

Card events

OnPlayed	Immediately on playing the card (Rush)
EveryRound	Every round this card is active, except the round being spawned
OnDeath	When the minion dies (Death rattle)
?OnAttacked	First time being attacked
Action	When Spell card is played (target = effects one, AOE effects everyone ?friendly)

Card functions

DamageEveryone(int amount)	Damage all enemies
DamageRandom(int amount)	Damages one enemy, can be stacked in editor
HealEveryone(int amount)	
HealRandom(int amount)	
Spawn(int id)	Spawn another minion or spell from their ID