

Experte de l'Æther

{1}{U}{U}

Créature : humain et sorcier

Quand l'Experte de l'Æther arrive sur le champ de bataille,  
renvoyez une créature ciblée dans la main de son  
propriétaire.

2/2

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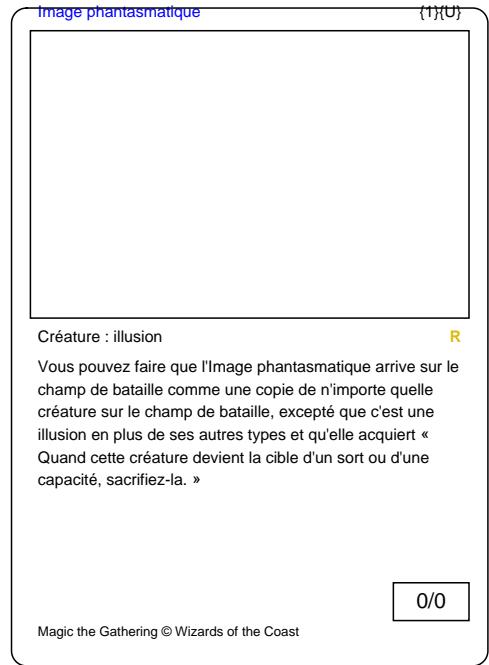
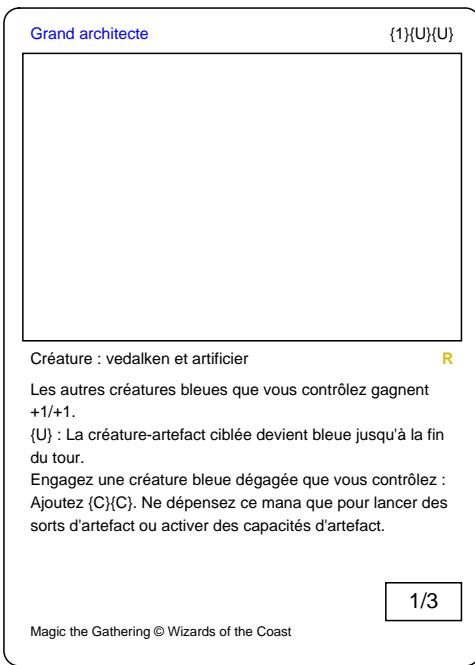
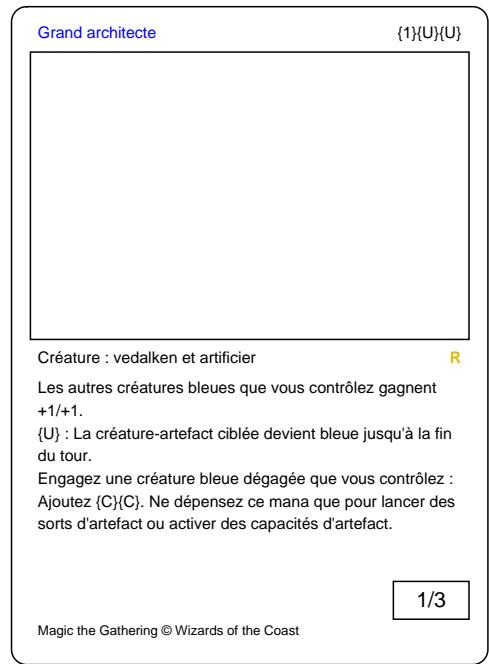
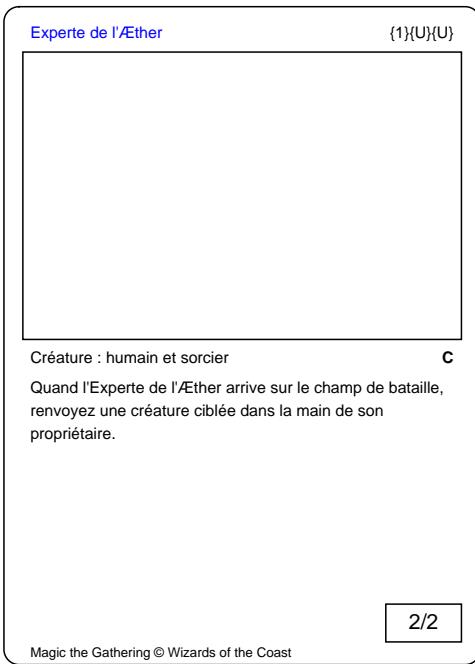
