

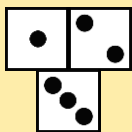


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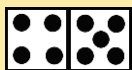


Gain 1 **strength** each time a card is played. Lose all **strength** on attack.



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Gain 4 **strength**.



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Deal 1 **damage** to player.



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Remove ALL conditions.