

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

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

healing Salve



Instant

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

Illus. © Dan Frazier