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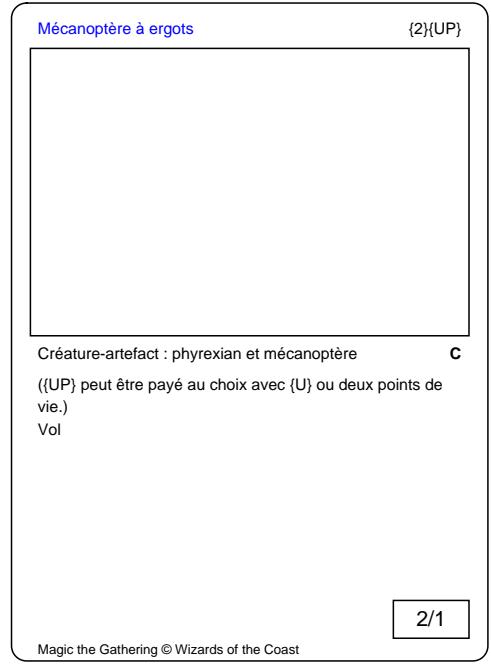
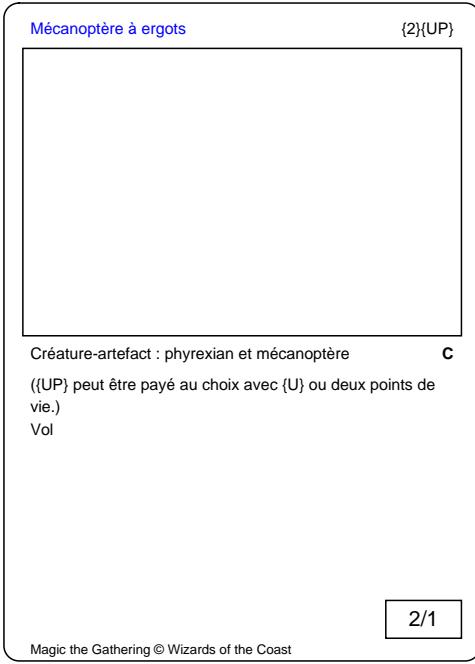
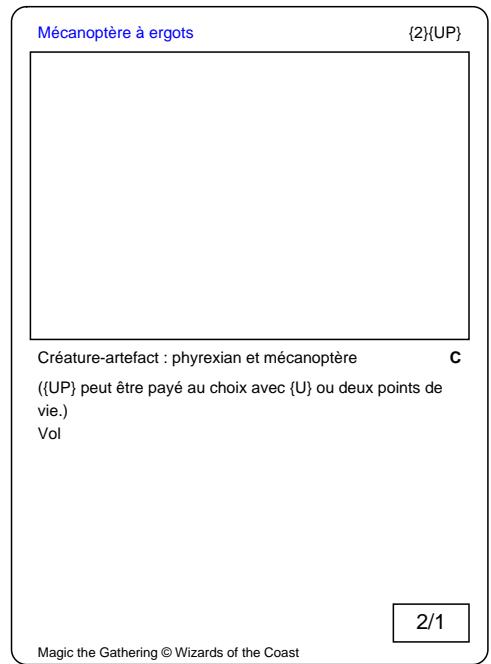
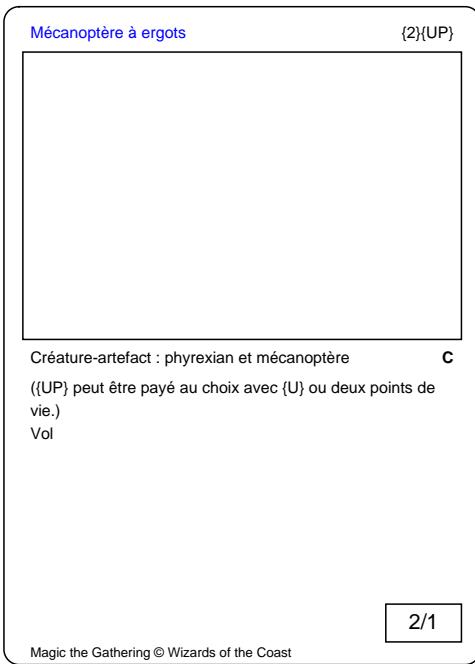
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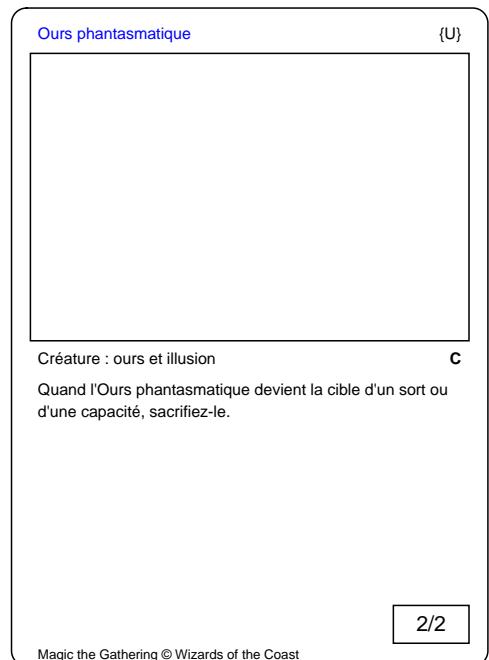
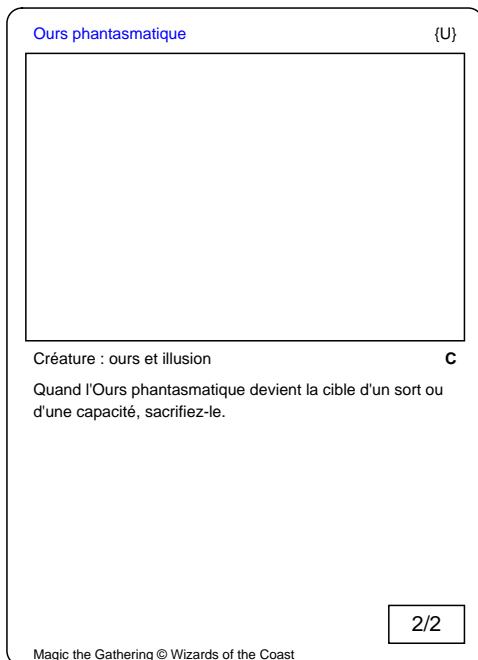
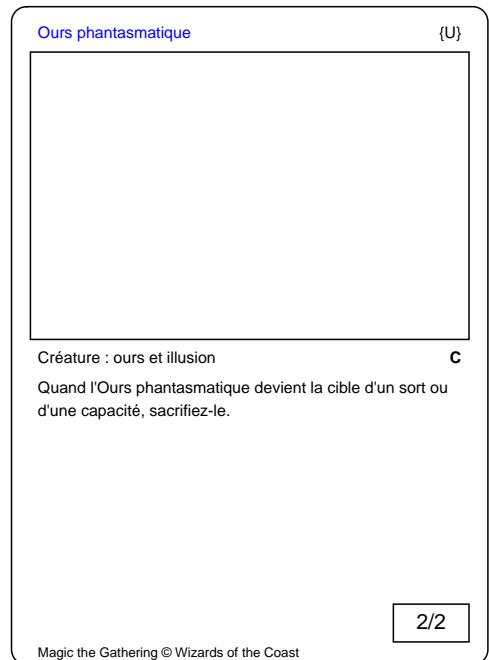
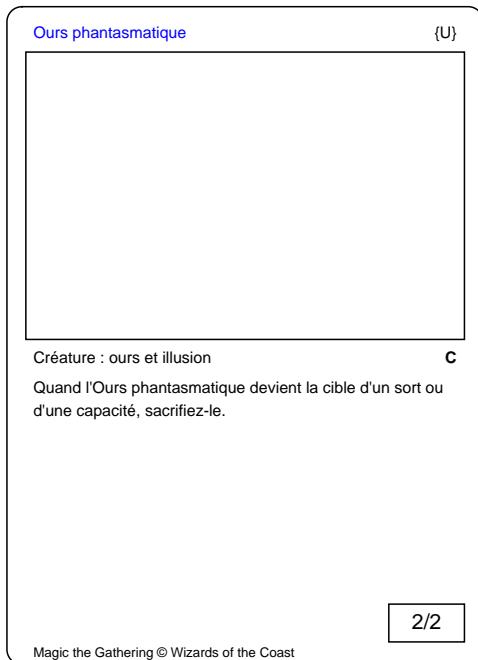
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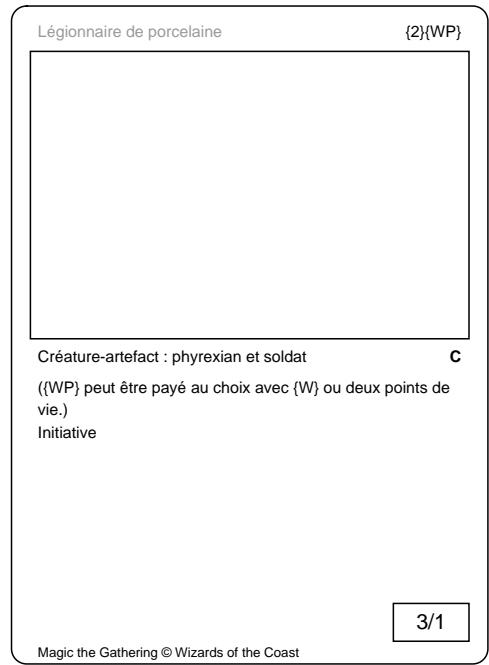
