

Capitaine de mine duergar

{2}{RW}



Créature : nain et soldat

{1}{RW}, {Q} : Les créatures attaquent gagnent +1/+0 jusqu'à la fin du tour. ({Q} est le symbole de dégagement.)

2/1

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Lutin à trefeu

{RW}{RW}{RW}



Créature : gobelin et soldat

Double initiative

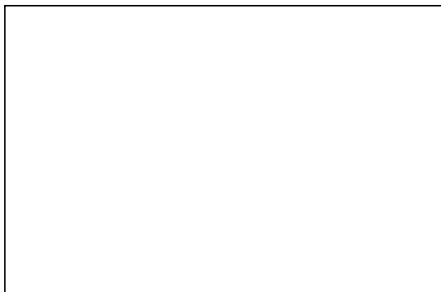
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2/2

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Lutin à trefeu

{RW}{RW}{RW}



Créature : gobelin et soldat

Double initiative

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Lutin à trefeu

{RW}{RW}{RW}



Créature : gobelin et soldat

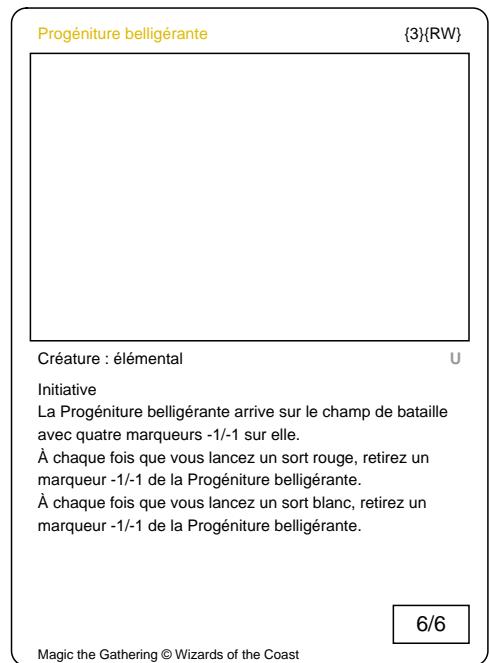
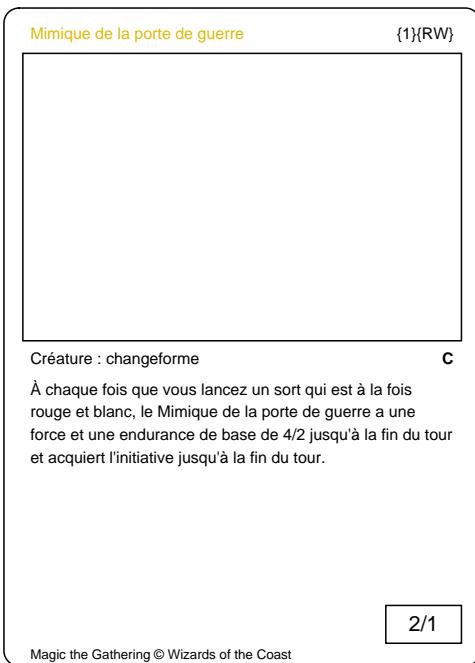
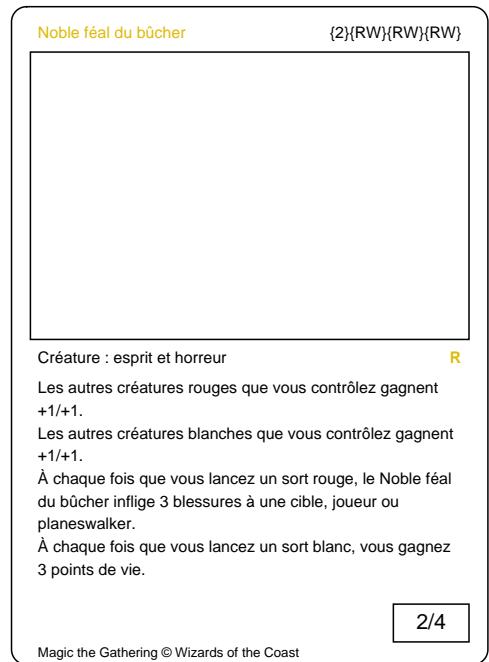
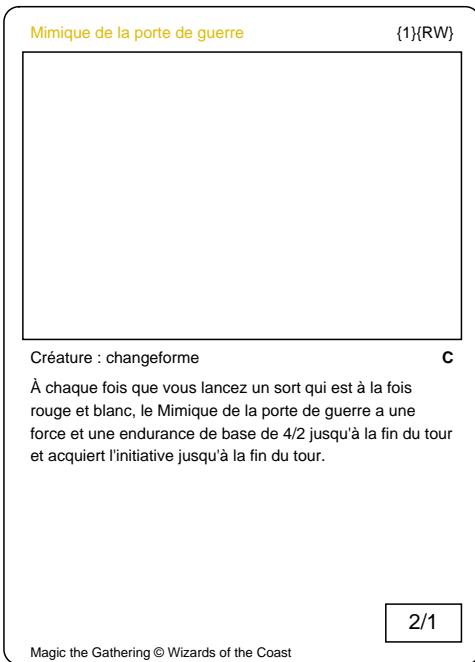
Double initiative

U

2/2

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Progéniture belligérante

{3}{RW}

Créature : élémental

U

Initiative

La Progéniture belligérante arrive sur le champ de bataille avec quatre marqueurs -1/-1 sur elle.

