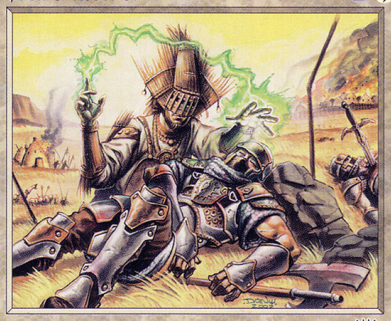
Daru healer 2



Creature — Cleric

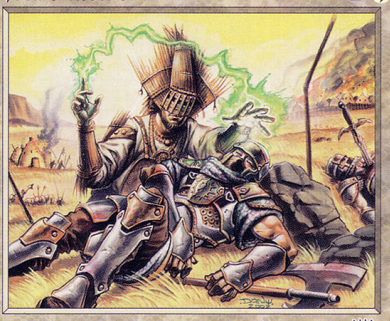
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Daru healer 2



Creature — Cleric

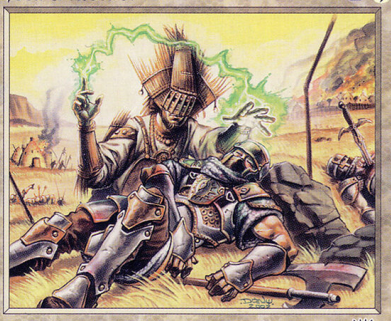
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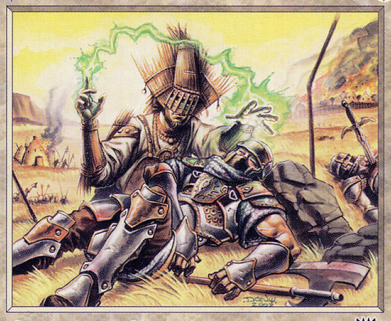
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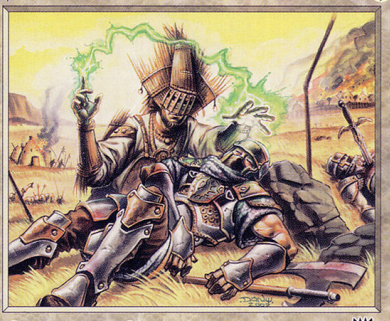
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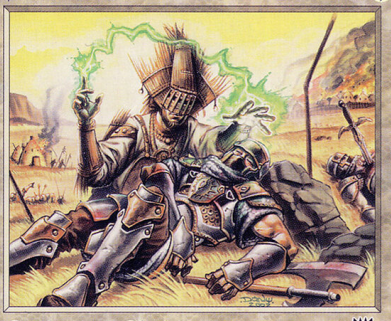
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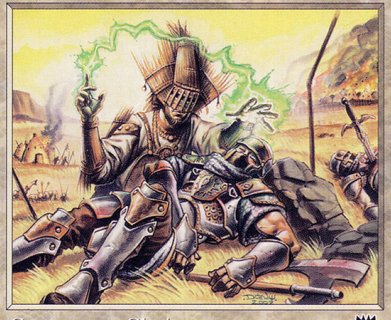
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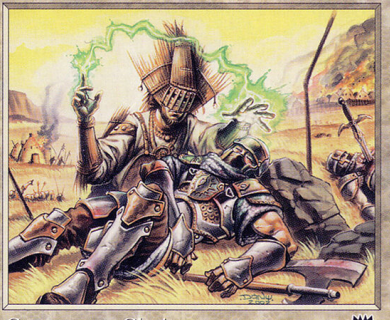
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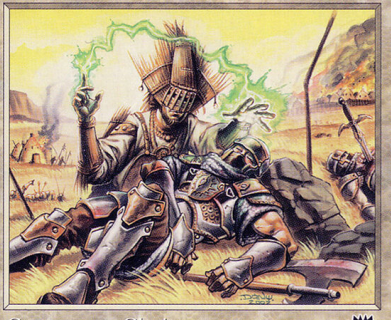
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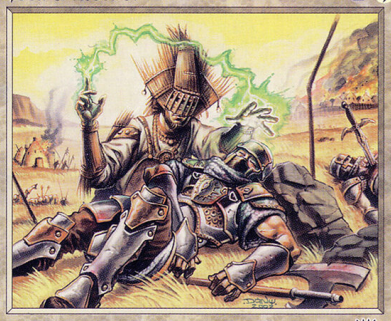