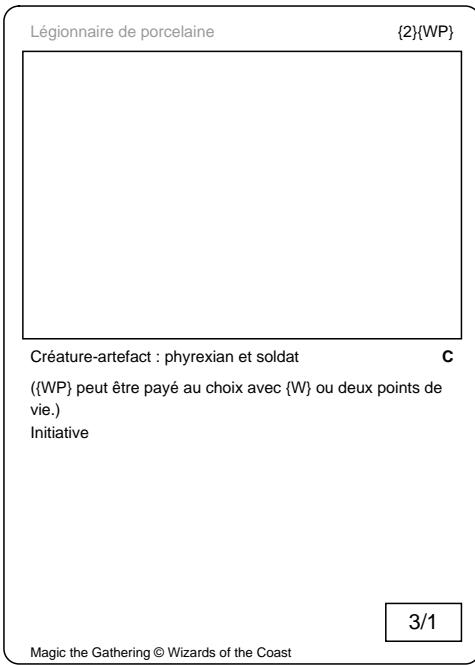
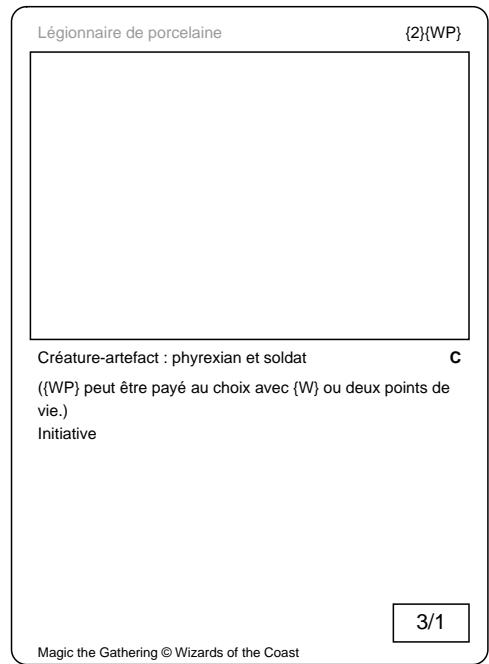
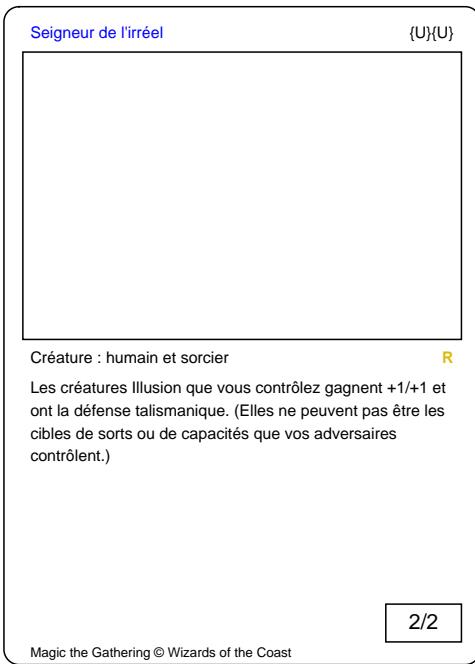
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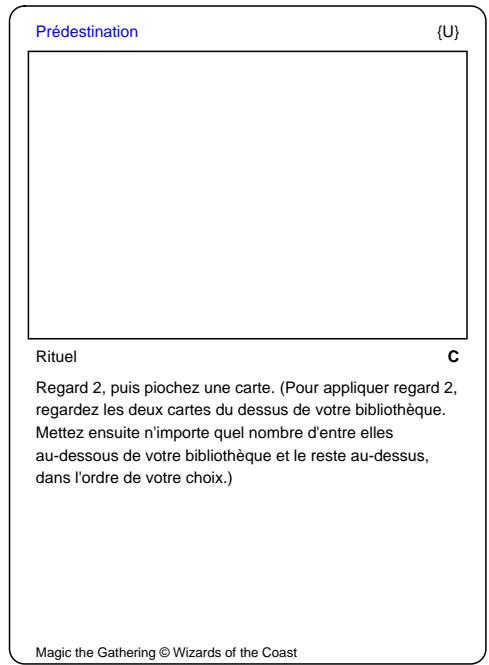
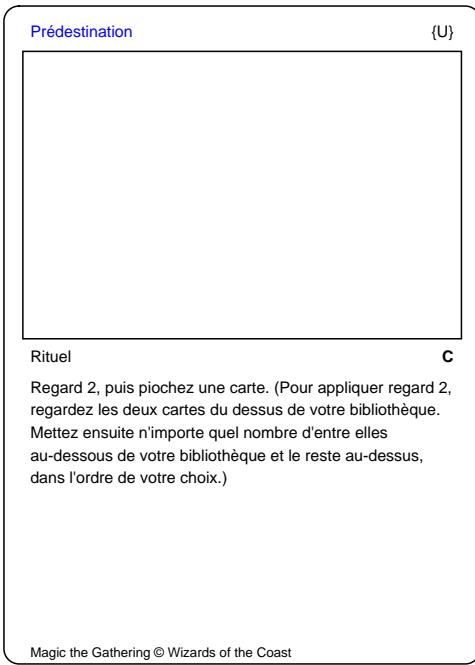
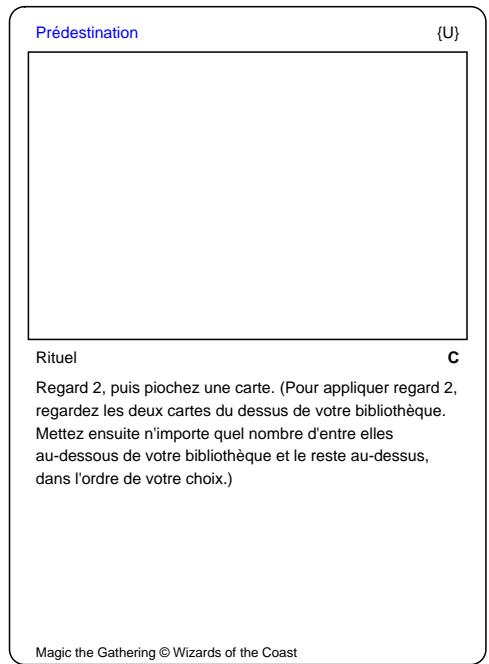
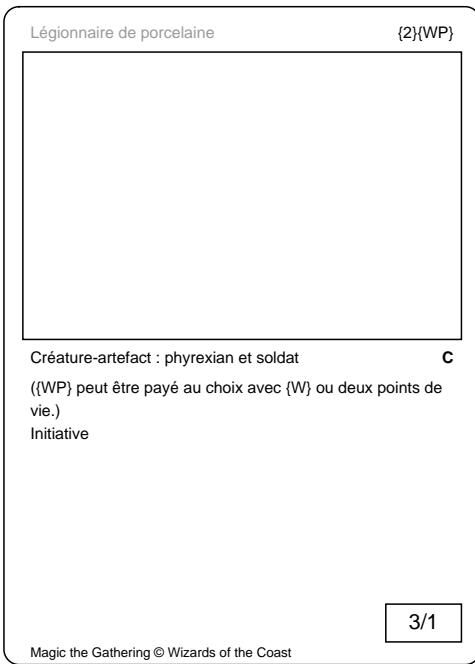
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**Prédestination**

