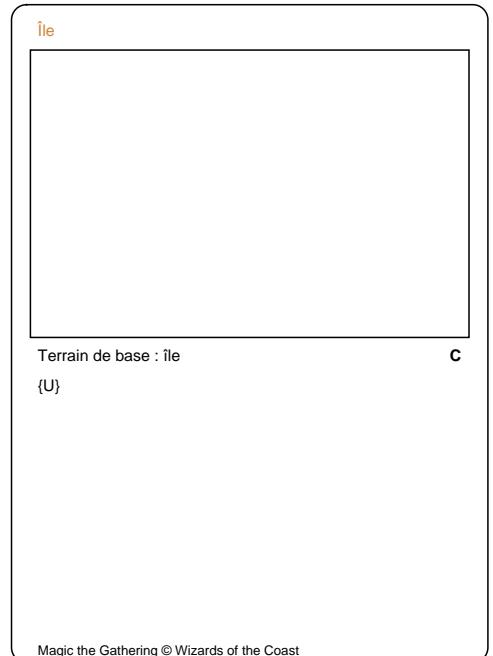
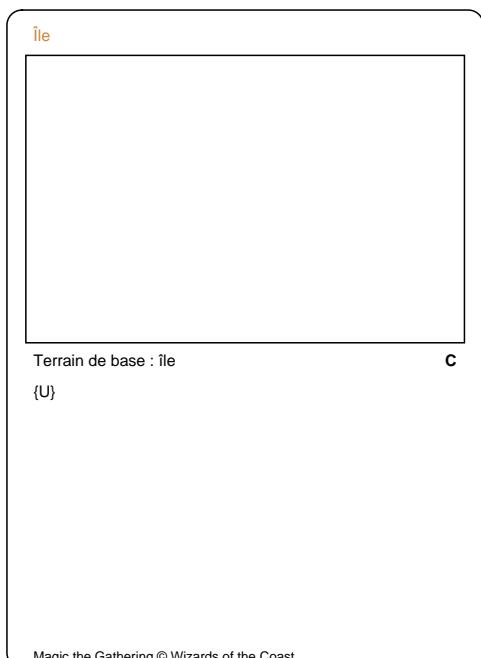


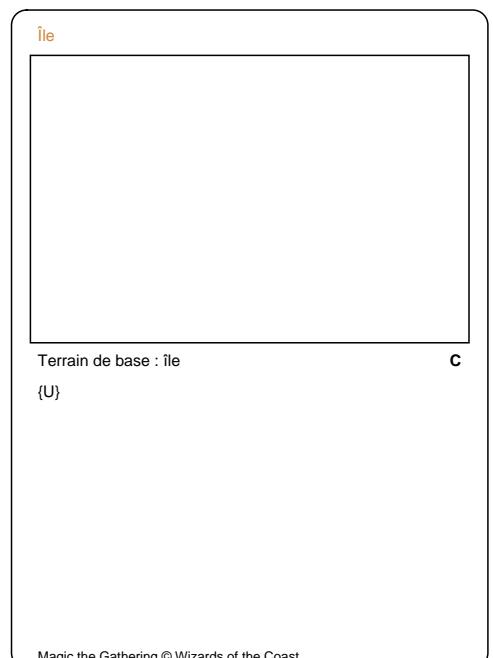
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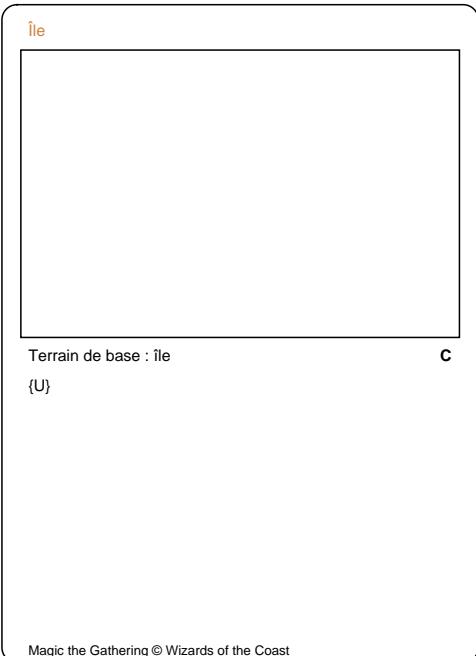


