

Forêt



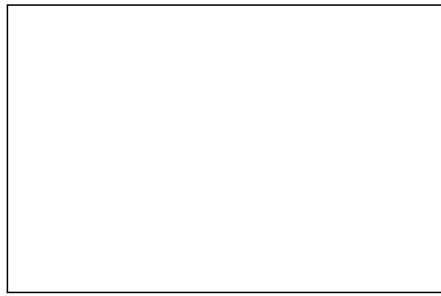
Terrain de base : forêt

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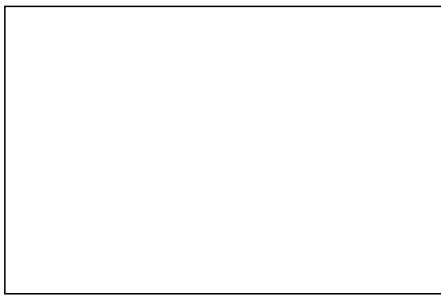
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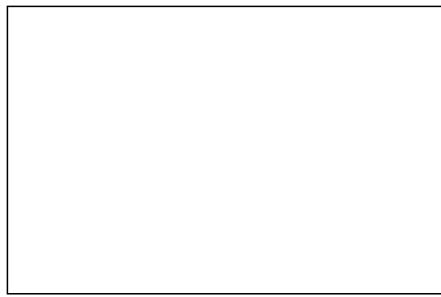
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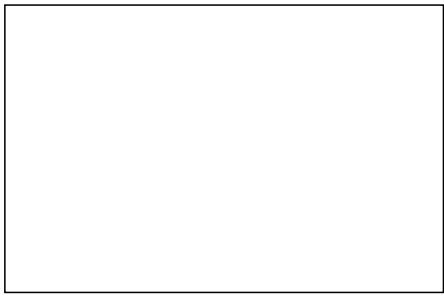
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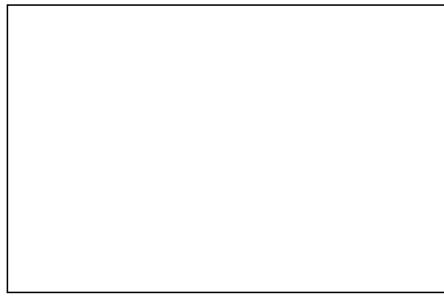
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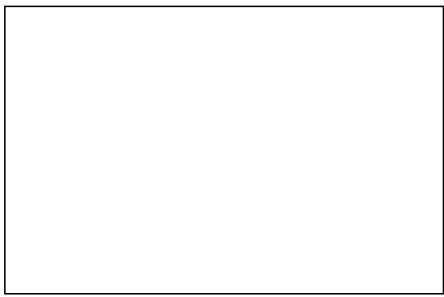
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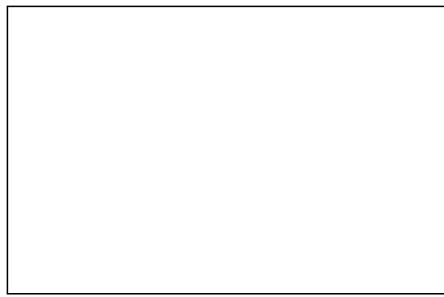
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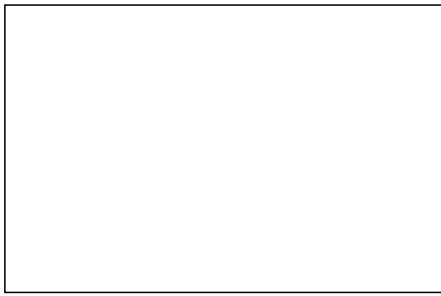
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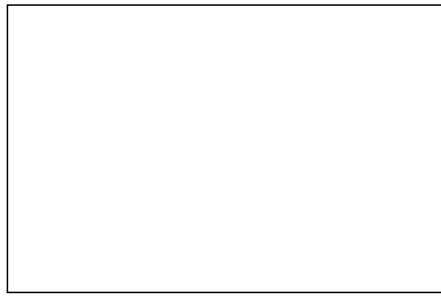
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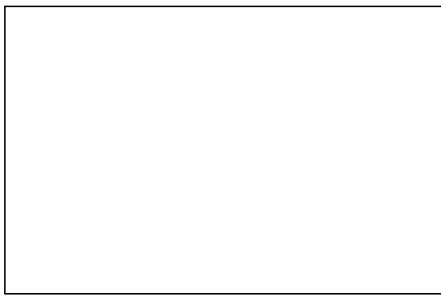
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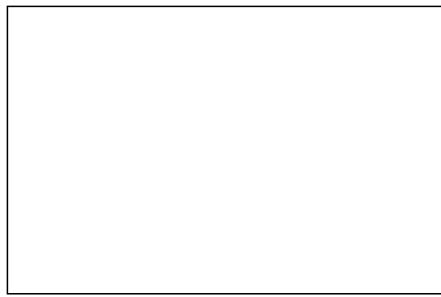
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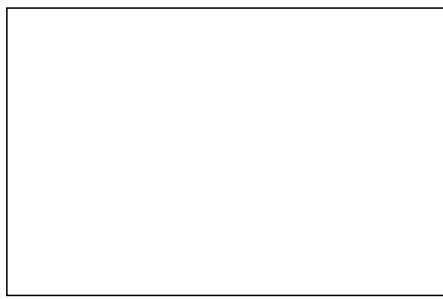
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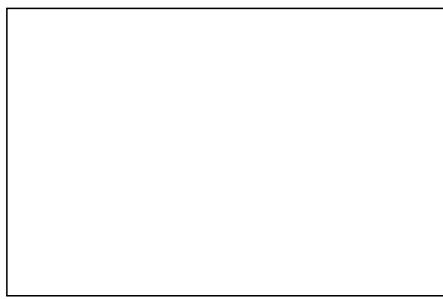
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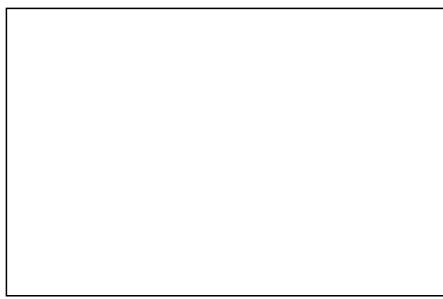
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Village arboricole