{U}

**Rituel**

Regard 2, puis piochez une carte. (Pour appliquer regard 2, regardez les deux cartes du dessus de votre bibliothèque. Mettez ensuite n'importe quel nombre d'entre elles au-dessous de votre bibliothèque et le reste au-dessus, dans l'ordre de votre choix.)

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**Avant-poste du Vide Rayonnant****C****Terrain : site**

Quand l'Avant-poste du Vide Rayonnant arrive sur le champ de bataille, vous gagnez 1 point de vie pour chaque site sur le champ de bataille.

{T} : Ajoutez {C}.

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**Avant-poste du Vide Rayonnant****C****Avant-poste du Vide Rayonnant****Terrain : site**

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**Terrain : site**

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{T} : Ajoutez {C}.

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Avant-poste du Vide Rayonnant



Terrain : site

C

Quand l'Avant-poste du Vide Rayonnant arrive sur le champ de bataille, vous gagnez 1 point de vie pour chaque site sur le champ de bataille.

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Île



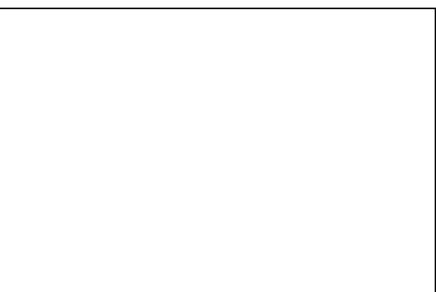
Terrain de base : île

C

{U}

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Forteresse glaciaire



Terrain

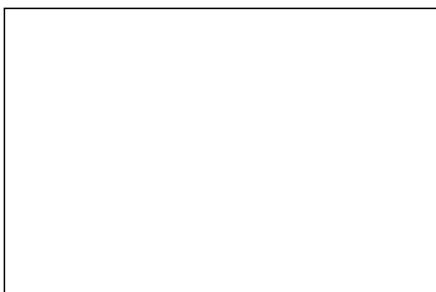
R

Ce terrain arrive engagé à moins que vous ne contrôliez une plaine ou une île.

{T} : Ajoutez {W} ou {U}.

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Île



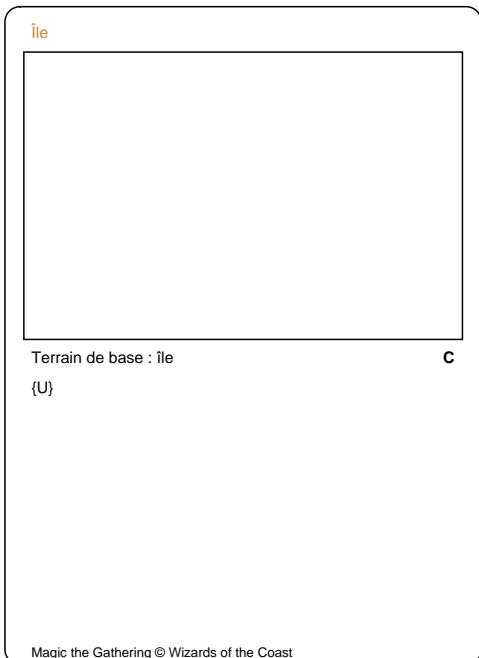
Terrain de base : île

C

{U}

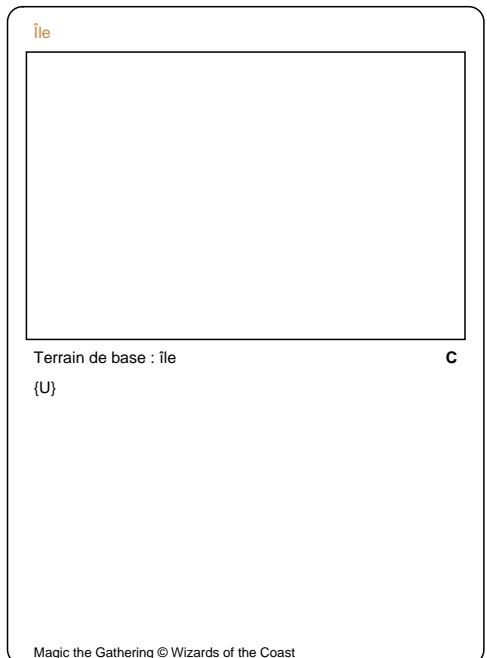
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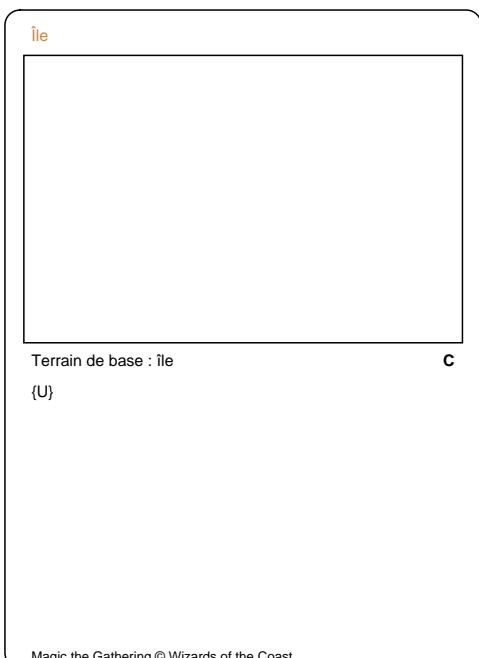
Terrain de base : île  
{U}

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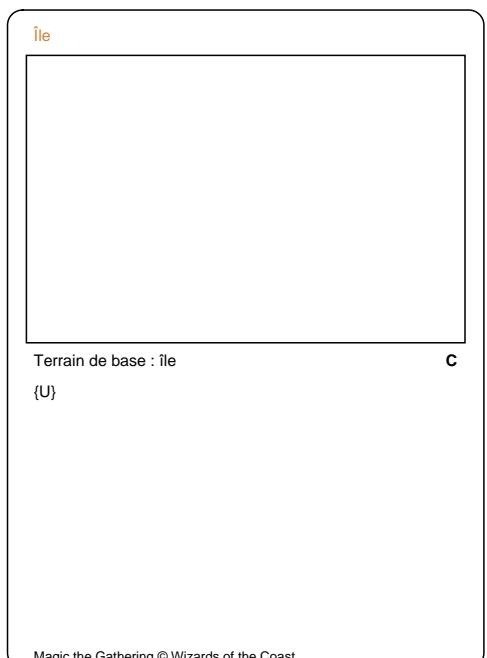
Terrain de base : île  
{U}

