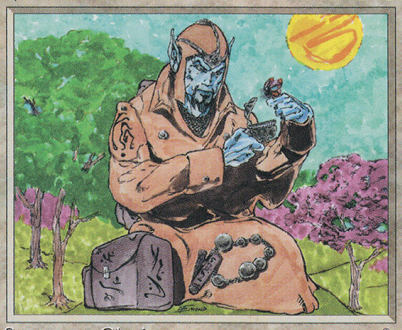
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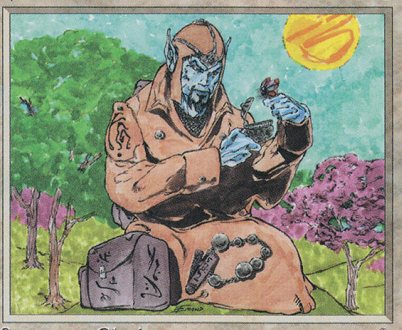


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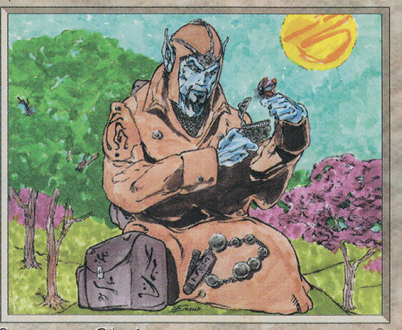


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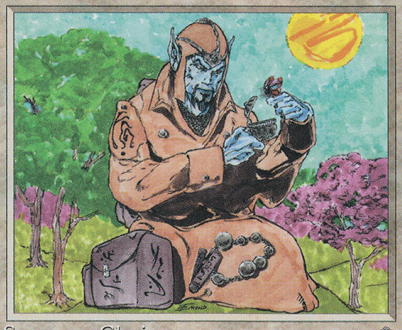


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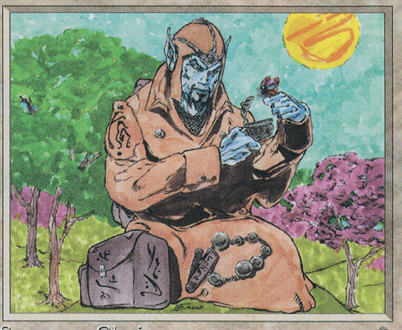


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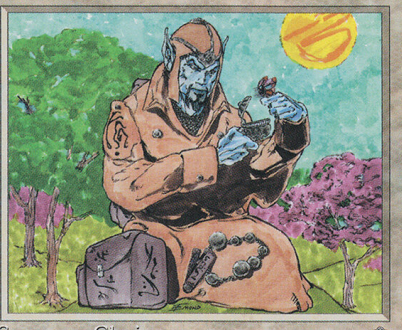


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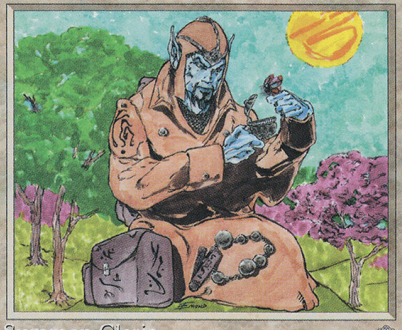


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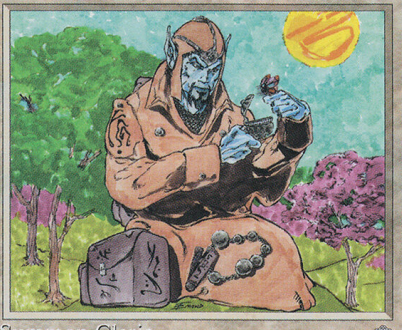


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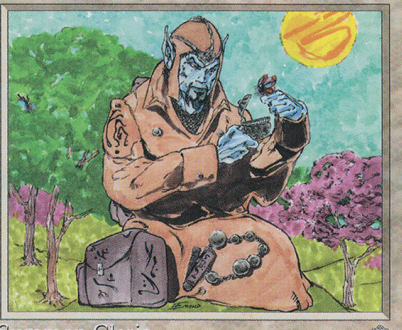