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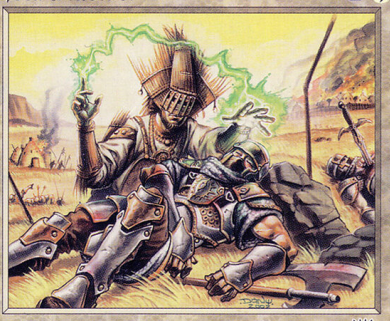
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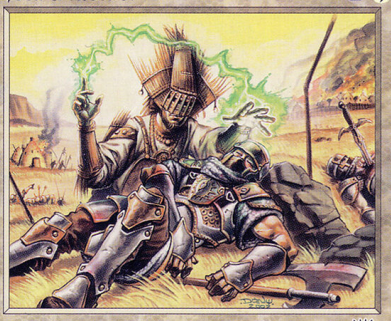
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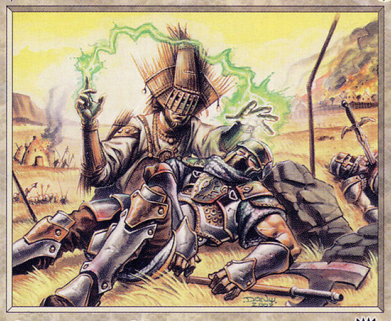
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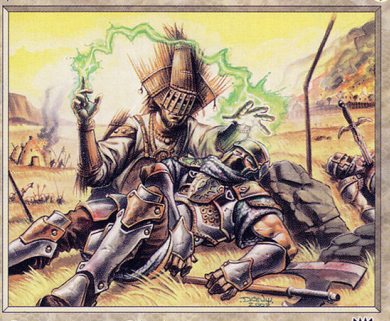
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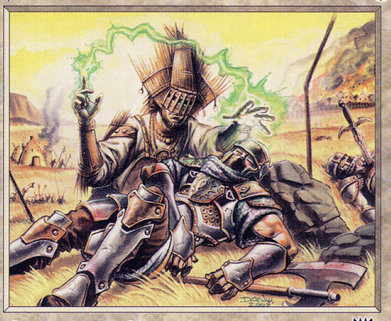
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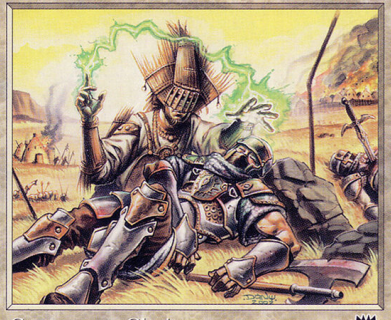
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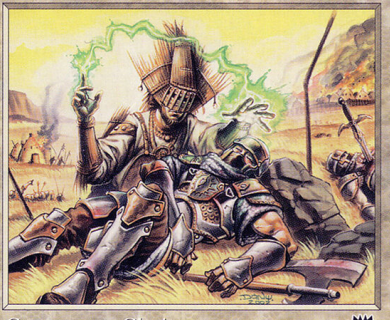
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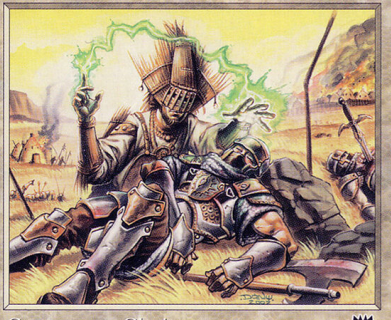
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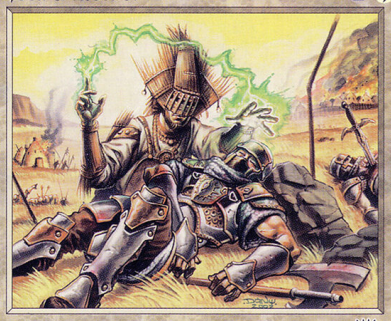