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Terrain de base : île  
{U}

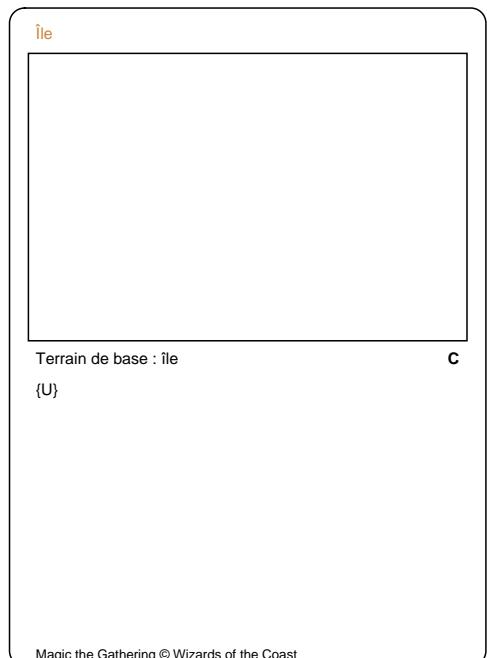
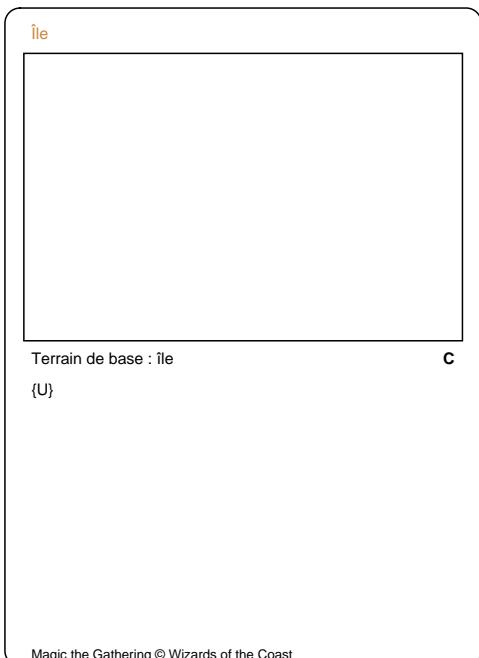
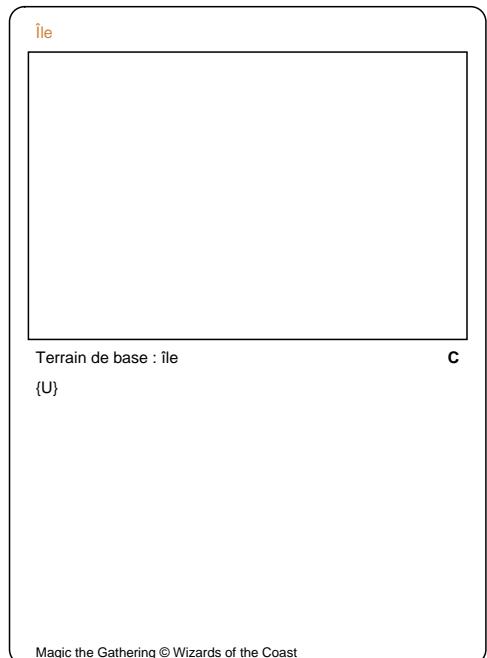
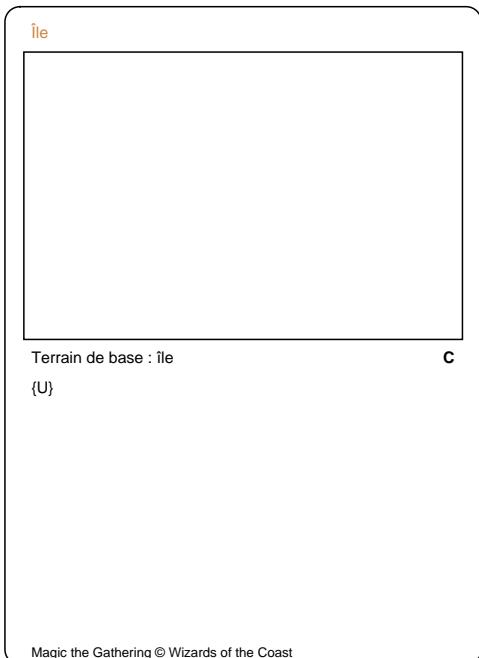
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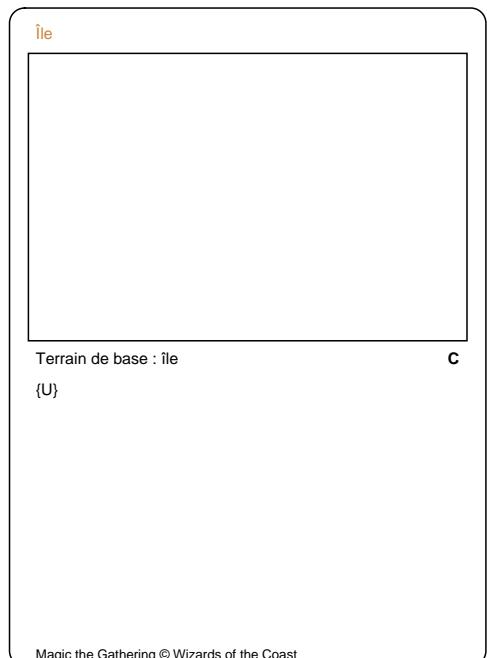
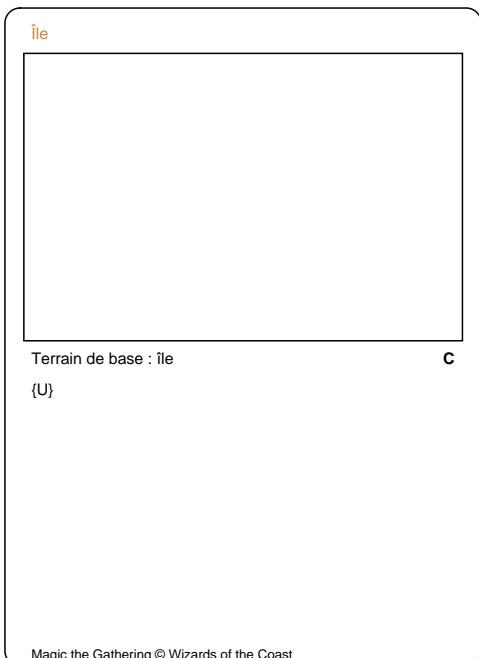
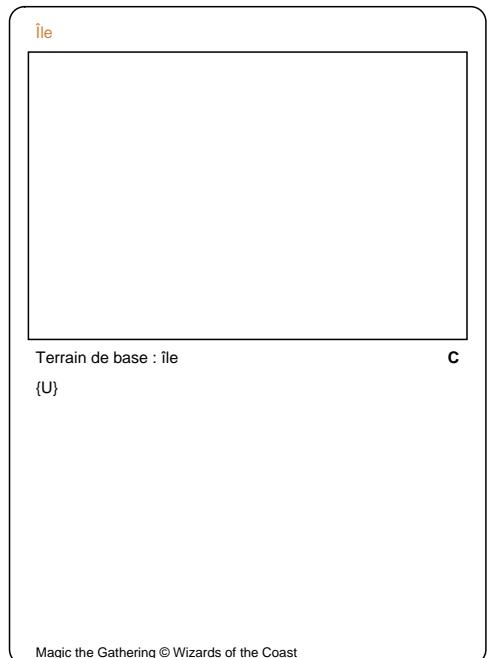
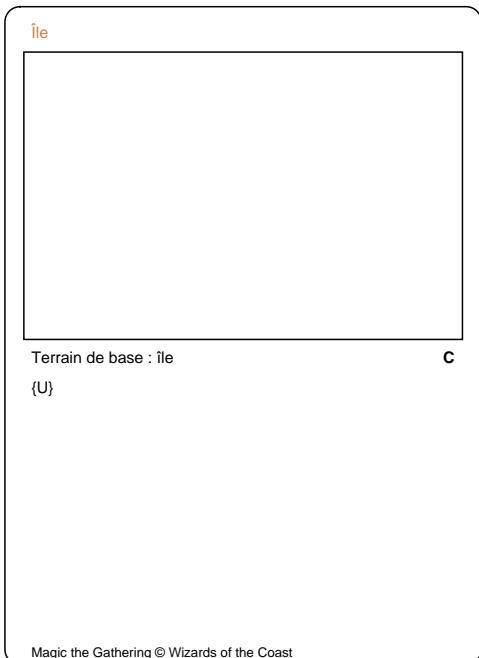