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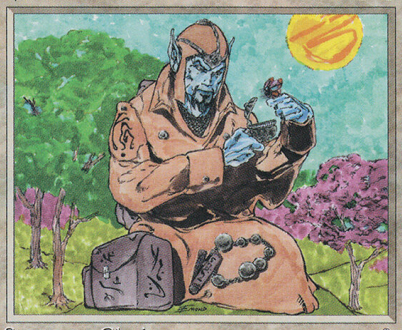


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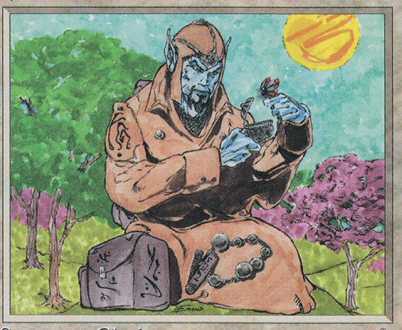


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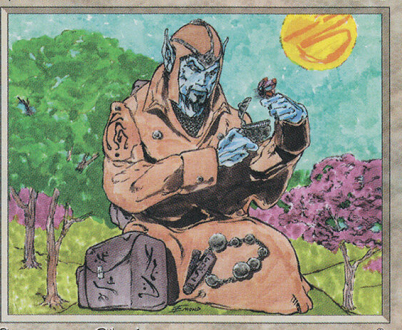


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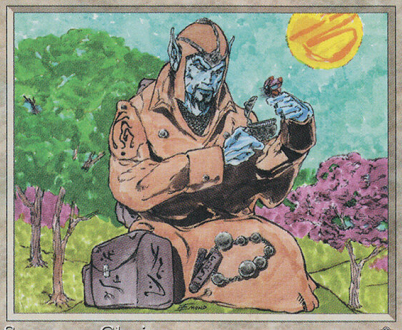


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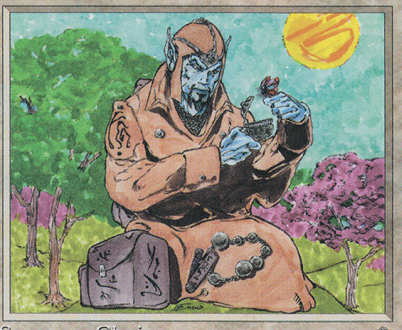


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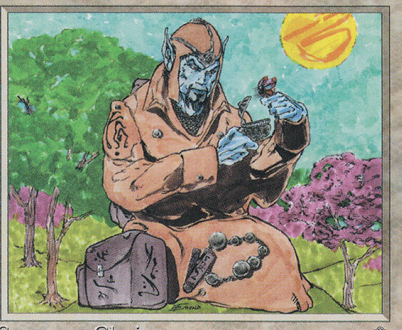


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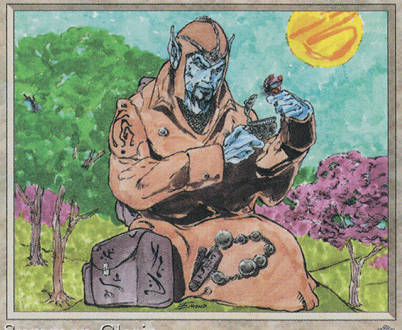


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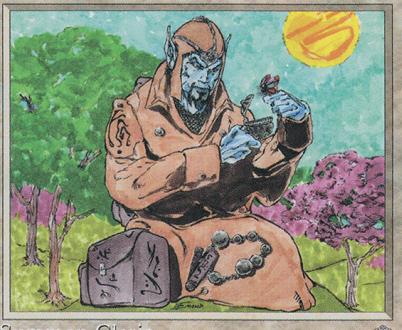


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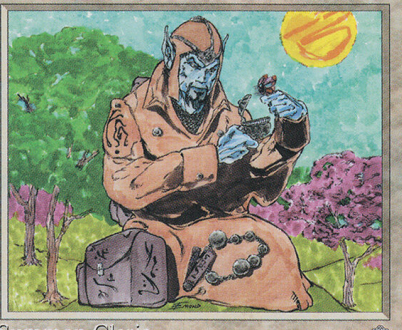


