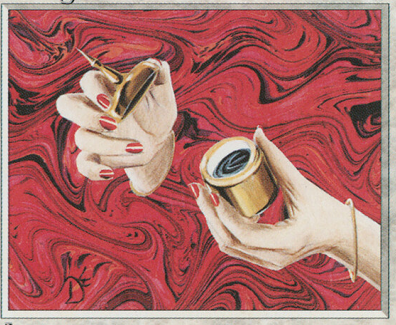
healing Salve



Instant

Gain 3 life, or prevent up to 3 damage from being dealt to a single target.

Illus. © Dan Frazier

healing Salve



Instant

Gain 3 life, or prevent up to 3 damage from being dealt to a single target.

Illus. © Dan Frazier

healing Salve

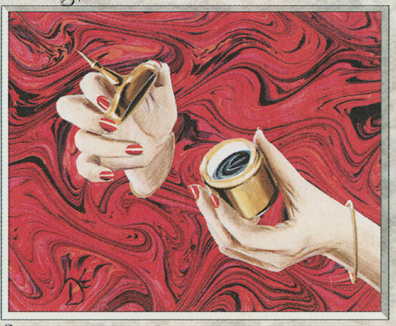


Instant

Gain 3 life, or prevent up to 3 damage from being dealt to a single target.

Illus. © Dan Frazier

healing Salve



Instant

Gain 3 life, or prevent up to 3 damage from being dealt to a single target.

Illus. © Dan Frazier