

Maraudeur sacpeau

{2}{B}

Créature : zombie et guerrier

U

Quand le Maraudeur sacpeau arrive sur le champ de bataille, chaque joueur sacrifice une créature.

3/1

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Ange de la fatalité

{3}{W}

Créature : ange

R

Vol
Quand l'Ange de la fatalité arrive sur le champ de bataille, exilez le cimetière d'un joueur ciblé.

3/4

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Titan des tombes

{4}{B}{B}

Créature : géant

M

Contact mortel

À chaque fois que le Titan des tombes arrive sur le champ de bataille ou qu'il attaque, créez deux jetons de créature 2/2 noir Zombie.

6/6

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Ange solaire

{4}{W}{W}

Créature : ange

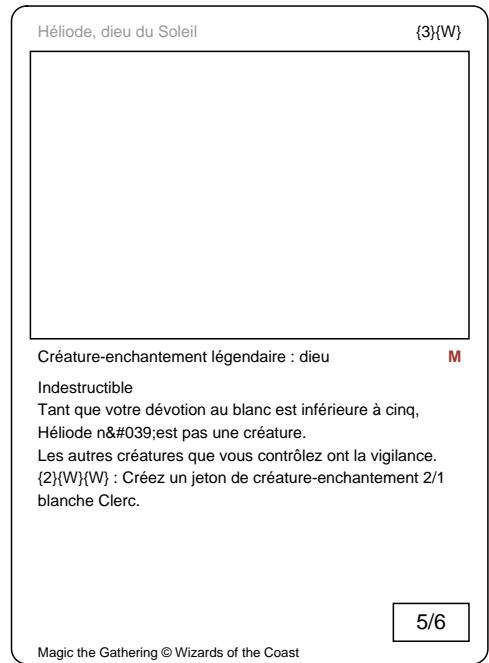
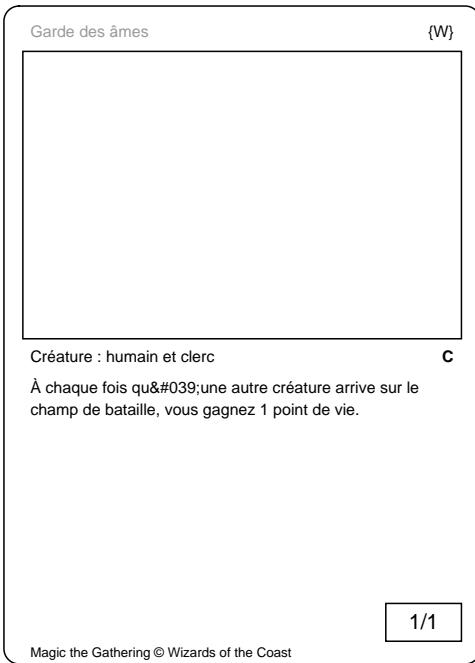
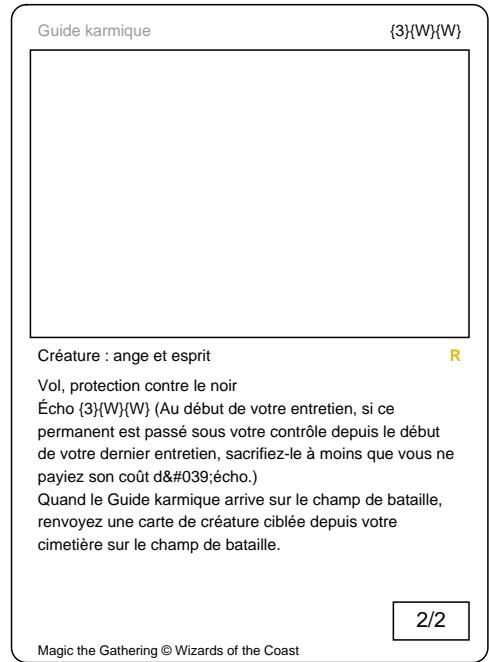
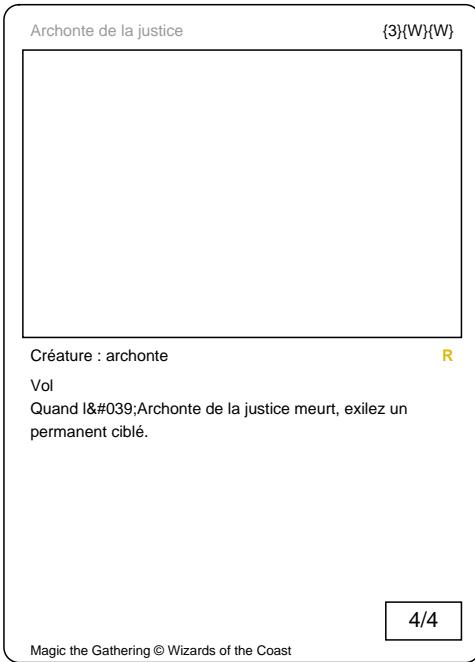
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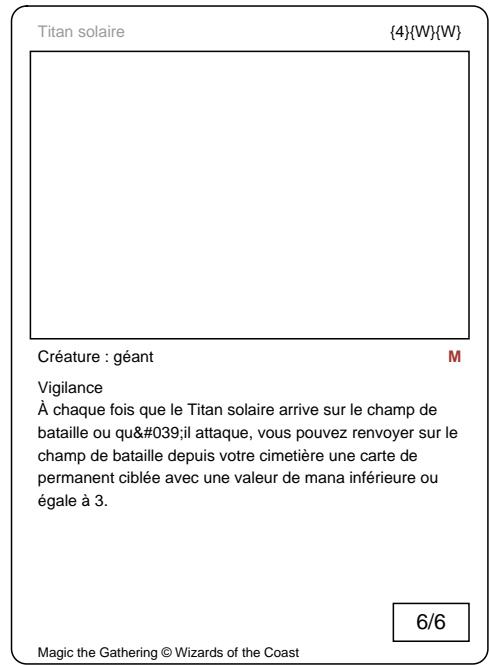
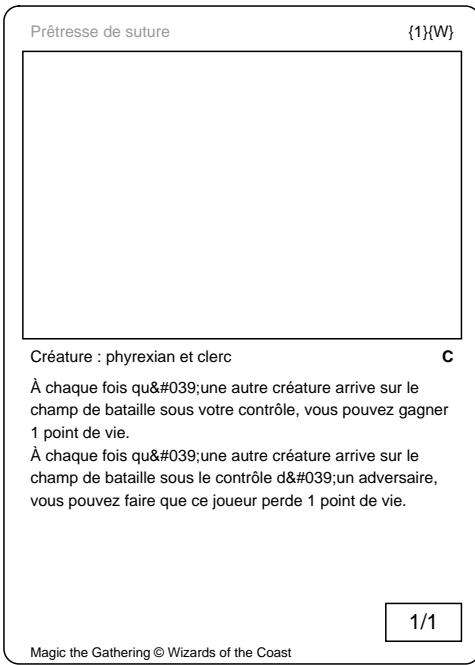
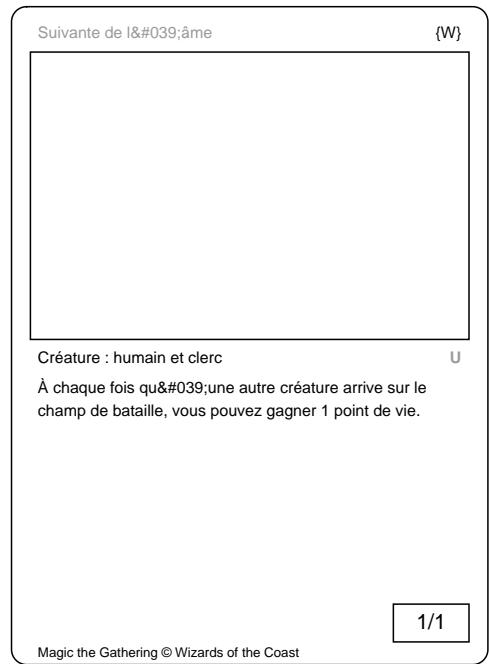
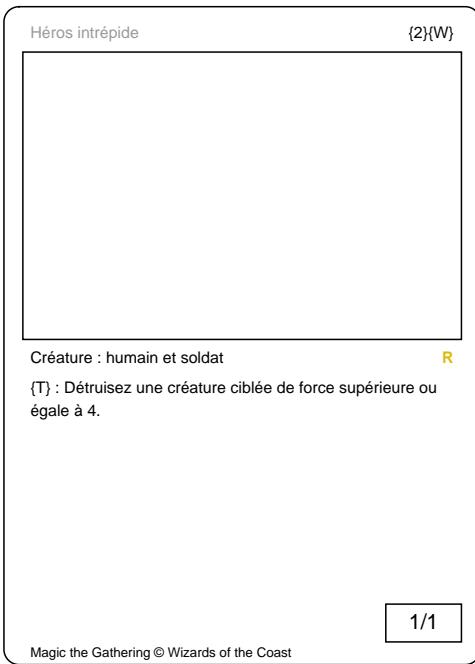
Vol
Quand l'Ange solaire arrive sur le champ de bataille, détruisez toutes les créatures engagées.