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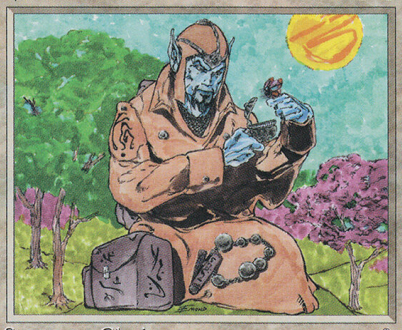


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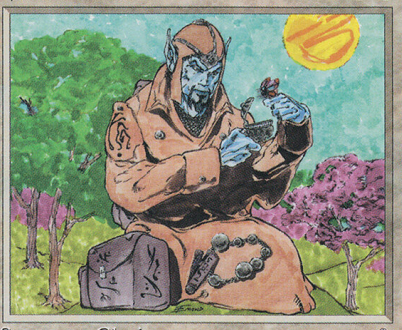


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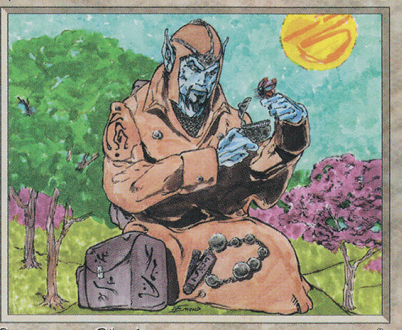


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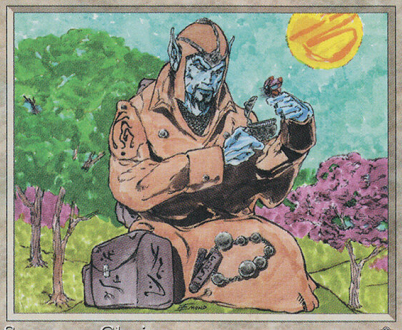


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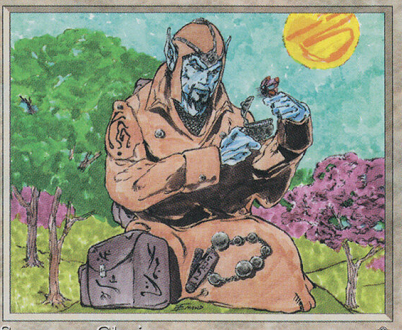


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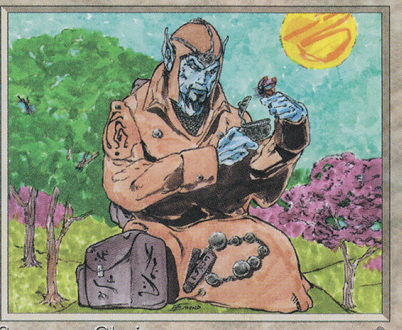


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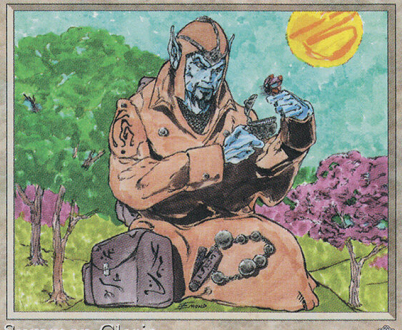


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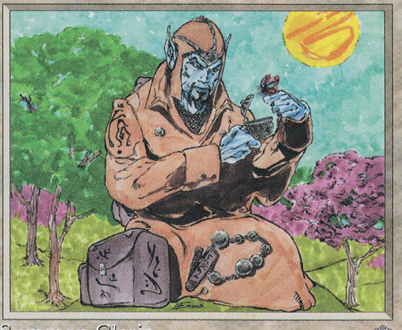


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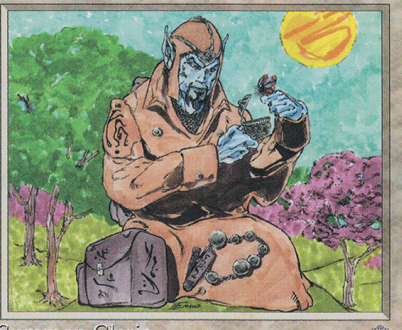