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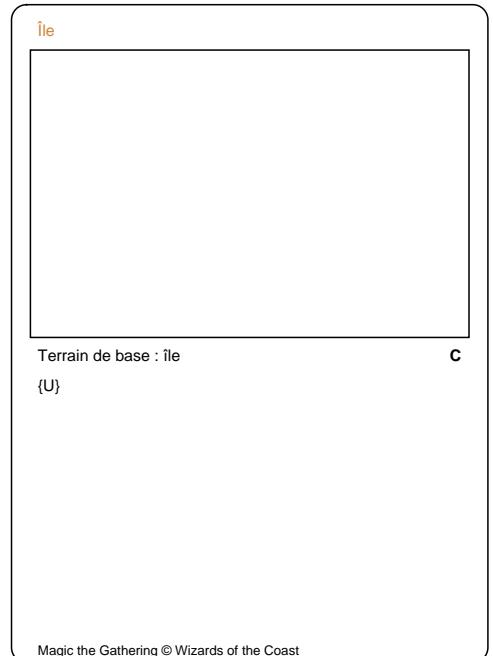


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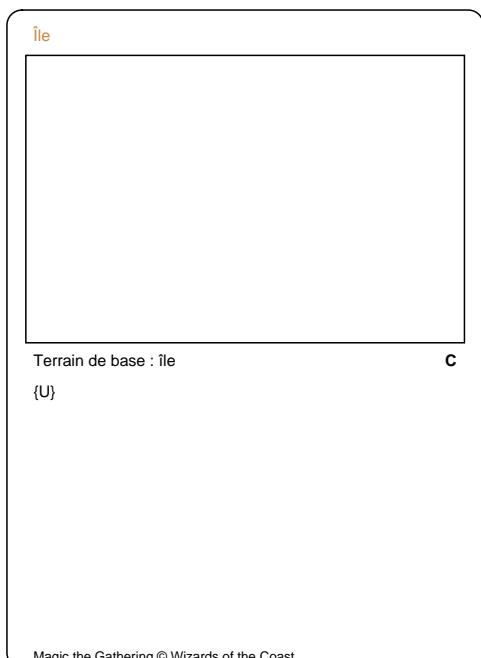
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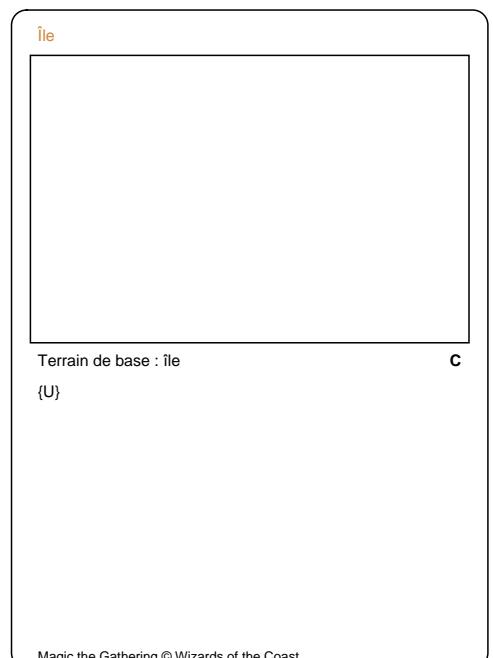
