

<p>Strike</p> <p>Sticks or Stones</p>  /  <p>Deal 2 damage. Deal 4 damage instead if you have played an action with your partner's icon.</p> <p> </p>	<p>Strike</p> <p>Sticks or Stones</p>  /  <p>Deal 2 damage. Deal 4 damage instead if you have played an action with your partner's icon.</p> <p> </p>	<p>Constrict</p> <p>Sticks or Stones</p>  /  <p>Deal 4 damage. Lose 2 vitality.</p> <p> </p>
<p>Constrict</p> <p>Sticks or Stones</p>  /  <p>Deal 4 damage to two different enemies. Lose 2 vitality.</p> <p> </p>	<p>Tailwhip</p> <p>Berries or Sticks</p>  /  <p>Deal 1 damage to two different enemies. Rotate an action or resource on the field.</p> <p> </p>	<p>Tailwhip</p> <p>Berries or Sticks</p>  /  <p>Deal 1 damage to two different enemies. Rotate an action or resource on the field.</p> <p> </p>

<p>SideSwipe</p> <p>Stones or Flowers</p>  /  <div style="display: flex; justify-content: space-around; width: 100px;"> </div> <p>Deal 3 damage directly to the encounter deck as if there were no enemies on the field.</p>	<p>SideSwipe</p> <p>Stones or Flowers</p>  /  <div style="display: flex; justify-content: space-around; width: 100px;"> </div> <p>Deal 3 damage directly to the encounter deck as if there were no enemies on the field.</p>	<p>Tempt</p> <p>Any Resource</p>  <div style="display: flex; justify-content: space-around; width: 100px;"> </div> <p>Draw all the cards in your partner's hand.</p> <p>Your partner performs their draw ability.</p> <p>Lose 2 vitality.</p>
<p>Remove 3 time counters.</p> <p>OR</p> <p>That enemy can't attack this turn.</p> <p>Deal 2 damage to one enemy.</p> <p>Deal 2 damage to one enemy.</p>		
<p>Spit Venom</p> <p>Sticks or Stones</p>  /  <div style="display: flex; justify-content: space-around; width: 100px;"> </div>		