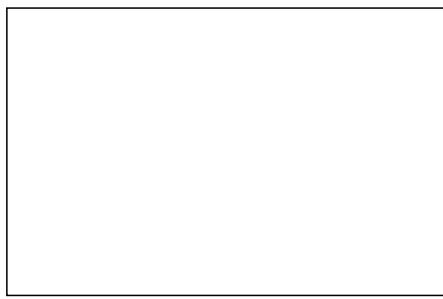


Forêt



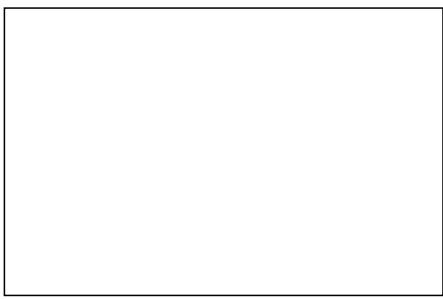
Terrain de base : forêt

{G}

C

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Forêt



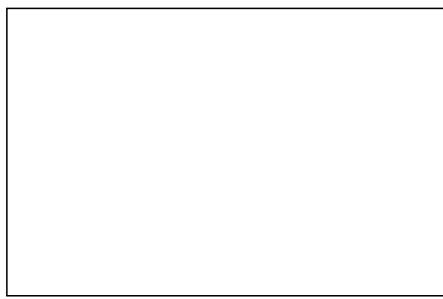
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Forêt



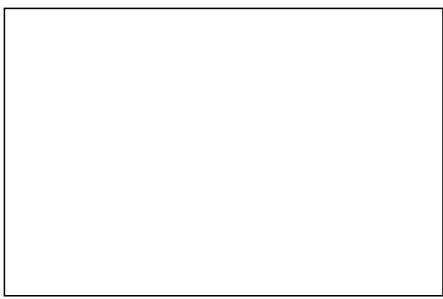
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Forêt



Terrain de base : forêt

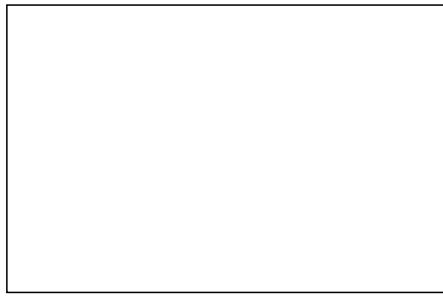
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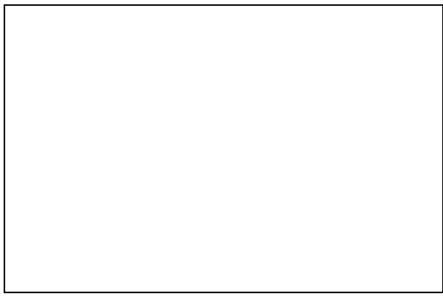
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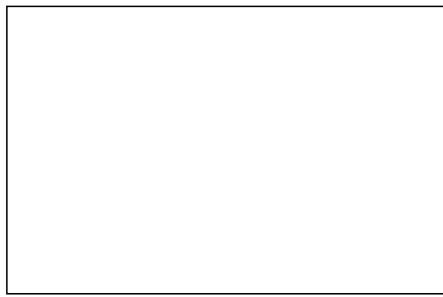
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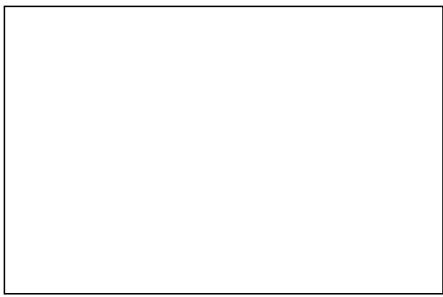
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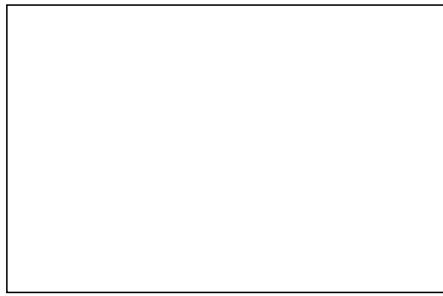
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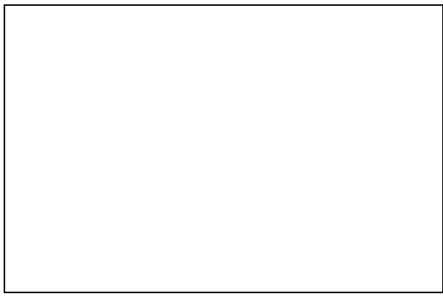
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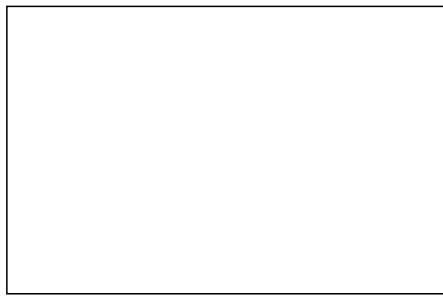
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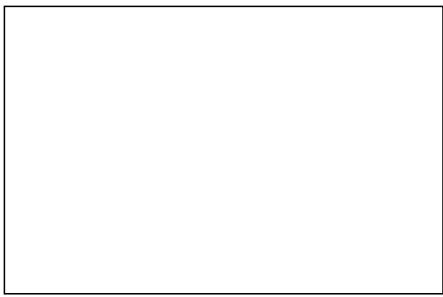
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Forêt



