their own turn either.
Security guard	Blend	3	0	4	Pat-Down: Once during your turn, you may look at the top card of an opponent's deck and then return it to the top of their deck or put it on the bottom of their deck.	
Steel anchor	Blend	3	0	3	Deep Lock: Once during your turn, if you have less HP than an opponent, you may deblend this hero and then declare 1 hero on that opponent's frontline. That hero cannot attack, cannot deblend-to-block, and has no effect until your next turn.	
Turbo battery	Blend	3	2	0	Overvolt: Once during your turn, while in back position, you may equip 1 hero on your field with 1 gem from your hand (this does not count as your allotted gem).	You may use this before playing your allotted gem.
Care provider	Blend	4	0	3	Emergency Aid: Once during an opponent's turn, when they declare an attack, you may switch the position of this hero with another hero on your frontline.	
Cell divider	Blend	4	2	2	Cytokinesis: Once during your turn, you may discard 1 blend from your hand. Search your deck for up to 2 blends that each use any combination of gems used by the discarded blend.	They may be the same blend. Their total levels do not need to add up to the level of the discarded blend. It could just be 2 more copies of the discarded blend.
Cirrus glider	Blend	4	2	2	Cirrus Cloud: Once during your turn, when you play this blend, you may declare an opposite position hero. That hero loses -1 attack and -1 defense for each Cryogem on this hero until your next turn.	
Cumulus glider	Blend	4	1	2	Cumulus Cloud: Once during your turn, when you play this blend, you may inflict 2 damage to an opponent's HP for each Pyrogem on this hero. This hero cannot inflict more than 4 damage in this way per turn.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Hot balloonner	Blend	4	1	2	Up, Up, and Away: Once per turn, when you use a hero effect with "you may deblend this hero" in its text, you may return that blend to your hand.	The blend is still considered to be discarded/deblended for the purposes of other effects.
Loupe refractor	Blend	4	1	3	Magic Lens: Once during your turn, when you search your deck for a card, you may search your deck for up to 2 cards that are identical to that card (reveal them, add them to your hand, and then shuffle your deck).	This will resolve before the second half of some effects. For example, with Min-Seo, you will first search for a blend, THEN Loup Refractor searches for up to 2 OTHER blends and puts them into your hand, and then the originally searched blend will be placed on top of your deck.
Snip fader	Blend	4	1	2	Phantom Shears: Up to 3 times during your turn, you may discard the top card of your deck and then inflict 1 damage to an opponent's HP or to your HP.	
Stop starter	Blend	4	0	2	Red Light, Green Light: At the end of your turn, you may deblend this hero and then take 1 additional turn. You cannot play your allotted gem, declare an attack, or use "Red Light, Green Light" effects during that turn.	You may draw a card and activate effects. If you have two Stop Starters out at the end your turn, you may take two additional turns. When the round ends, any additional turns that have yet to resolve are skipped.
Stratus glider	Blend	4	2	1	Stratus Cloud: Once during your turn, when you play this blend, you may draw 1 card for each Aquagem on this hero.	
Cyclone revolver	Blend	5	4	1	Storm Surge: Once during your turn, you may rotate your heroes clockwise and then return any number of other Aerogem blends from your field to your hand.	
Fortune finder	Blend	5	3	3	Capital Gains: At the end of your turn, you may attach 1 card from your hand to this hero facedown. Once during your turn, when you declare an attack, you may return 3 cards attached to this hero to your hand and then it gains +8 attack while attacking this turn.	This hero may have more than 3 cards attached, but it can only return 3 cards to your hand at a time. Equipped gems are not "attached" and therefore cannot be return to your hand this way.
Helix splicer	Blend	5	1	3	Recombinant Blending: Once during your turn, while in back position, you may discard 1 Terragem blend from your hand. Replace the effect of each other blend on your field with the effect of the discarded blend for the remainder of your turn.	Blends played later in the turn will not have their effect replaced. Blends that have attachments when their effect gets replaced will have to discard their attachments.
Slope shredder	Blend	5	3	3	False Summit: Once during your turn, when you play this blend, if you have exactly half the HP of an opponent, you may switch your HP with that opponent's HP (this does not count as non-attack damage or HP gain) and then end your turn.	
Torque maxer	Blend	5	3	2	Barrel Roll: Every time this hero switches from back position to a frontline position, you may inflict 2 damage to an opponent's HP.	Does not work with arrange or rotate effects.
Vitality seeker	Blend	5	4	0	Fountain of Youth: While on your frontline, you cannot lose the round for having 0 HP. After an opponent's hero inflicts attack damage to your HP while attacking this hero, deblend this hero. This hero cannot deblend-to-block.	Your HP cannot go below 0. You may still activate effects such as <i>Void Charmer</i> , and effects such as <i>Toxic Ram</i> will still deal the full damage.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Force collect	Action	0-Star			Look at the top 4 cards of an opponent's deck. Put 1 of them on the bottom of their deck and then return the remaining cards to the top of their deck in any order.	