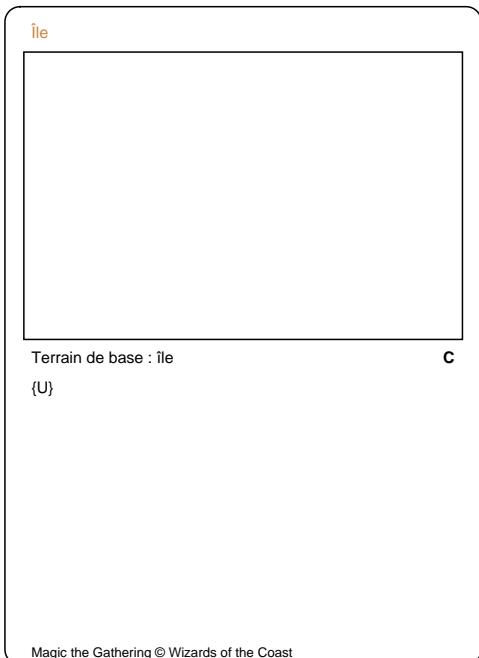
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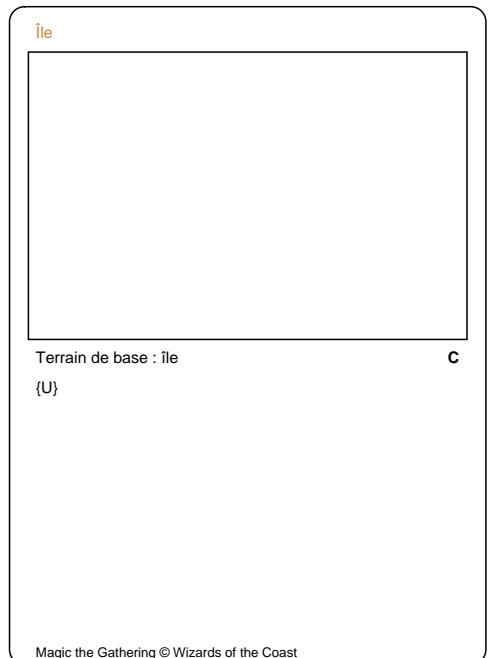






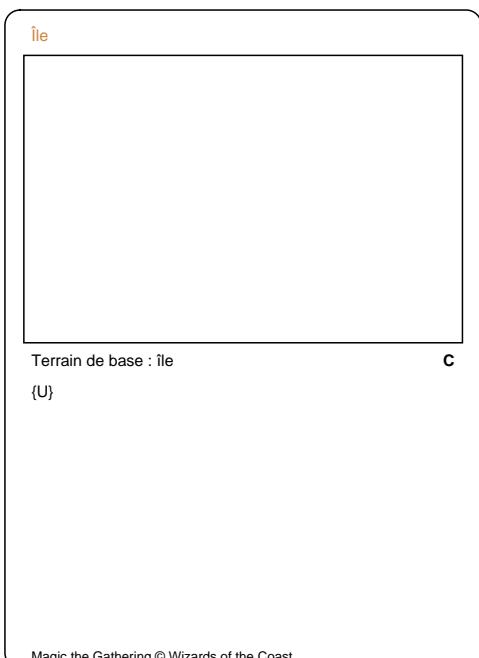
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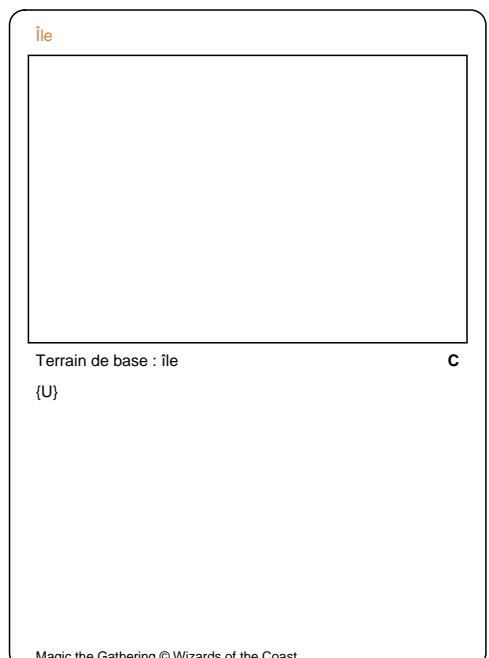
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Terrain de base : île  