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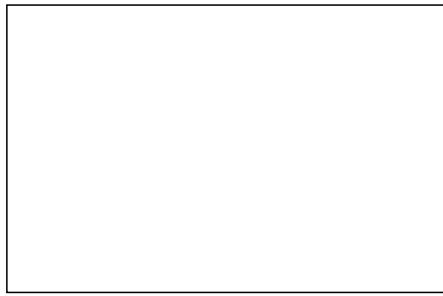
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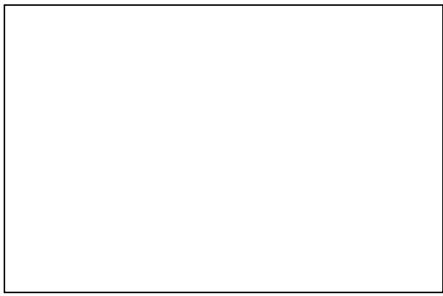
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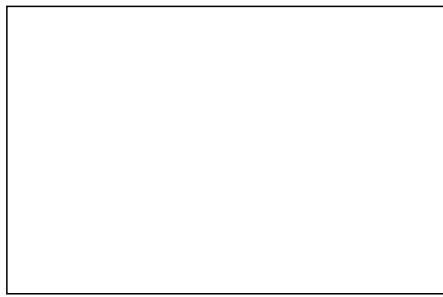
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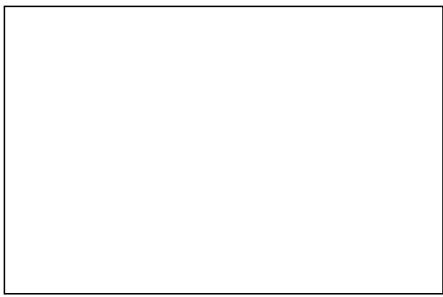
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{G}