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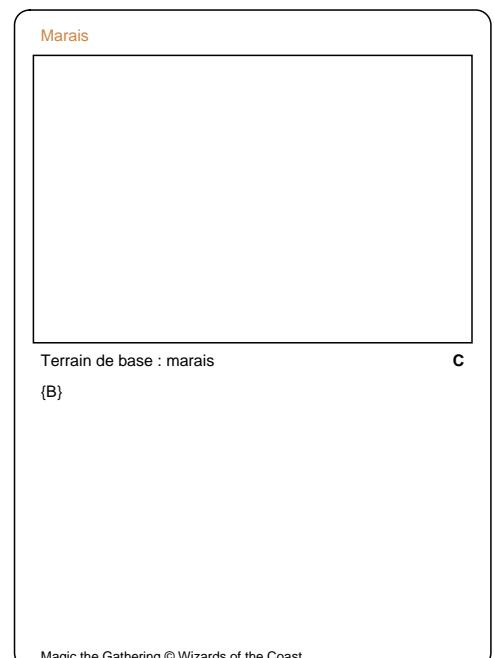
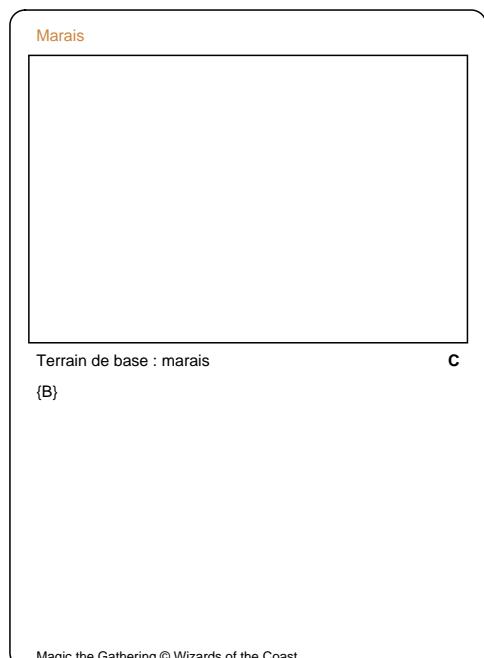
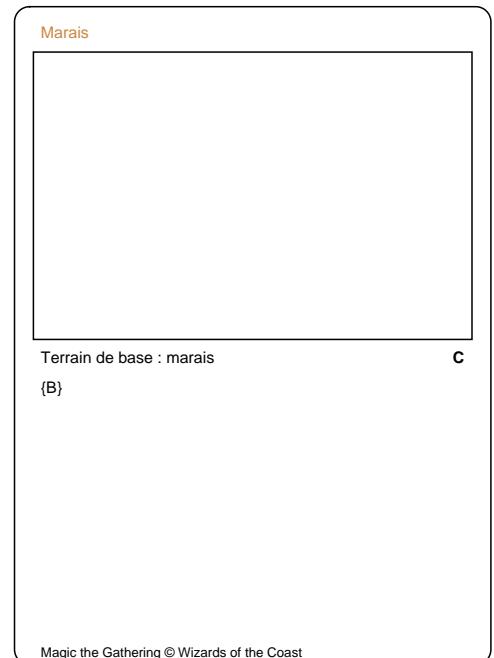
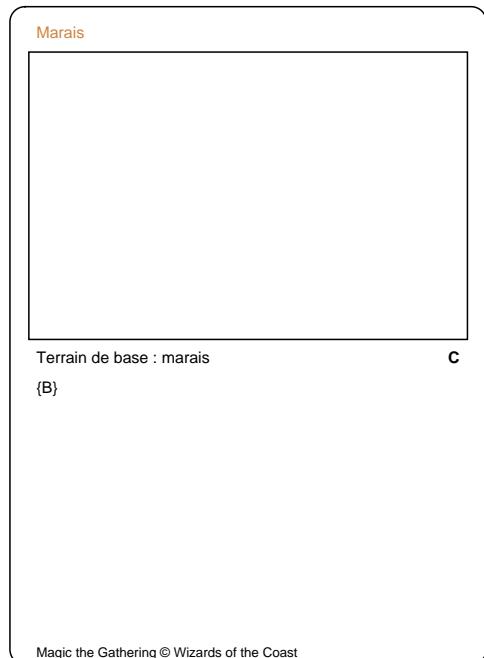