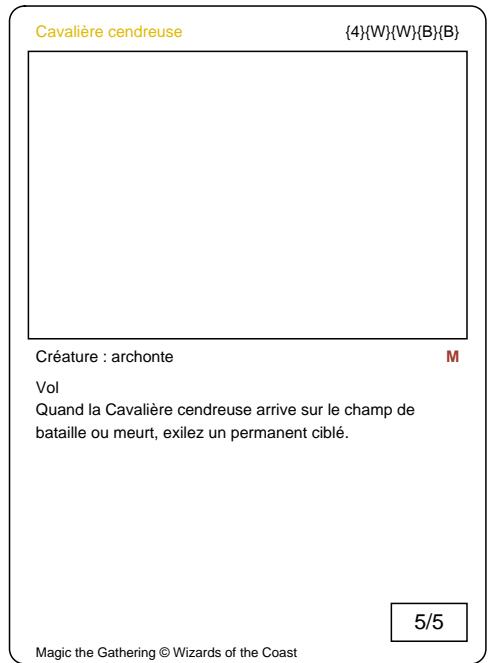
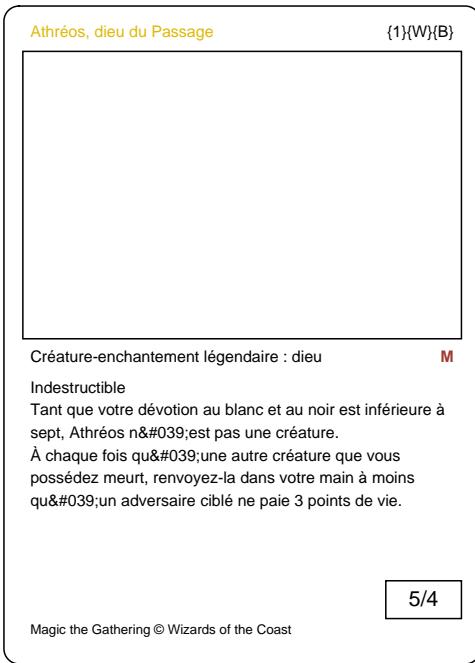
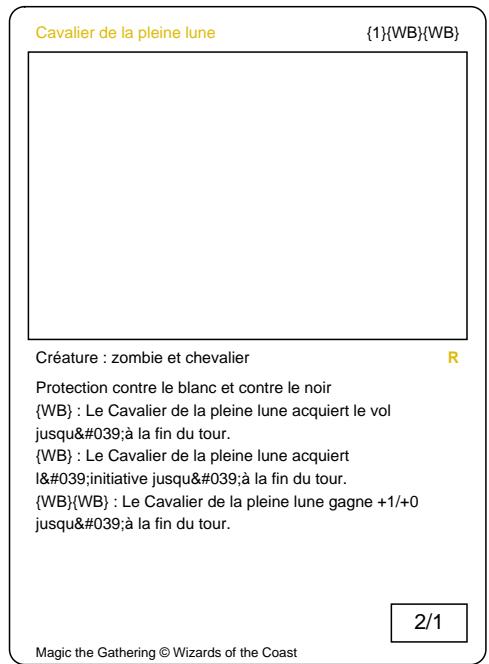
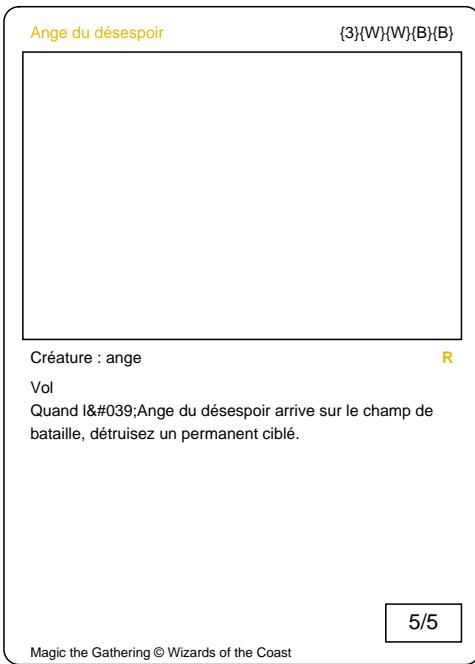
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