À chaque fois que vous lancez un sort rouge, retirez un marqueur -1/-1 de la Progéniture belligérante.

À chaque fois que vous lancez un sort blanc, retirez un marqueur -1/-1 de la Progéniture belligérante.

6/6

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Montagne

C

Terrain de base : montagne

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Montagne

C

Montagne

C

Terrain de base : montagne

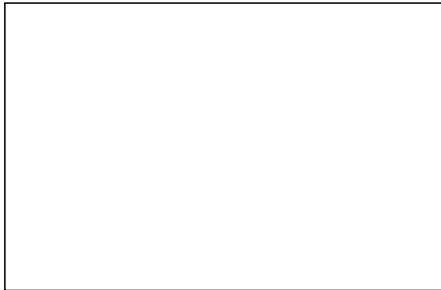
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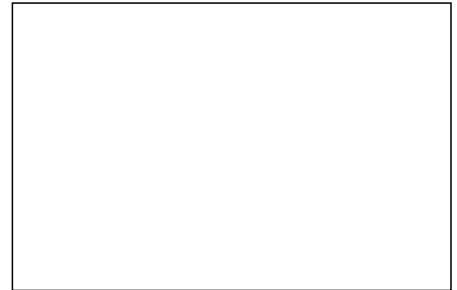


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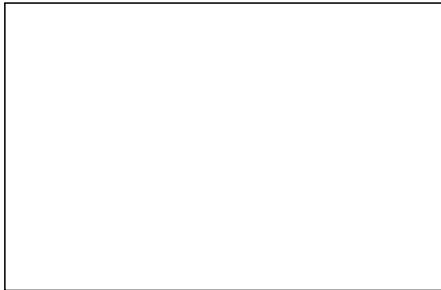
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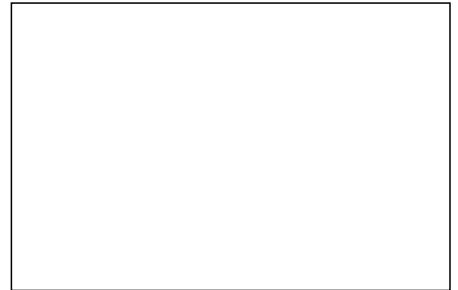


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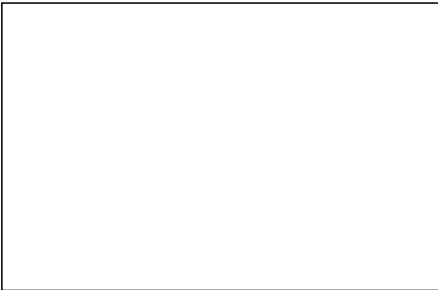
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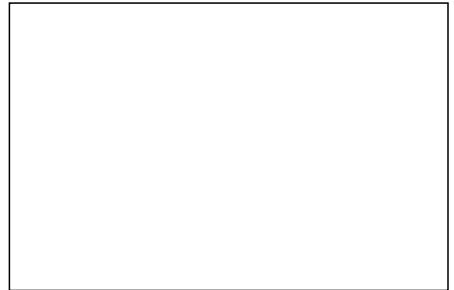


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Plaine



Terrain de base : plaine

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Montagne



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Plaine



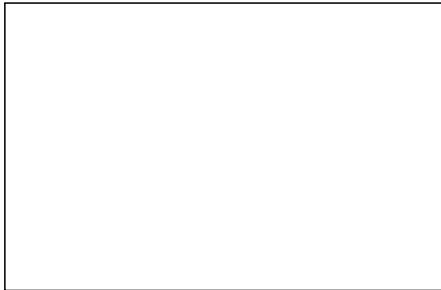
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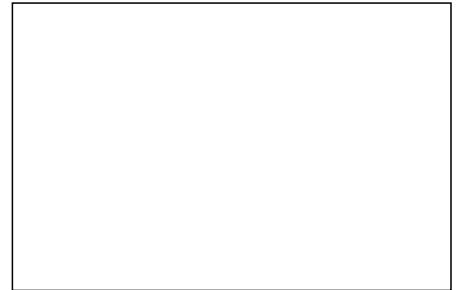


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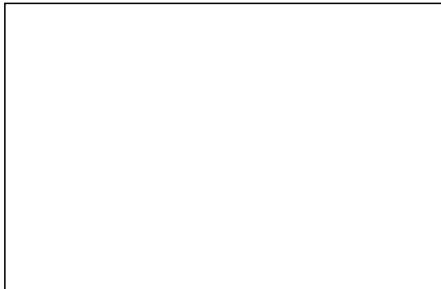


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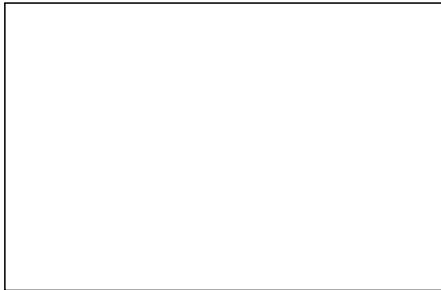
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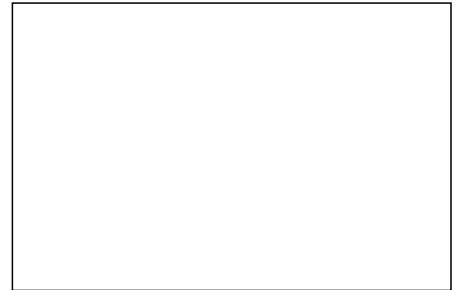


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