healing Salve



Instant

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

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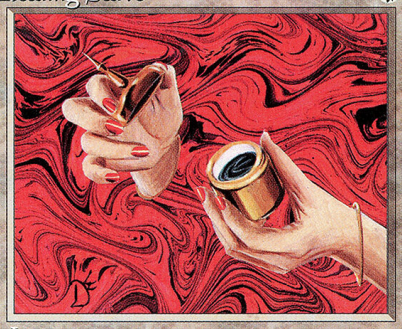


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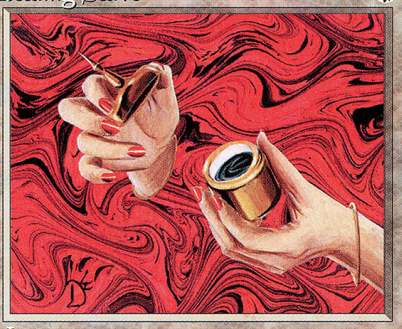


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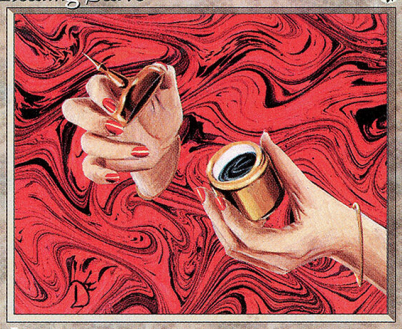


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