C

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

{G}

C

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

C

{G}

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Marais



Terrain de base : marais

C

{B}

Magic the Gathering © Wizards of the Coast

Marais



Terrain de base : marais

C

{B}

Magic the Gathering © Wizards of the Coast

Marais



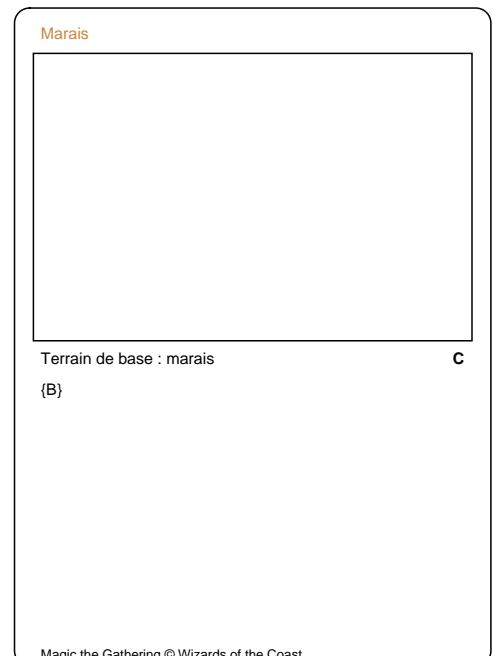
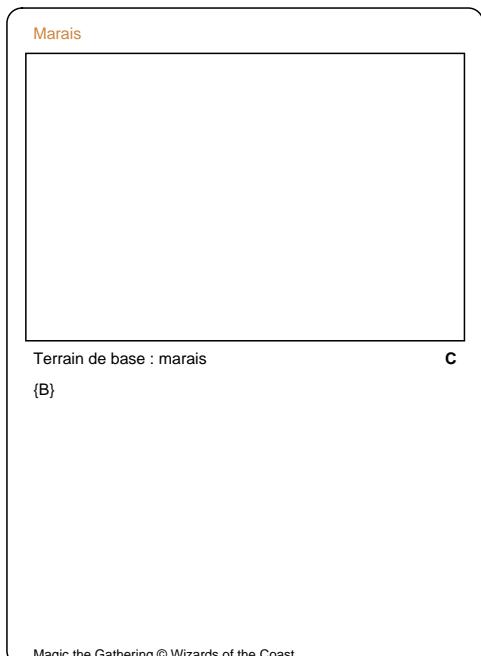
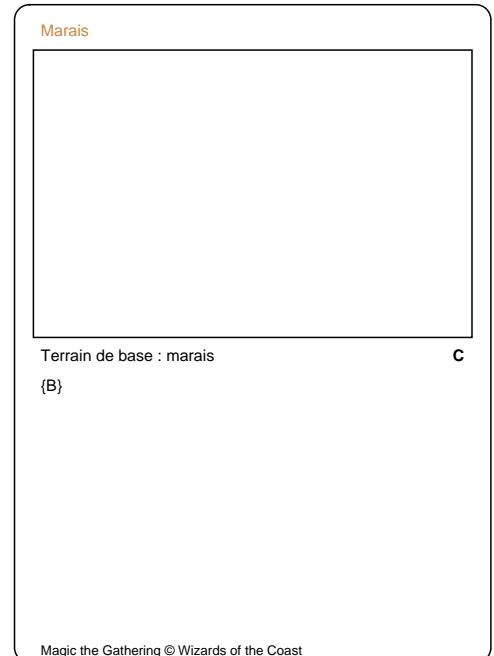
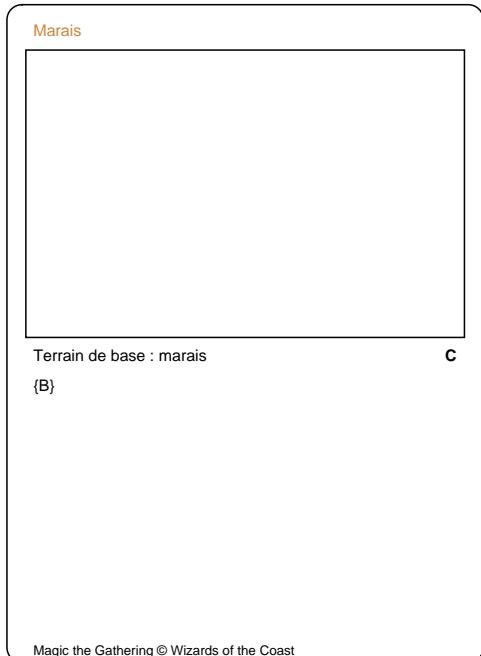
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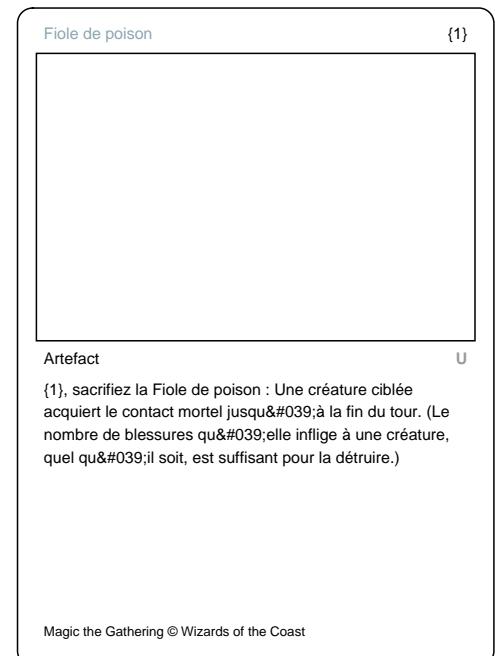