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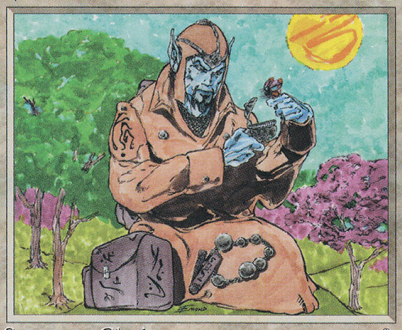


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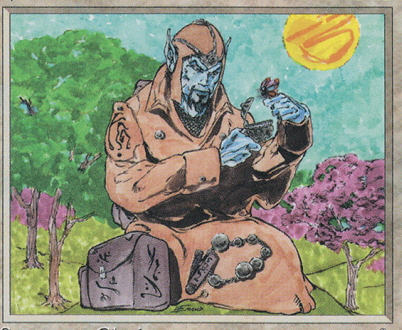


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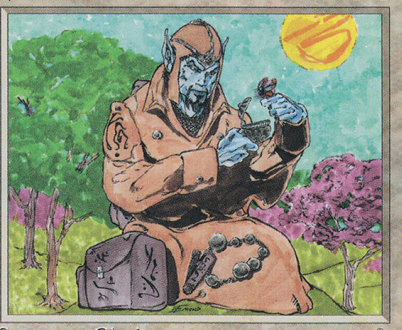


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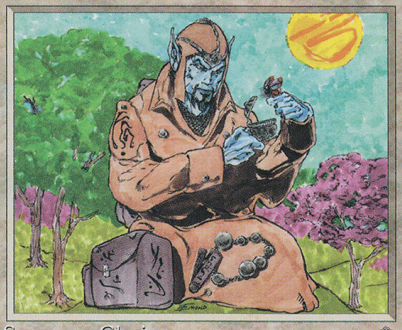


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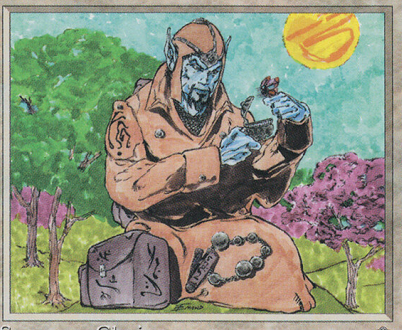


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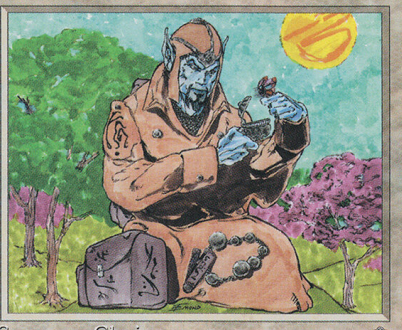


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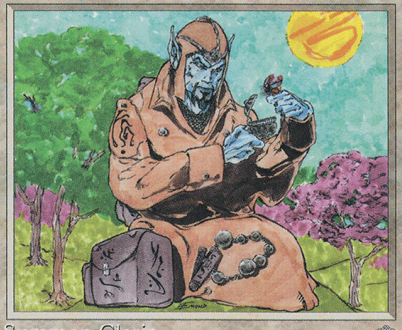


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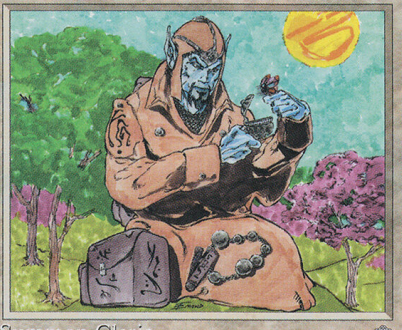


Summon Cleric

: Prevent 1 damage to any non-green creature or any player or up to 2 damage to any green creature.
"The Kjeldorans keep the Orcs at bay and we train their healers. Most human bargains aren't as fair."
—Laina of the Elvish Council

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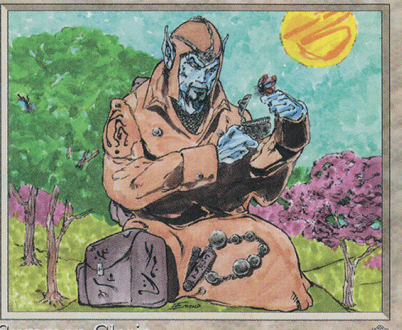


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