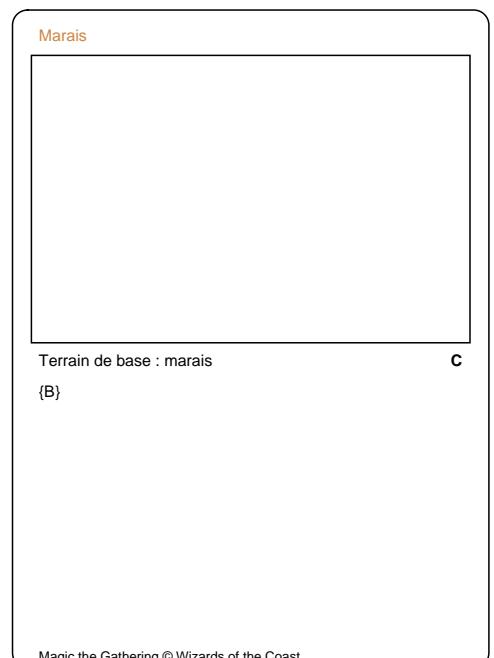
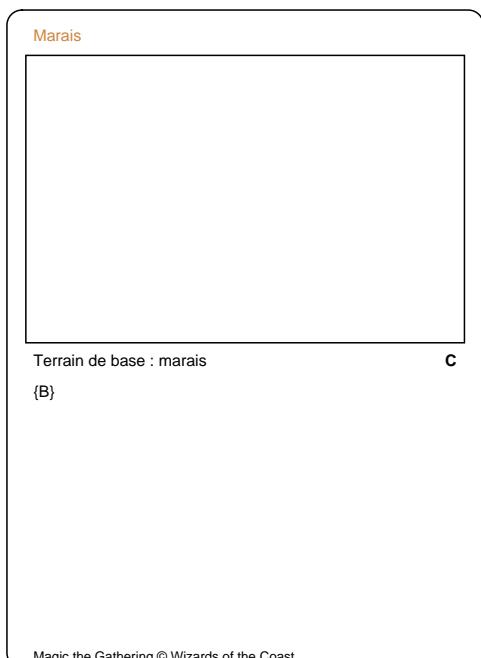
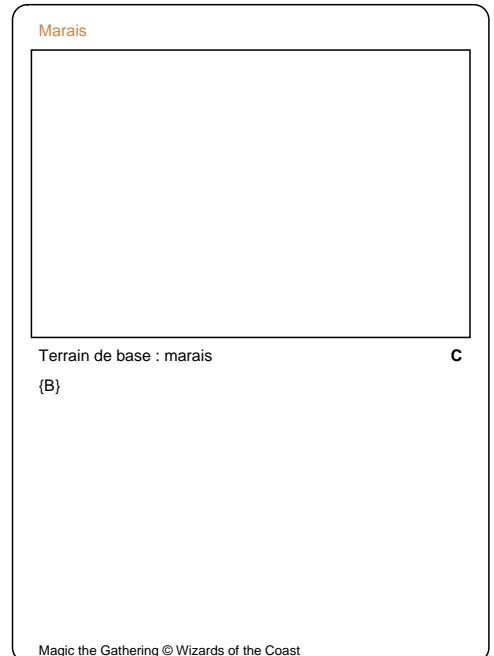
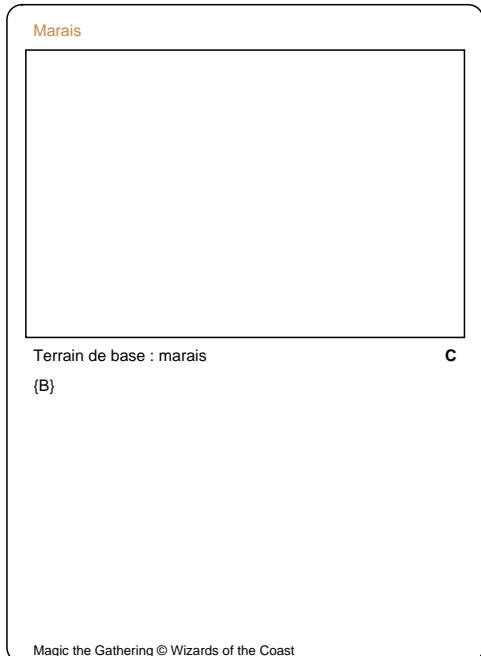