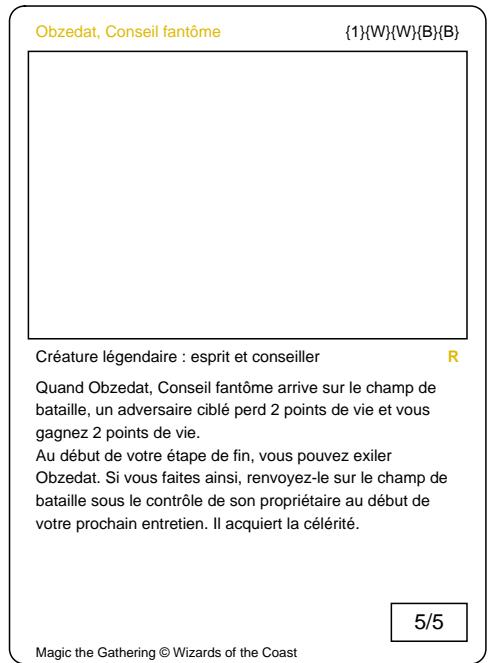
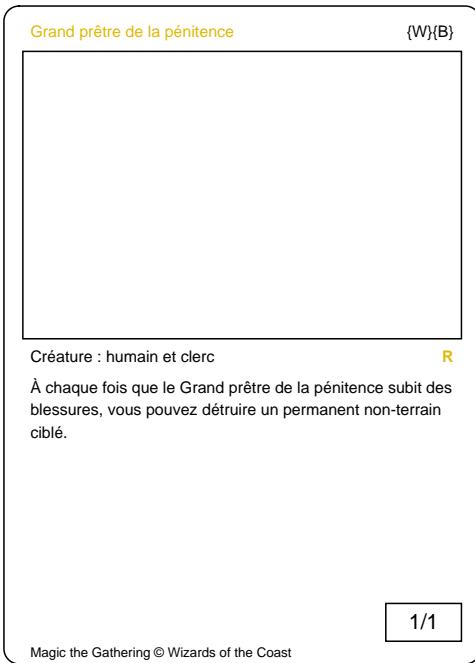
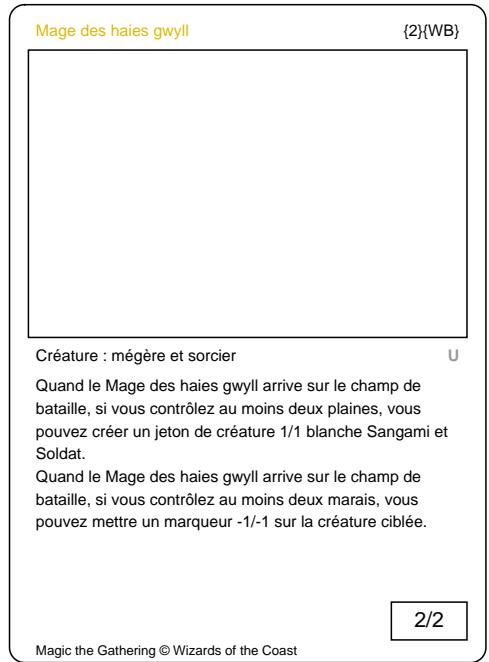
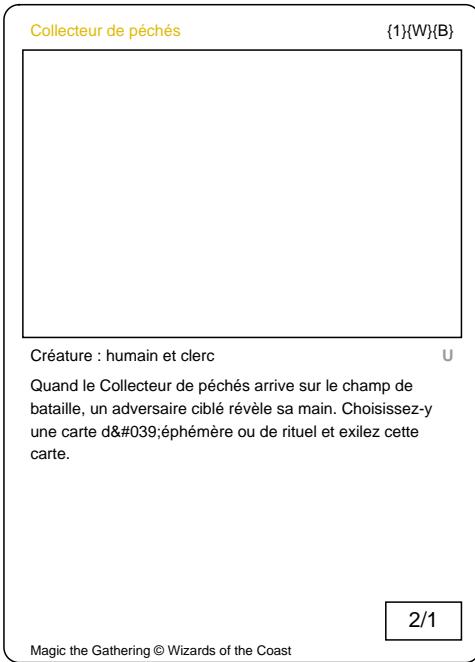
