

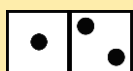


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All **block** remaining at end of turn becomes **damage** to ALL players.



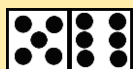
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Apply 1 poison to ALL players. Gain 1 **block**.



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Apply 1 **weak** and apply 1 poison to ALL players.



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Apply 1 poison to ALL players.