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| 2  Decrease an enemy card’s max health by 5, also decrease their base ATK by 1.  (both cannot go under 1)  5  Each enemy takes 4 ability DMG  3  1  6  30  B  Kode | 3  3  3  5  6  Reset all friendly cooldowns  (instant)  Lower all energy costs over 3 by half for 1 turn. Energy costs under that threshold is free for that turn  5  30  B  Monica Robotica | 3  3  5  Force an enemy to use a chosen ability on a chosen target if that ability is off CD or at most 1 turn away from off CD  (that ability will go into half it’s CD rounded down)  Force an enemy to attack on their next turn and give them +2 ATK  (They can still use abilities)  (they cannot ATK your team that turn) (they can ATK their team)  3  1  5  32  B  H4nds0me H4nk | 2  2  5  4  Prevent select cards from attacking on their next turn and deal 4 ability DMG to them  Cause a select team’s generated energy to be generated for your team instead for 2 turns  3  5  28  B  Wikits |