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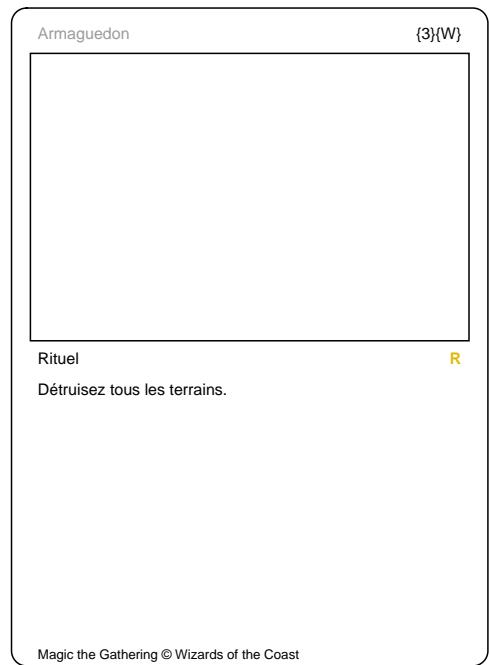
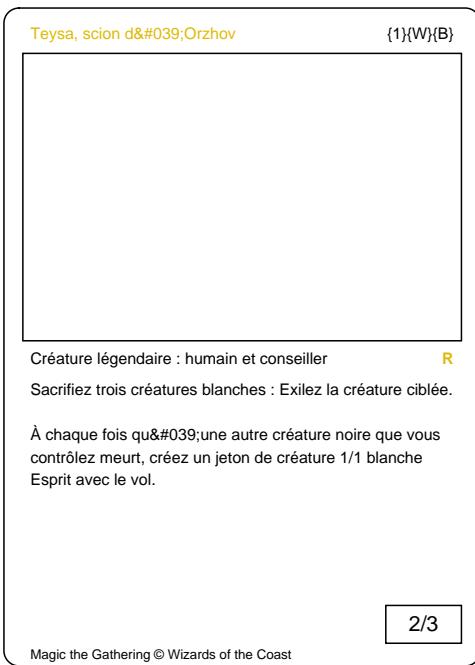
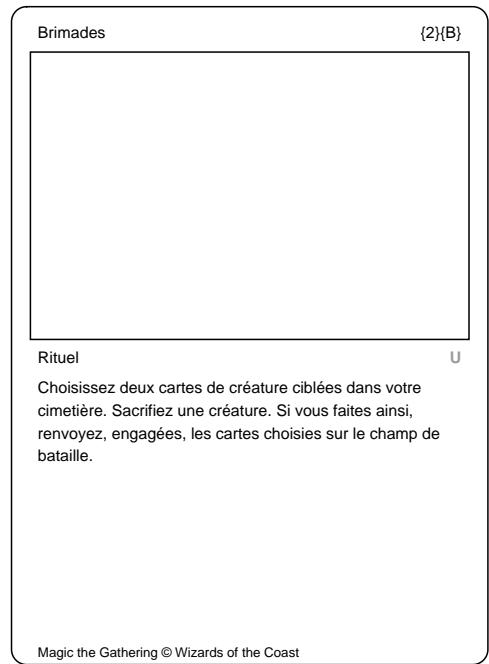
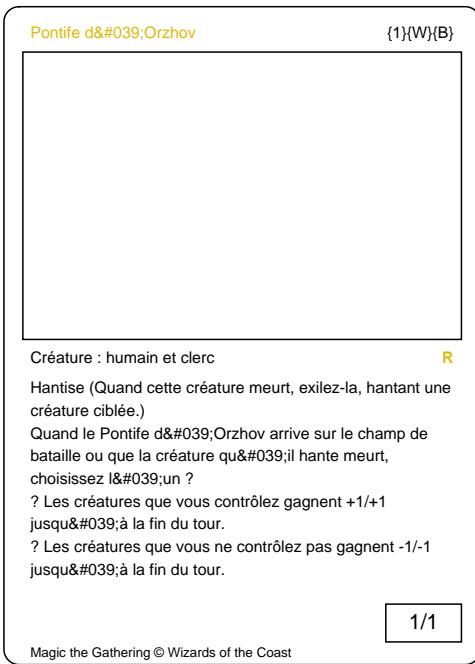