Mend	Action	0-Star			Gain 2 HP.	
Quick blend	Action	0-Star			Play this card when an opponent declares an attack: Play 1 blend from your hand onto a hero on your field regardless of gem requirements. At the end of the turn, discard the blend if gem requirements are not met.	You must still meet Level requirements.
Restock	Action	1-Star			Play this card when your HP becomes 0: Search your deck for up to 1 action, 1 blend, and 1 gem (reveal them, add them to your hand, and then shuffle your deck).	You can't search your deck for Survive and then play Survive because once your HP becomes 0, the round ends immediately (and Survive can only be played when your HP is about to become 0 but hasn't yet). You can't search your deck for another Restock and then play it. In multiplayer, there is only one round, so this card isn't very good.
Substitute	Action	1-Star			Substitute a hero on your field (with a hero from your bench).	
Super gem search	Action	1-Star			Search your deck for a gem (reveal it, add it to your hand, and then shuffle your deck).	It can be a special gem.
Cascade	Action	2-Star			Declare 1 basic gem type. Equip your heroes with up to 4 gems of that type from your hand however you like (these do not count as your allotted gem).	All gems will consider to be equipped at the same time.
Confiscate	Action	2-Star			Look at an opponent's hand and put 1 card from their hand on the bottom of their deck.	After you put the card on the bottom you should stop looking at their hand.
Gem call	Action	2-Star			Search your deck for up to 3 identical gems (reveal them, add them to your hand, and then shuffle your deck).	You can use this to search for 1 special gem if you want.
Quarantine	Action	2-Star			Declare a card type (action, blend, or gem). An opponent cannot play any cards of that type from their hand until your next turn.	They may still play cards of that type from zones other than their hand.
Exalt	Action	3-Star			Declare 1 hero on your field. You may play blends from your discard onto that hero regardless of level requirements for the remainder of your turn (each card can only be played once in this way).	
Retaliate	Action	3-Star			Play this card when an opponent inflicts attack damage to your HP: Inflict damage to that opponent's HP equal to the attack damage you received during that attack (all frontline heroes inflict attack damage simultaneously).	This can only inflict damage from one attack, not multiple attacks if an opponent was able to make additional attacks. The damage inflicted from Retaliate is considered non-attack damage.
Propagate	Action	3-Star			Search your deck for up to 4 blends that share at least 1 word in their name (reveal them, add them to your hand, and then shuffle your deck).	
Janette	Hero	LV1	0	0	Draw Game: Once during your turn, if you have exactly 1 card in your hand, you may place it facedown and an opponent must guess its card type (action, blend, or gem). Reveal the card. If they are correct, discard the card. Otherwise, return the card to your hand and draw 6 cards.	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Pepe	Hero	LV3	0	0	Hot Hand: Once during your first turn, you may reveal the top 4 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.	
Philomena	Hero	LV4	0	0	Bluff Game: Once during your turn, you may place a card from your hand facedown and state its card type (action, blend, or gem) — you may lie. An opponent must guess if the statement is true or false. Reveal the card. If they are correct, discard the card. Otherwise, return the card to your hand and arrange the positions of your heroes however you like.	You may only lie during Bluff Game, not during the rest of the game. Arranging does not count as switching or rotating, but it does count as moving.
Doyle	Hero	LV5	0	0	Deep Pockets: Your action meter can hold 1 additional card.	You may play up to 6 cards in your action meter as long as Doyle is unblended. When you blend Doyle, if you have 5 actions in your meter, you cannot play a 6th action until Doyle is deblednded again. If you already have 6 actions in your action meter when you blend Doyle, nothing happens.
Block rocket	Blend	3	3	0	Anti-Ballistic: Once per turn, when you would receive non-attack damage, you may deblend this hero and that damage becomes 0.	Since the damage becomes 0, the damage would not count for cards like Gull or Toxic Ram.
Currency carrier	Blend	4	1	1	Exchange Rate: Once during your turn, you may discard an action, gem, or blend from your hand. If you discarded an action, search your deck for 1 gem. If you discarded a gem, search your deck for 1 blend. If you discarded a blend, search your deck for a 0-star action.	
Trick taker	Blend	4	0	3	Matching Game: Once during your turn, you may place 2 identical cards and 1 other card from your hand facedown, and an opponent must guess which 2 cards are identical. Reveal the cards. If they are correct, put this blend on the bottom of your deck. Otherwise, this hero gains +8 attack for the remainder of your turn. Return the cards to your hand.	You must reveal all 3 cards. That hero gains +8 attack for the remainder of the turn, even if you debblend Trick Taker from that hero after winning. You may show the cards to your opponent before placing them face down. I don't know why, but I'm sure you have your reasons.
