heal



Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230

heal

Instant

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

Draw a card at the beginning of the next turn's upkeep.

"Sometimes even the smallest boon can save a life."
—Halvor Arenson, Kjeldoran Priest

Illus. Mark Tedin
™ & © 1993-2009 Wizards of the Coast LLC 14/230