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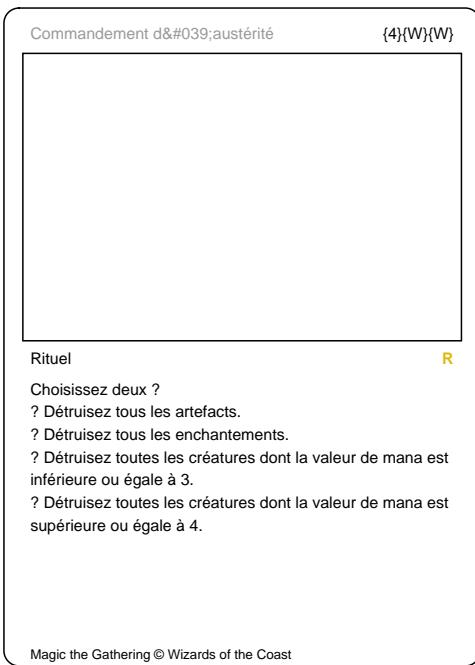
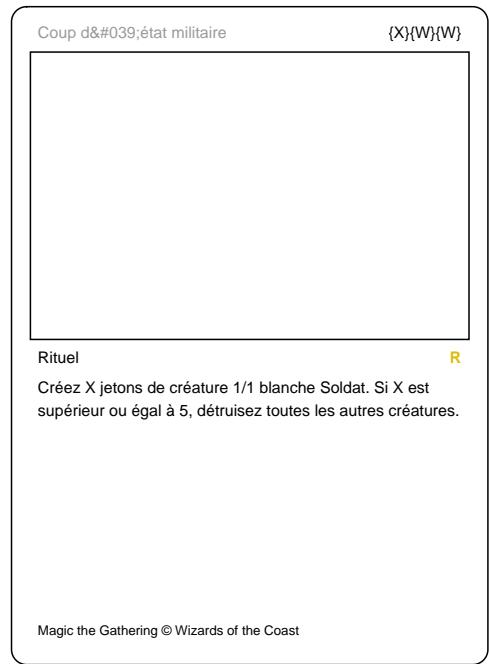
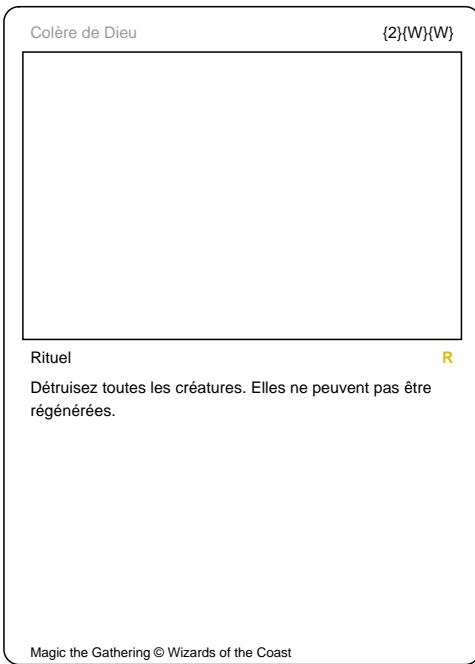