Stakes raiser	Blend	5	3	1	All In: Every time you use a hero effect that includes "game" in its name, if an opponent guesses incorrectly, inflict 6 damage to their HP. Otherwise, inflict 6 damage to your HP. This hero cannot inflict more than 6 damage to an opponent in this way per turn.	This effect can be used multiple times during one turn. It could potentially inflict any amount of damage to yourself, but only ever 6 damage to an opponent. This effect is not optional, so it is not an effect that is "used."
Wager	Action	2-Star			Declare 2 card types (action, blend, or gem) and then reveal the top 5 cards of your deck. If you reveal any cards of the declared types in this way, add them to your hand. Discard the remaining cards.	
Erin	Hero	LV1	0	1	[g] Pirouette: Once during your turn, you may rotate your heroes clockwise or counterclockwise (move each hero 1 position in that direction).	

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Guillermo	Hero	LV2	1[g]	0	Hero Game: Once during your turn, you may place 1 hero from your bench facedown, and an opponent must guess if its level is even or odd. Reveal the hero. If they are correct, return the hero to your bench and inflict 3 damage to your HP. Otherwise, substitute a hero on your field with that hero.	The names of heroes on your bench do not have to be disclosed to an opponent before the game begins, however you do have to disclose how many heroes are on your bench.
Tara	Hero	LV3	0	0	[g] Gamble: Once during your turn, you may reveal the top card of your deck. If it is a gem, add it to your hand. Otherwise, discard it.	
Iulia	Hero	LV3	0	0	[g] Crybaby: Once during your first turn, you may look at an opponent's hand and then put 1 card from their hand on the bottom of their deck.	
Alexander	Hero	LV3	0	0	[g] Risk Factor: Once during your turn, if you have equal HP to an opponent, you may inflict 2 damage to your HP and then inflict 2 damage to that opponent's HP.	If both players have 2 or less HP, you will lose first because you inflict damage to yourself first.
Alexa	Hero	LV4	0	0	[g] Stage Right/Stage Left: Once during your turn, you may move 1 gem from your left position hero to your right position hero or from your right position hero to your left position hero.	
Shepard	Hero	LV4	0	0	[g] One Man's Trash: Once during your turn, you may shuffle 1 card from your discard into your deck and then discard the top 2 cards from your deck.	
Jericho	Hero	LV5	0	0	Fashion Forward: Once during your turn, you may discard 1 gem from this hero and then switch the position of this hero.	The gem must be equipped to Jericho, not just in your hand.
Ludvick	Hero	LV5	0	0	Sleight of Hand: Once per game, when your HP becomes 0, you may search your deck for any card.	You can't search your deck for Survive and then play Survive because once your HP becomes 0, the round ends immediately (and Survive can only be played when your HP is about to become 0 but hasn't yet). This effect can only be used once per game. In multiplayer, there is only one round, so this card isn't very good.
Nancy	Hero	LV5	0	0	One of a Kind: At the end of an opponent's turn, if there are identical blends on their field, inflict 3 damage to their HP.	This only applies to blends on their field. Identical blends includes two or more blends that have the same name, even if their effect is different.
Harriet	Hero	LV.5	0	0	Overachiever: Once during your turn, if this hero has 6 or more gems, you may draw 1 card.	
Jonny	Hero	LV.4	0	0	Theoretical Gem: Once during your turn, when you equip this hero with a gem from your hand, you may treat that gem as any basic gem type (but only 1 type at a time) for the remainder of your turn.	
Tamiko	Hero	LV.5	0	0	Self-Sabotage: Once during your turn, you may discard the top card of your deck.	
Tony	Hero	LV.3	0	0	Style Switch: Once during your turn, when you play a blend, you may switch the position of that hero (<i>with another hero on your field</i>).	This includes blending Tony.

Name	Type	Level	Attack	Defense	Effect	Card Ruling
Ulysses	Hero	LV.1	0	0	[g] Tuxedo: Once during your turn, after you successfully play an action, you may use the effect of 1 other 0-star non-timed action in your action meter.	If you copy Ulysses with Reflector, you can copy 2 actions. They may be the same one.
Jane	Hero	LV.4	0	0	[g] Obstinace: After an opponent's attack(s), they must end their turn.	
Anthony	Hero	LV.2	0	0	[g] Black Market: Once during your turn, you may inflict 4 damage to your HP and then equip 1 hero on your field with 1 basic gem from your hand (<i>this does not count as your allotted gem</i>).	