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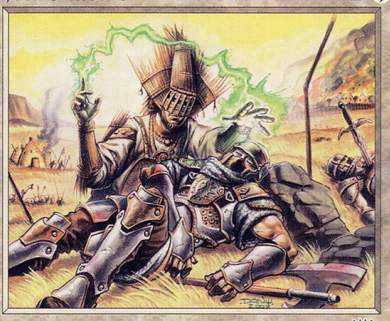
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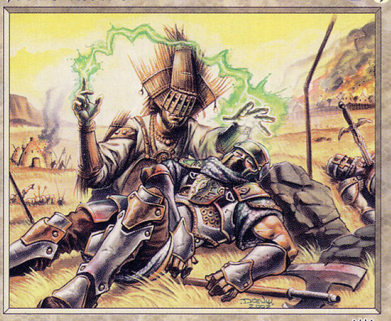
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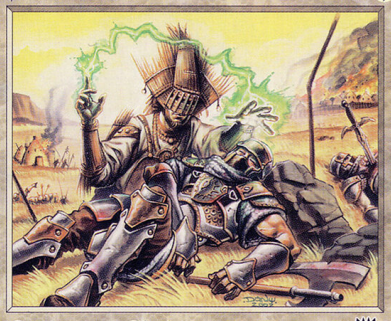
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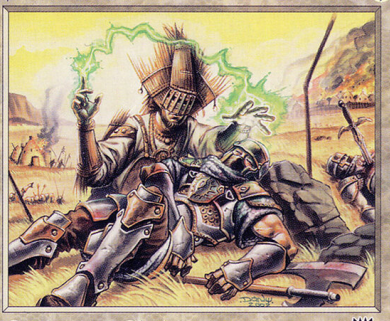
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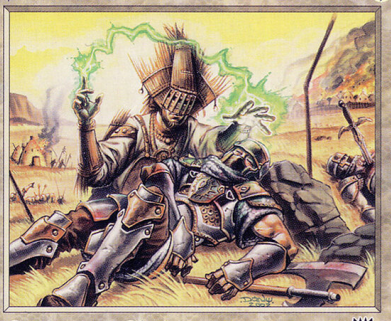
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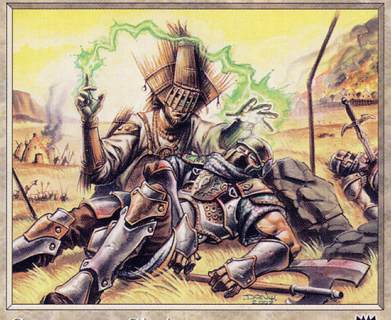
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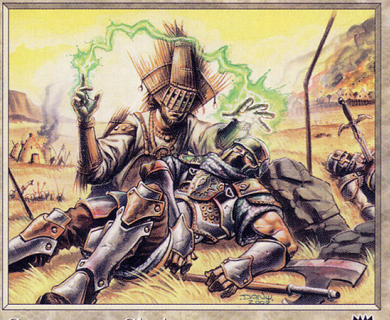
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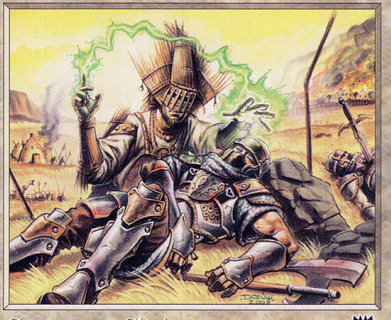
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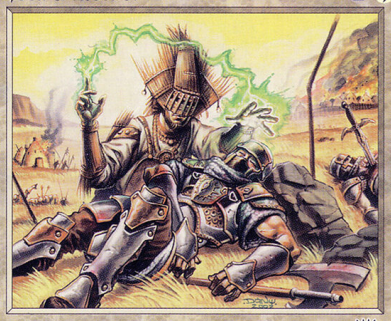
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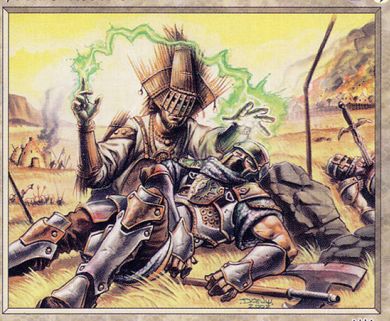