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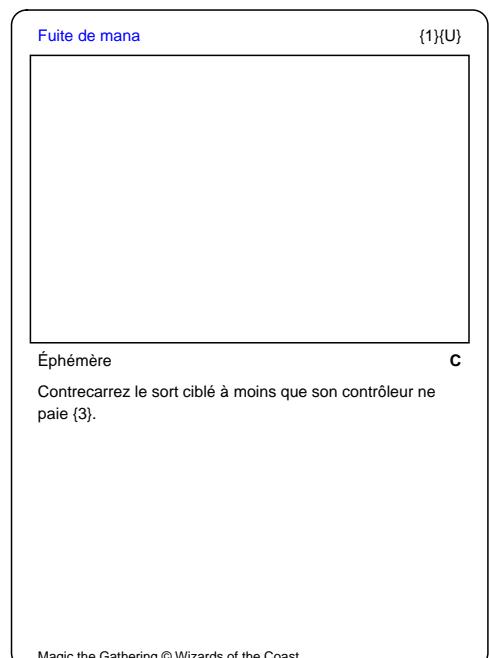
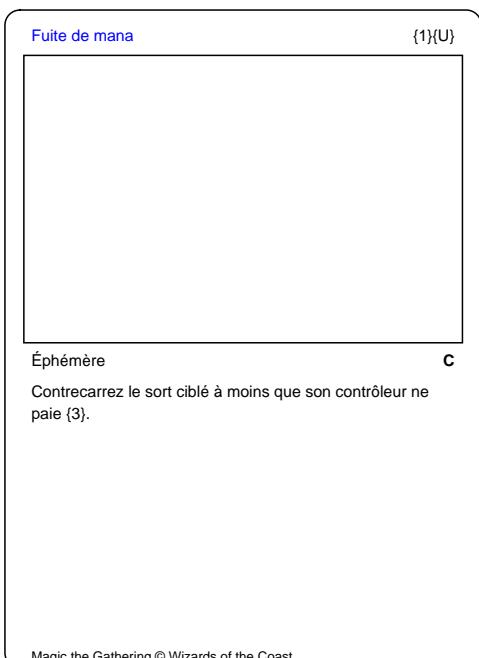
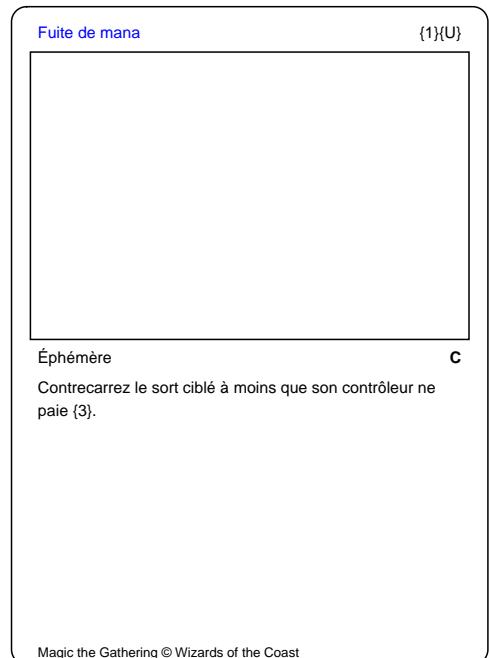
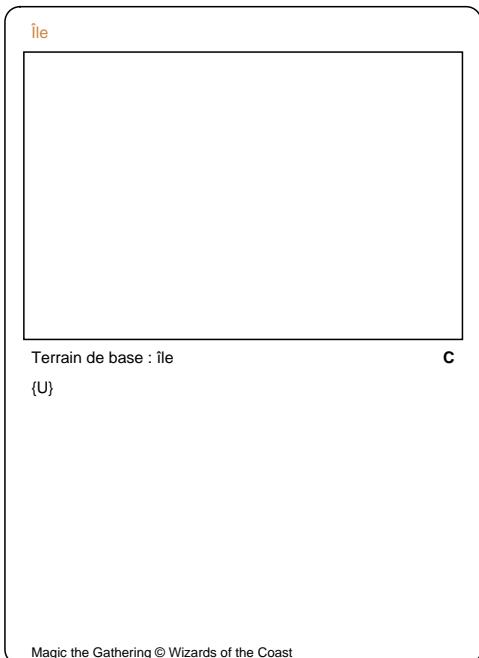
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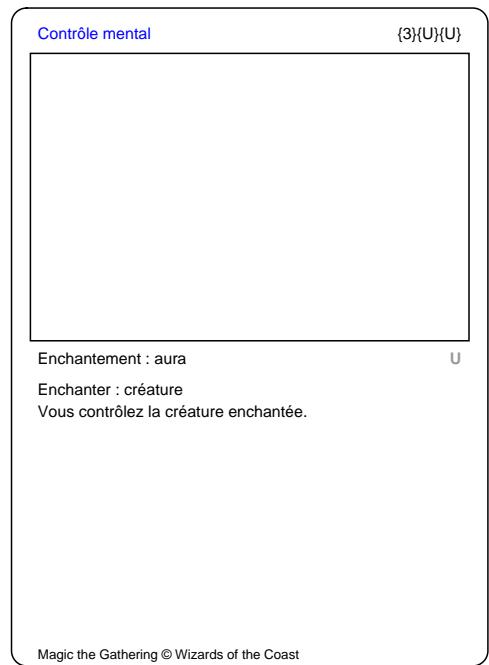
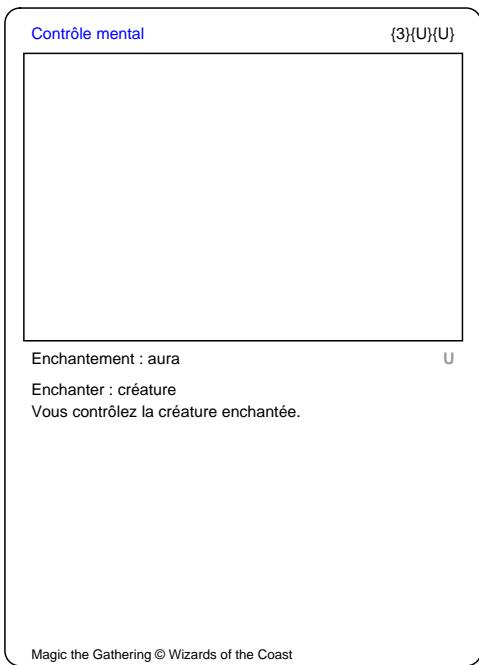
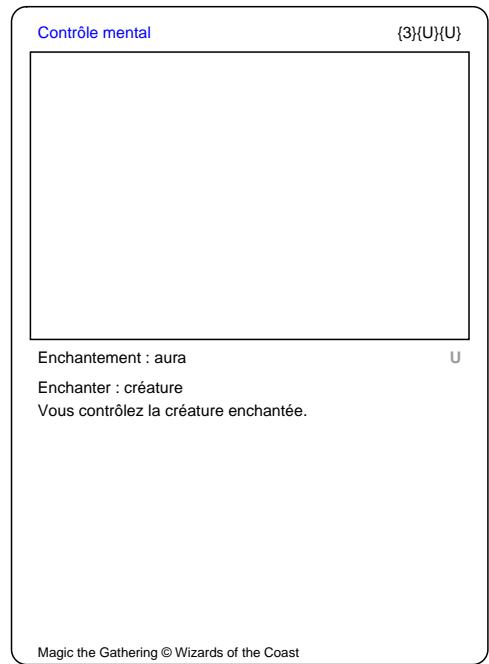
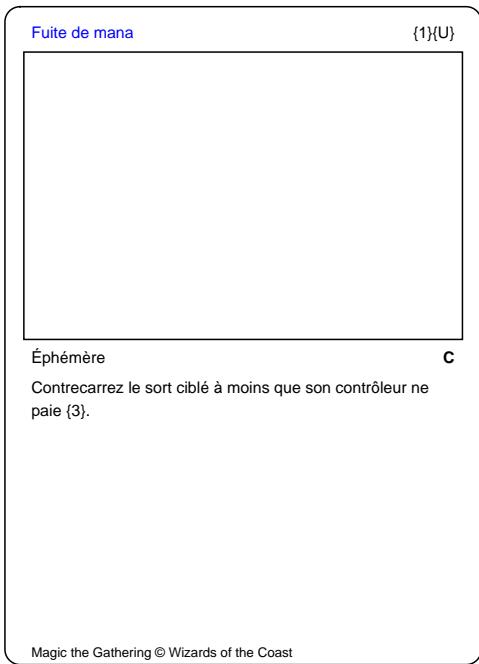