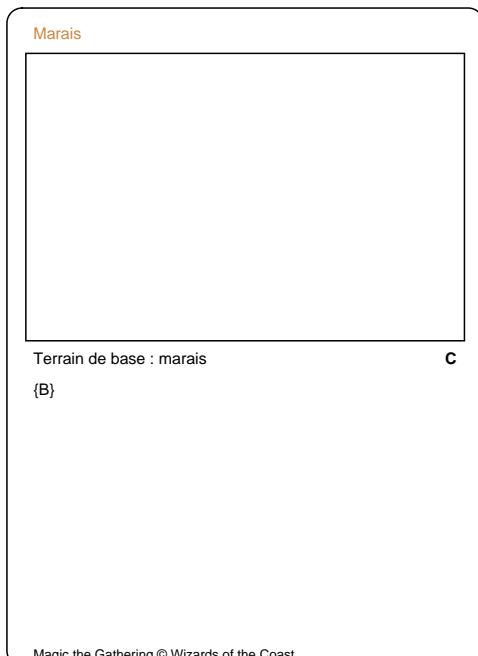
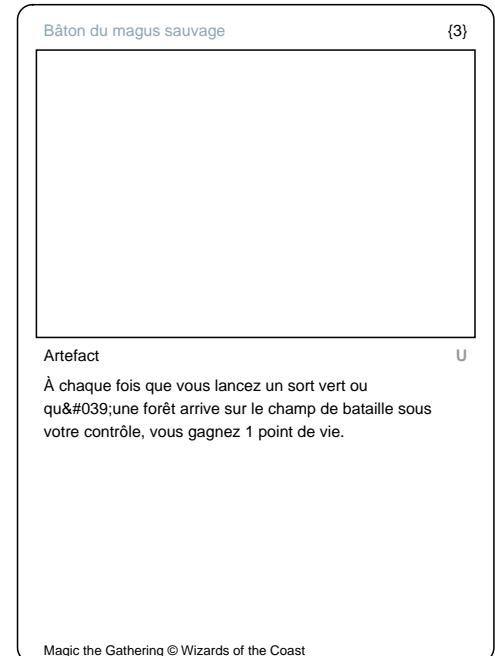
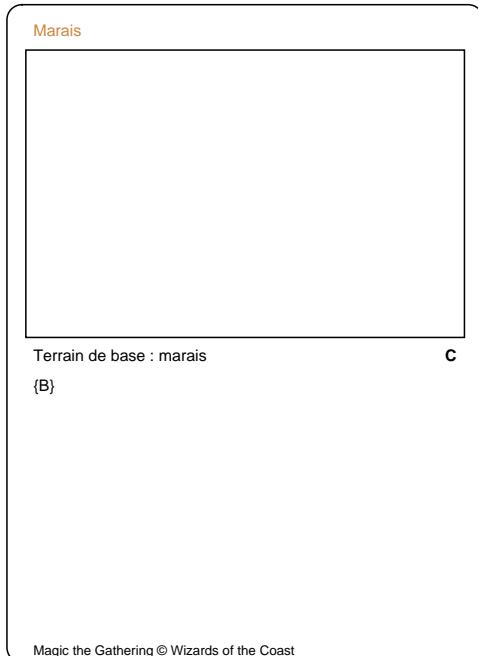
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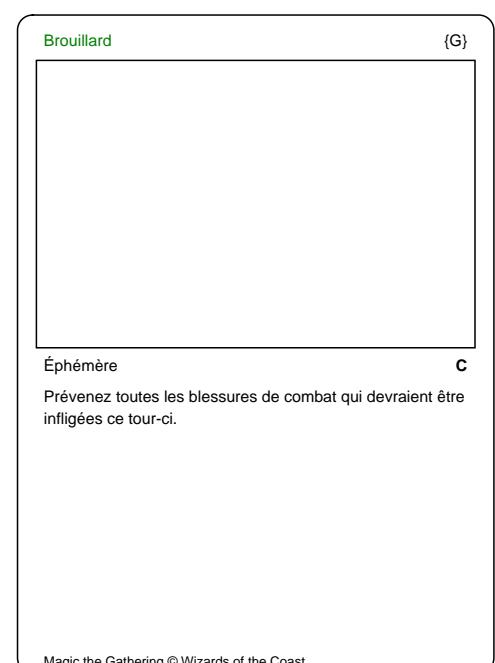
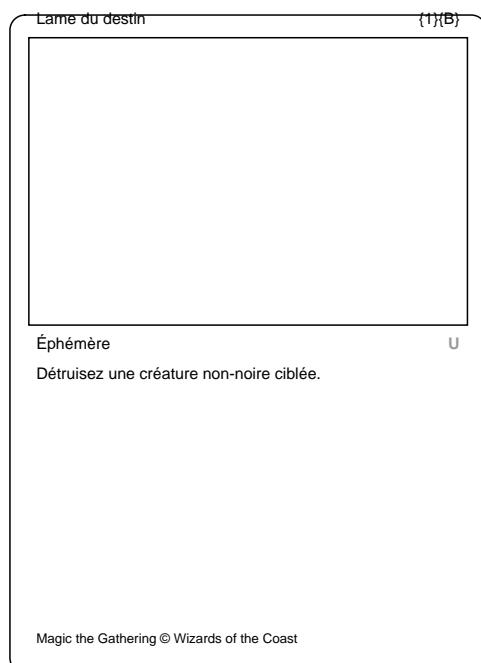
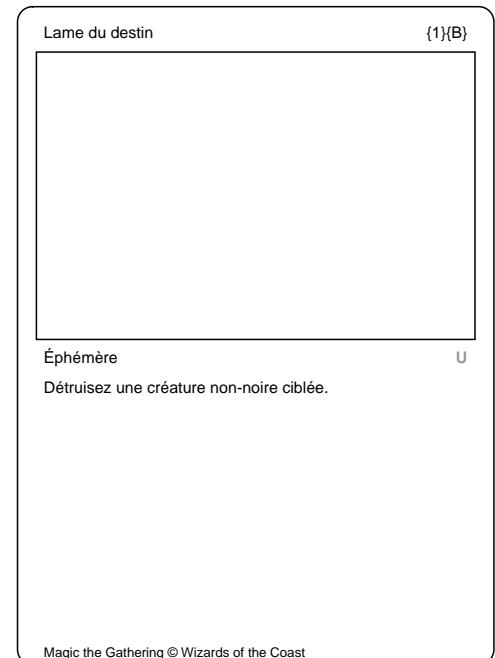
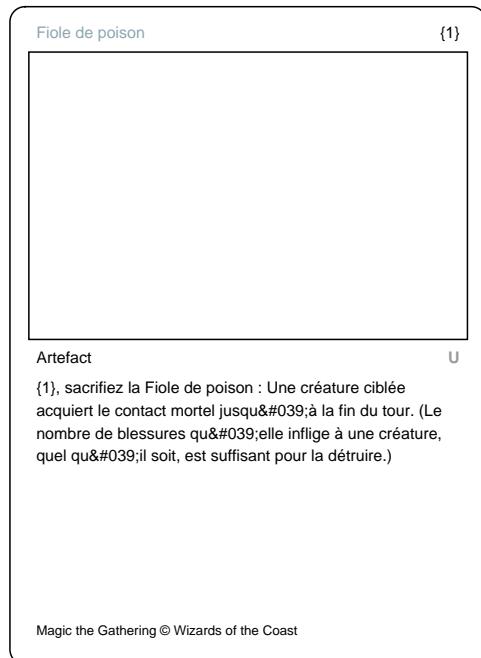
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Croissance gigantesque

{G}



Éphémère

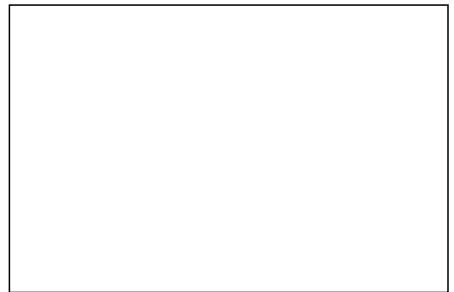
C

Une créature ciblée gagne +3/+3 jusqu'à la fin du tour.

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Tomber à pic

{1}{G}



Éphémère

C

Détruissez une créature avec le vol ciblée.

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Croissance gigantesque

{G}



Éphémère

C

Une créature ciblée gagne +3/+3 jusqu'à la fin du tour.

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Dans les terres sauvages

{3}{G}



Enchantement

R

Au début de votre entretien, regardez la carte du dessus de votre bibliothèque. Si c'est une carte de terrain, vous pouvez la mettre sur le champ de bataille.

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