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| Deal 5 ATK DMG to two cards  Deal 10 ATK DMG to a single target  3  1  4  7  4  24  H  Gummy | 3  7  3  Heal an ally hero or boss for half their current max HP, then raise their max HP by 2  Heal an ally Hero or Boss for 4 HP or  Heal 8 HP which costs 2 extra  2  18  H  Engineer Bot | 6  7  Apply all abilities to a whole team  3  4  Prevent an enemy from using items for 1 turn  2  3  Force an enemy to discard 2 cards (they choose)  Deal 3 ability DMG to the same target on the next 3 turns  2  3  2  24  H  Elemental | Allies  1-2:Heal 10  3-4: Gain 1 Perma ATK DMG  5-6: Gain 3 energy, draw 1  1-2:10 ability DMG  3-4:Deal only 50% DMG next turn  5-6:Discard hand  Enemy  Roll a dice  5  3  5  2  Cause half the DMG of a chosen target to be sent back to attacker  4  18  H  Fateful Drone |