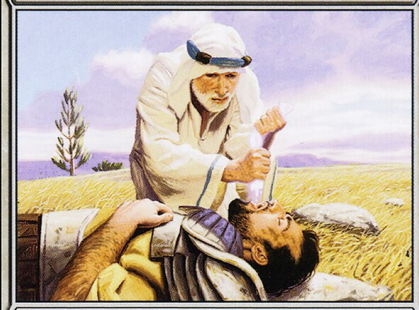
Healing Salve



Instant

Choose one — Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Greg & Tim Hildebrandt

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