4 **5** ♥
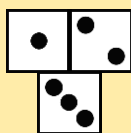
Block does not expire at end of turn.
Starts combat with 10 block.

⚃⚁ : Deal 2 damage to ALL players. Gain 3 block.

⚅⚅ : Deal 3 damage twice to ALL players.

⚅ : Remove ALL conditions.