Terrain de base : île  
{U}

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Contrôle mental

{3}{U}{U}



Enchantement : aura

U

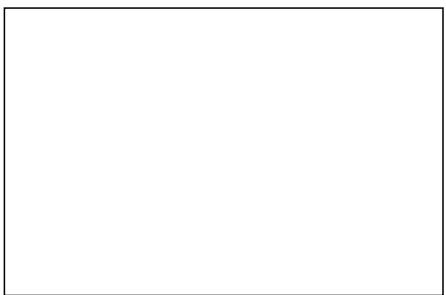
Enchanter : créature

Vous contrôlez la créature enchantée.

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Commando neurok

{1}{U}{U}



Créature : humain et gredin

U

Linceul

À chaque fois que le Commando neurok inflige des blessures de combat à un joueur, vous pouvez piocher une carte.

2/1

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Commando neurok

{1}{U}{U}



Créature : humain et gredin

U

Linceul

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Commando neurok

{1}{U}{U}



Créature : humain et gredin

U

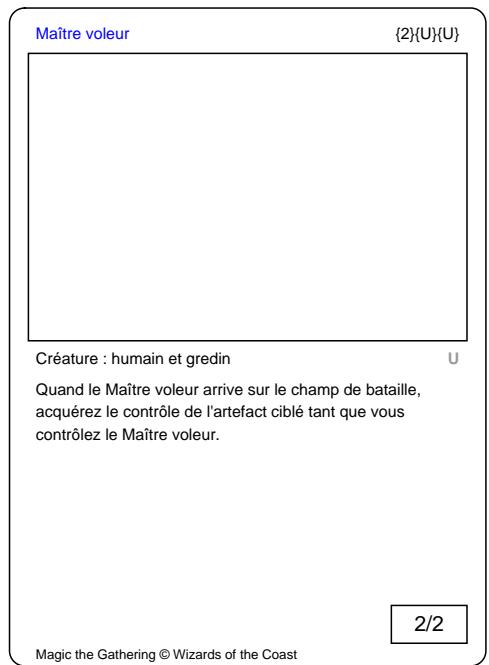
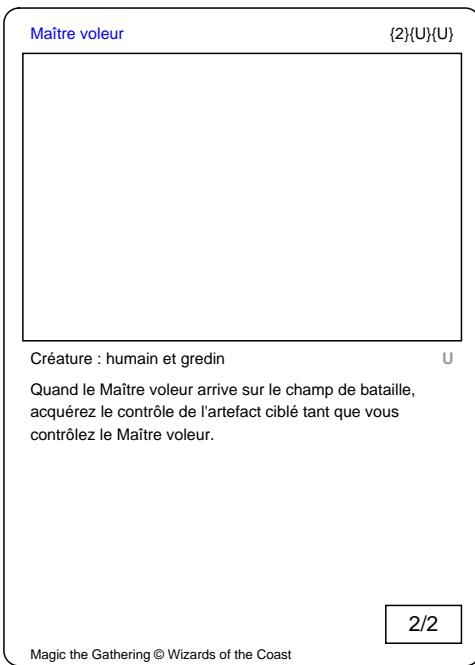
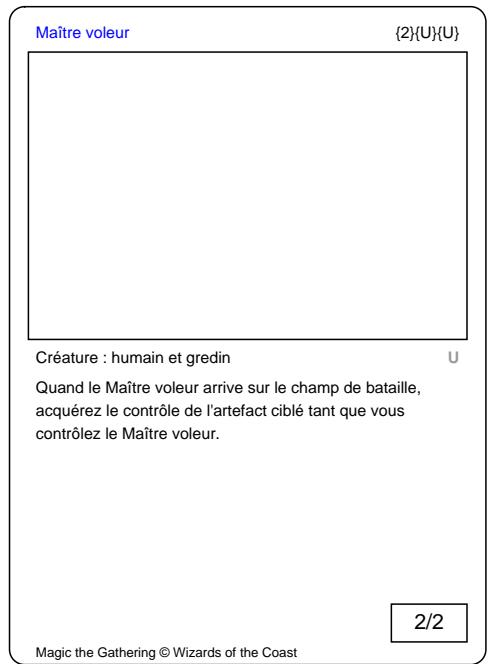
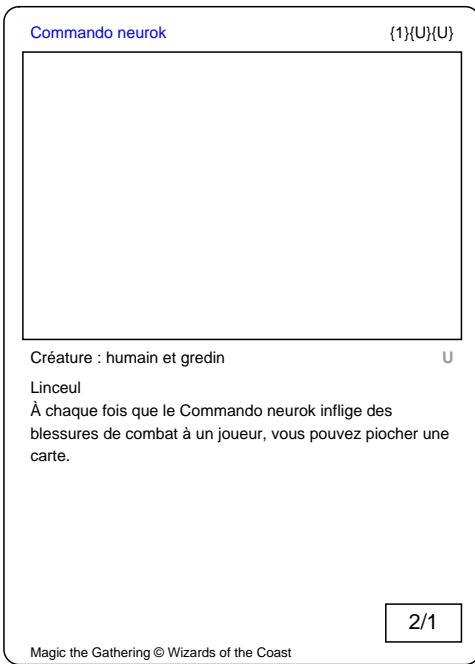
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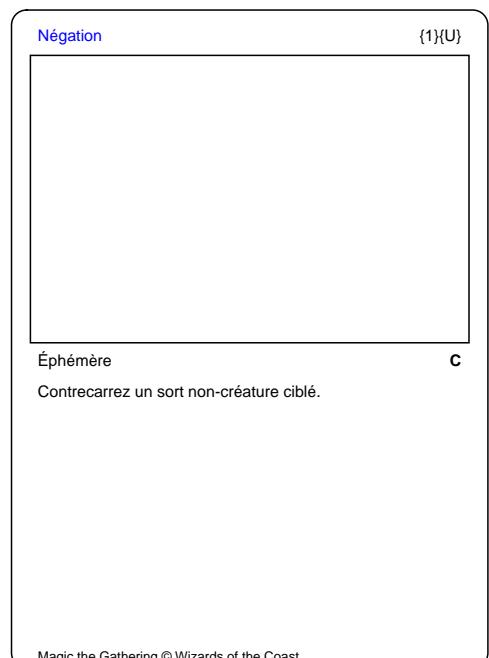
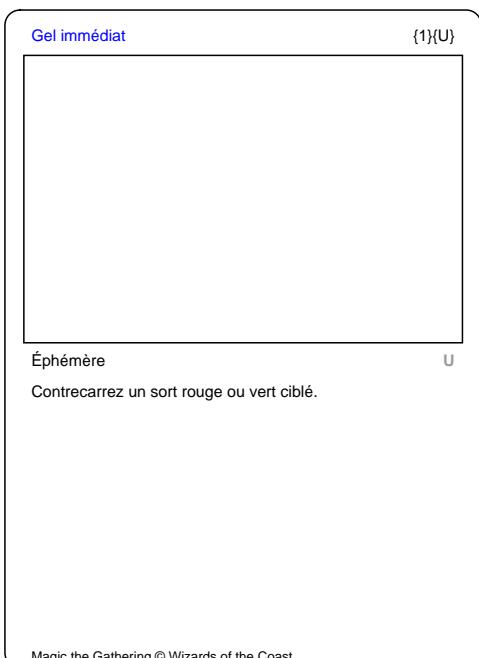
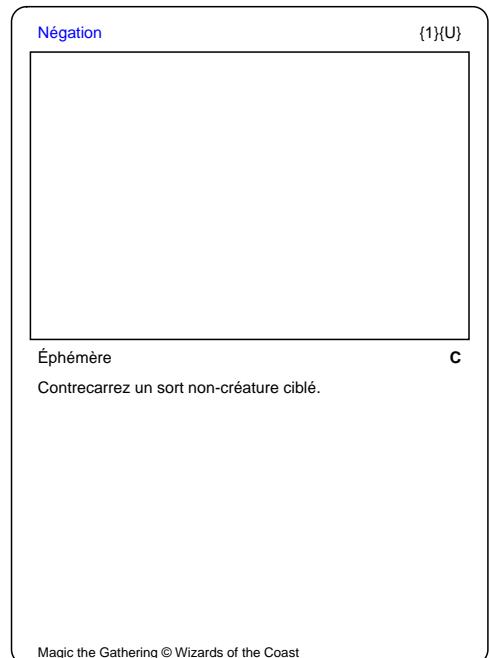
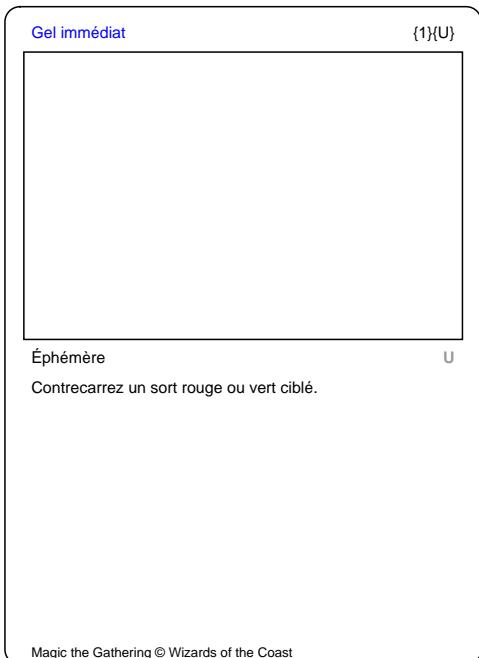
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**Réfutation stoïque**

{1}{U}{U}

Éphémère

C

Art des métaux ? La Réfutation stoïque coûte {1} de moins à jouer si vous contrôlez au moins trois artefacts.  
Contrecarrez un sort ciblé.

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**Souffle de givre**

{2}{U}

Éphémère

C

Engagez jusqu'à deux créatures ciblées. Ces créatures ne se dégagent pas pendant la prochaine étape de dégagement de leur contrôleur.

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**Souffle de givre**

{2}{U}

Éphémère

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