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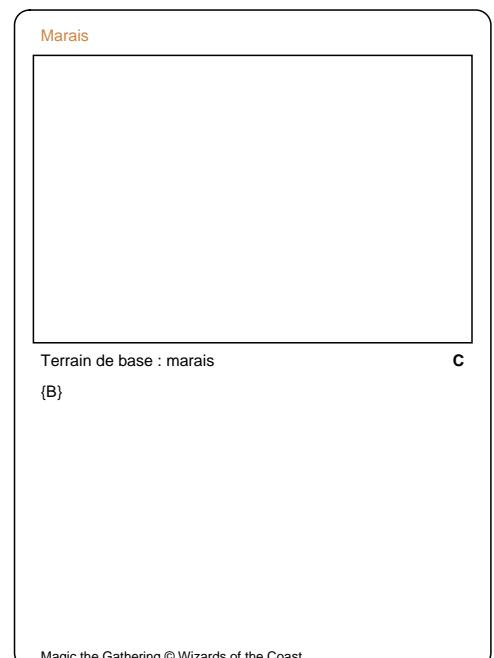
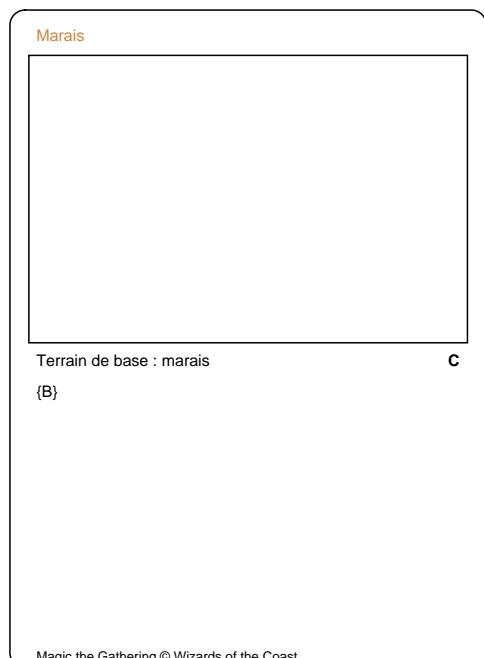
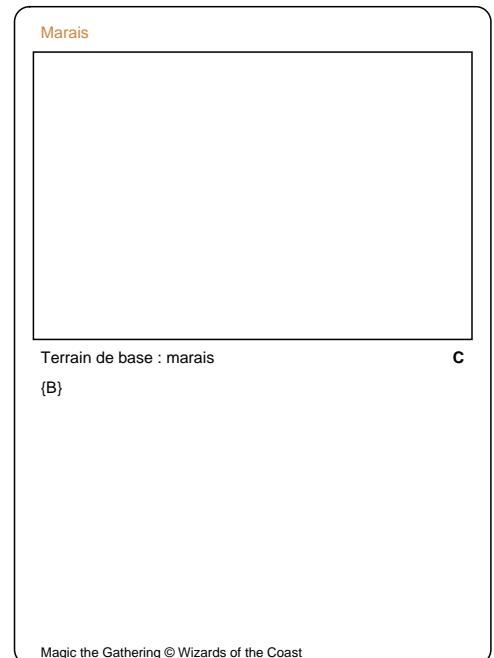
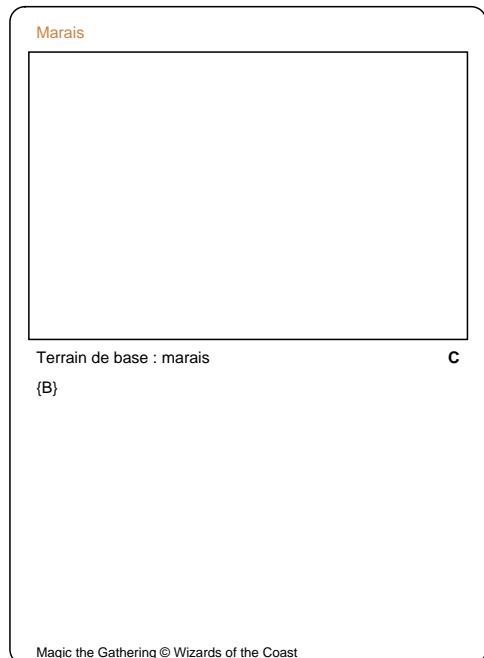


