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<b>Effect:</b> Once per round, when you have combat advantage against an enemy and hit that enemy with an attack that uses a crossbow, a light blade, or a sling, the attack deals extra damage. If you have dealt Sneak Attack damage since the start of your turn, you cannot deal it again until the start of your next turn.	122
<b>Healing</b>	137
The fog's area is heavily obscured and blocks line of sight	162