Terrain

M

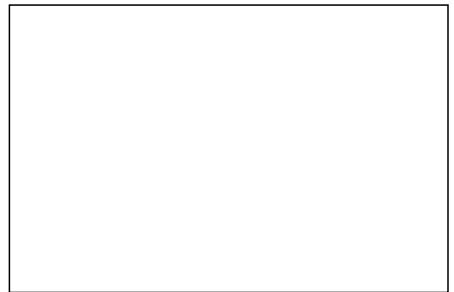
Le Village arboricole arrive sur le champ de bataille engagé.

{T} : Ajoutez {G}.

{1}{G} : Le Village arboricole devient une créature 3/3 verte Grand singe avec le piétinement jusqu'à la fin du tour. C'est toujours un terrain.

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Village arboricole



Terrain

M

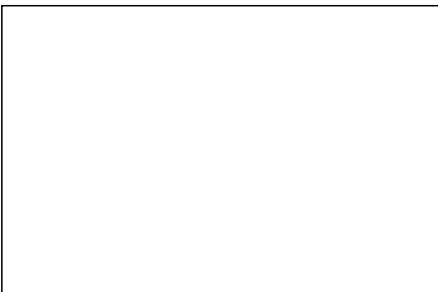
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Terrain

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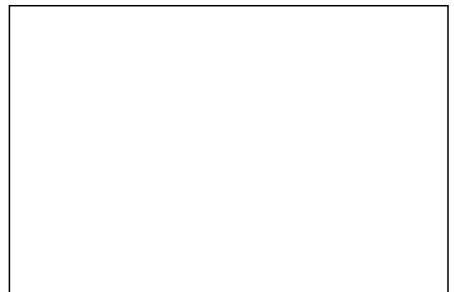
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Village arboricole



Terrain

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