

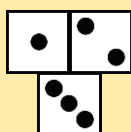


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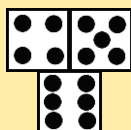


All **block** remaining at end of turn becomes **damage** to ALL players.



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Deal 4 **damage** to ALL players. ALL players draw 1 less card next turn.



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Gain 4 **block**. ALL players start with 1 less **energy** next turn.