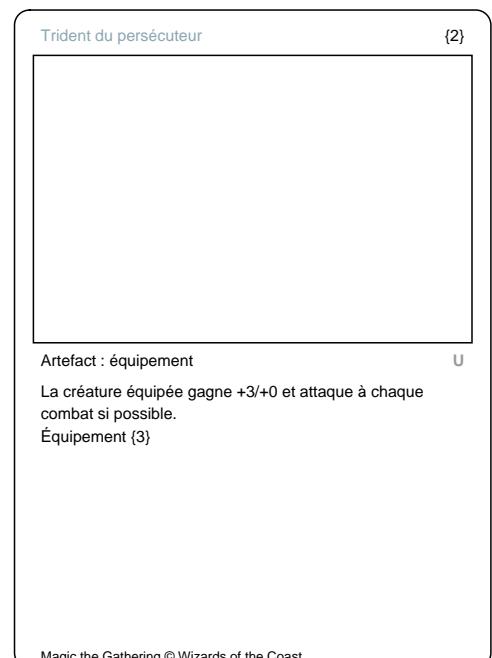
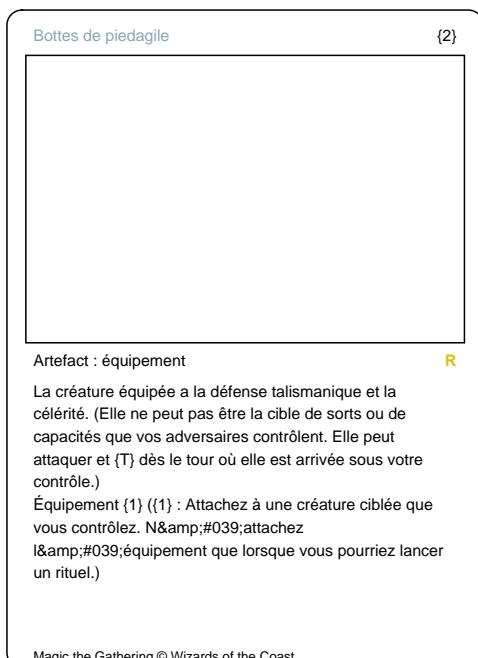
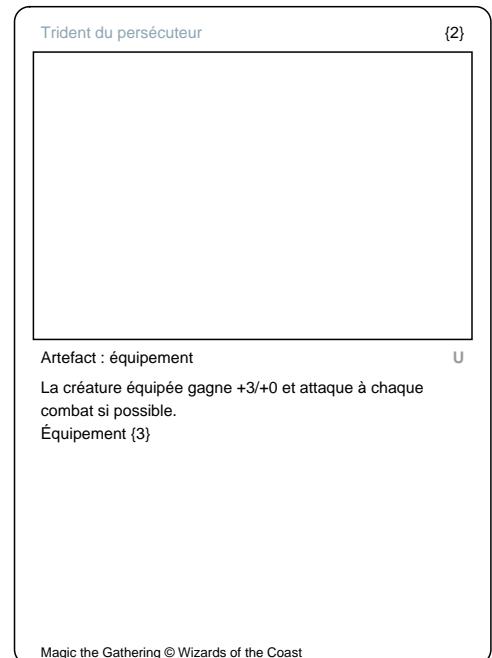
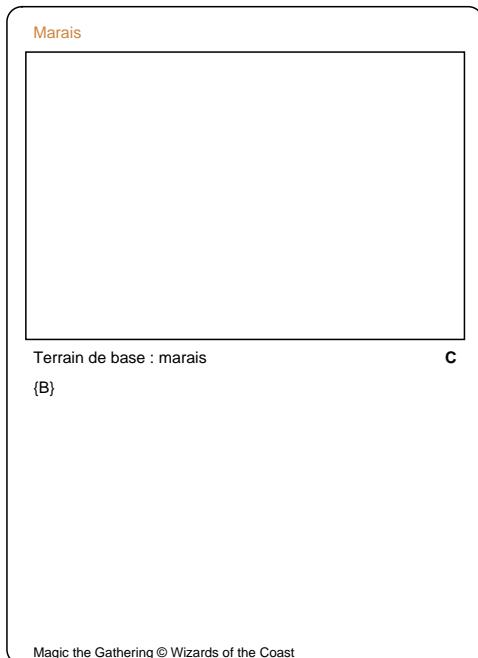
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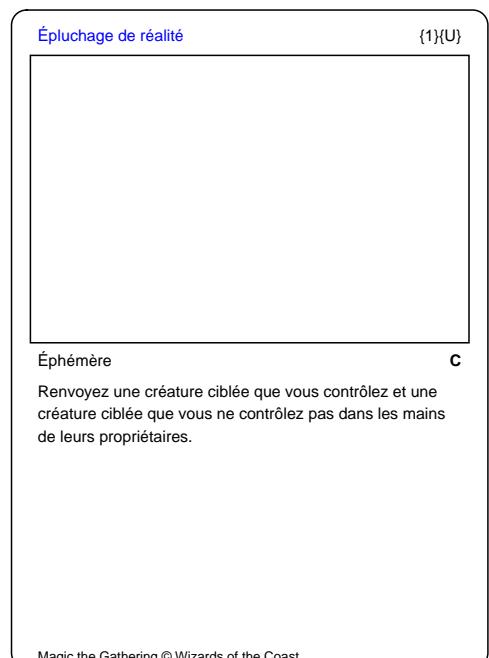
