

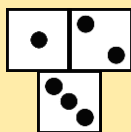


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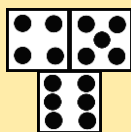


Gain 2 **block** at the start of each turn.



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Apply 1 **poison** to ALL players.



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Apply 1 **weak** and apply 1 **poison** to player.