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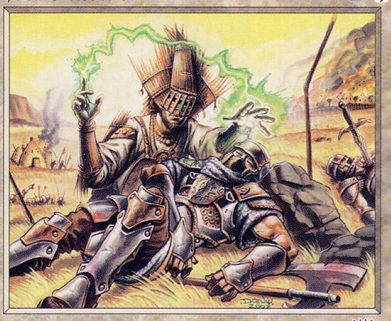
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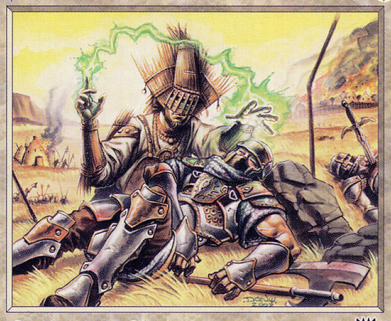
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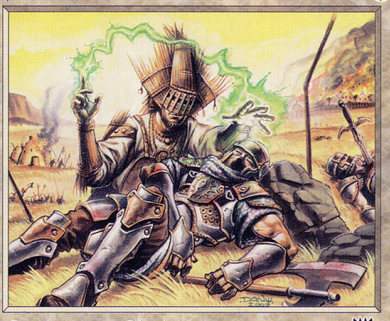
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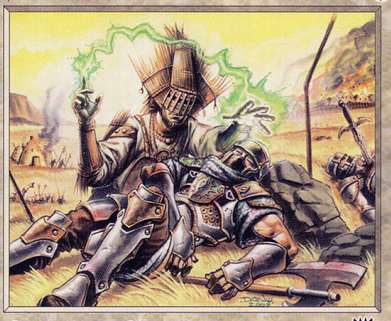
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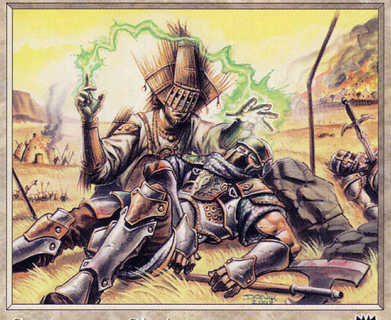
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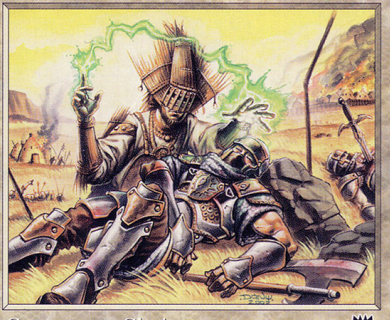
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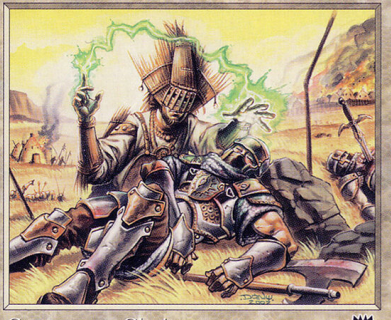
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: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Morph *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Illus. Daniel Orizio
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