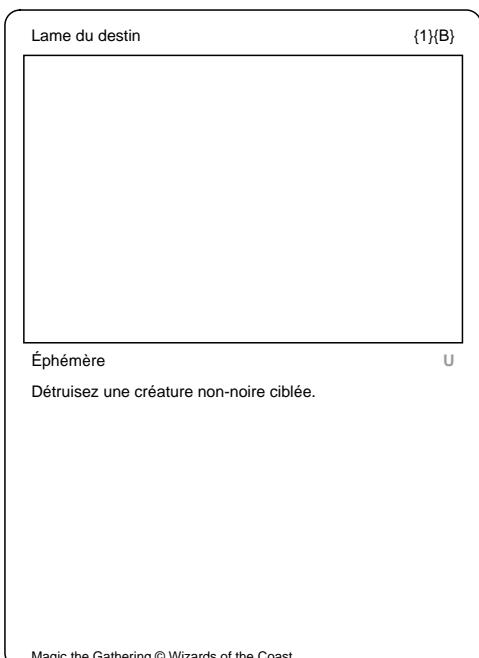
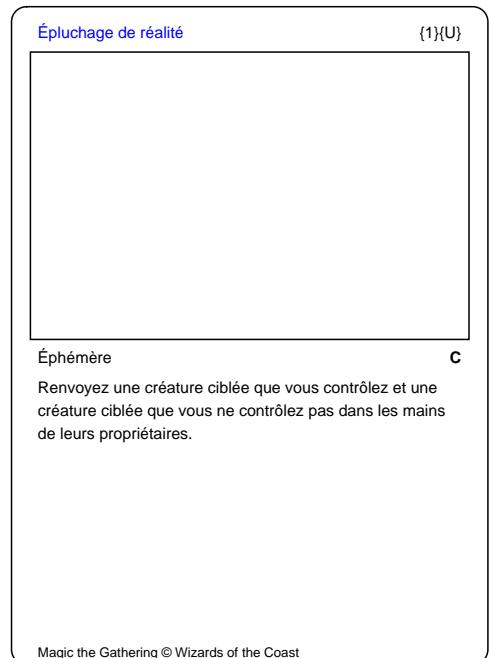
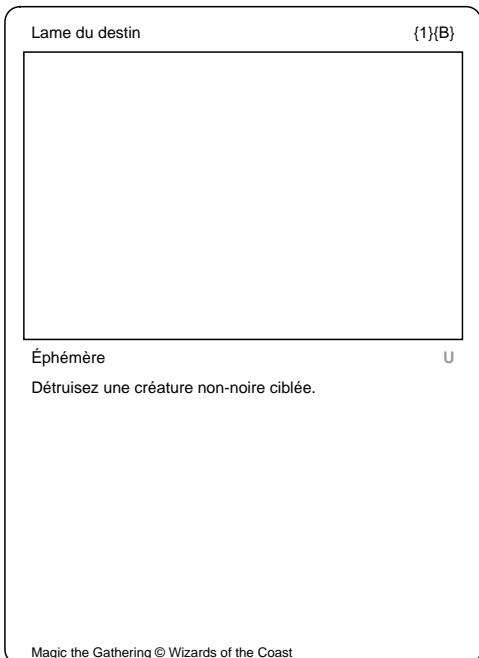
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Souffle de givre

{2}{U}



Éphémère

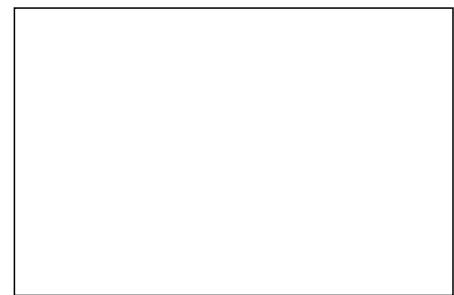
C

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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Éveil démoniaque

{3}{B}{B}



Enchantement

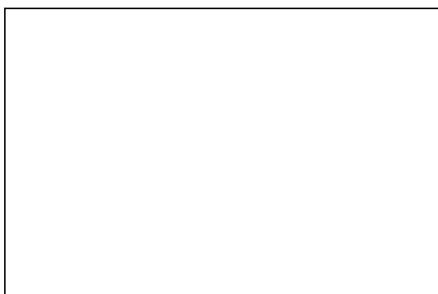
R

Au début de votre étape de fin, si vous contrôlez exactement une créature, créez un jeton de créature 5/5 noire Démon avec le vol.

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Souffle de givre

{2}{U}



Éphémère

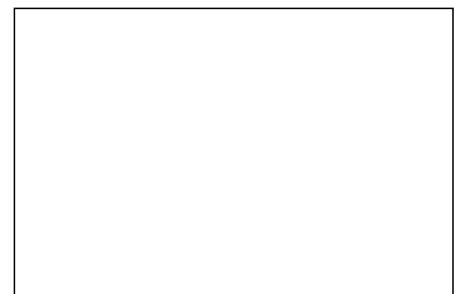
C

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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Isolement homicide

{4}{B}



Enchantement

U

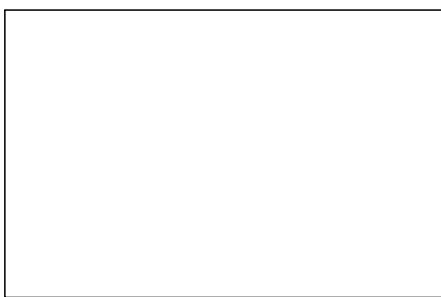
Tant que vous contrôlez exactement une créature, cette créature gagne +3/+1 et a le lien de vie.

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Pari du prédateur

{B}



Enchantement : aura

C

Enchanter : créature

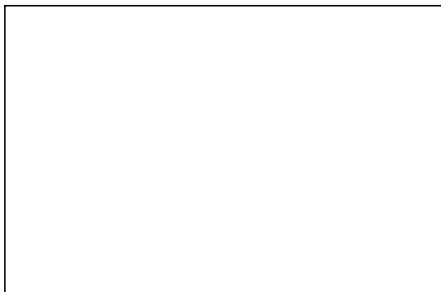
La créature enchantée gagne +2/+1.

La créature enchantée a l'intimidation tant que son contrôleur ne contrôle aucune autre créature. (Elle ne peut pas être bloquée excepté par des créatures-artefacts et/ou des créatures qui partagent une couleur avec elle.)

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Triomphe de la cruauté

{2}{B}



Enchantement

U

Au début de votre entretien, l'adversaire ciblé se défausse d'une carte si vous contrôlez la créature avec la force la plus élevée ou qui partage la force la plus élevée.

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