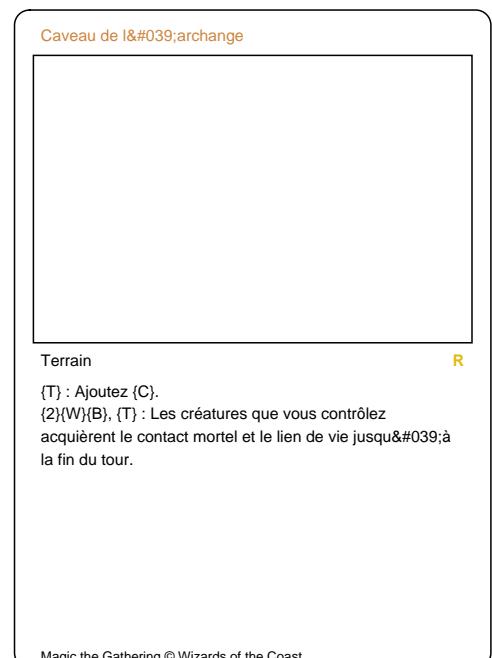
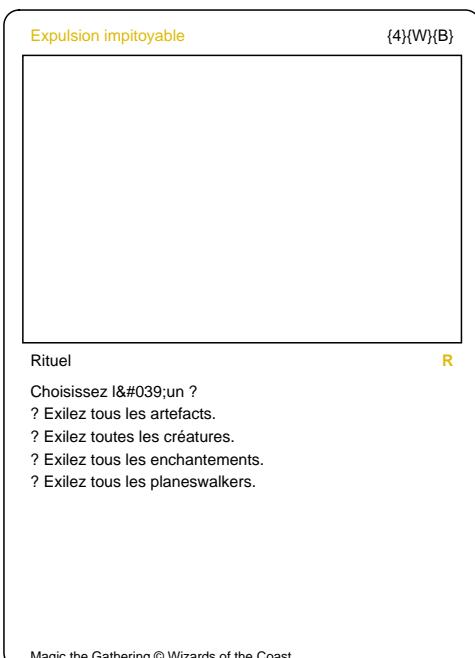
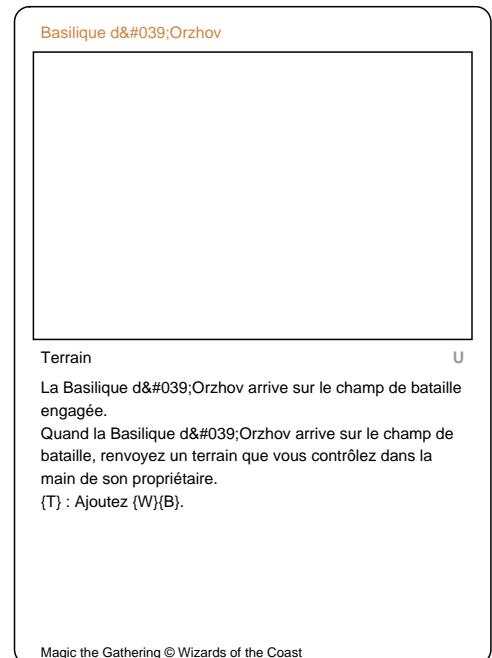
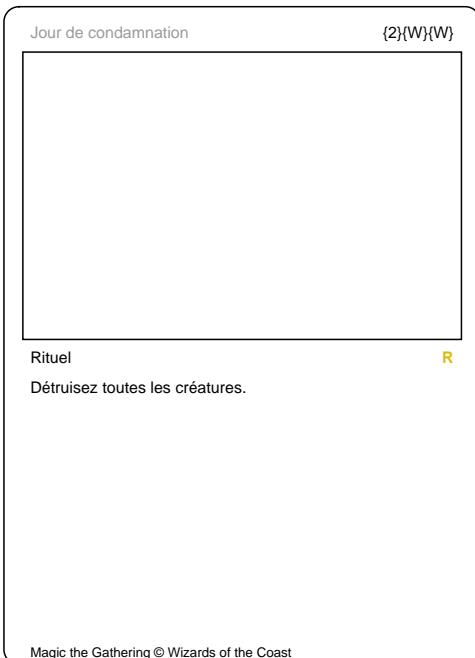












Cavernes de Koilos



Terrain

R

{T} : Ajoutez {C}.

{T} : Ajoutez {W} ou {B}. Les Cavernes de Koilos vous infligent 1 blessure.

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Chapelle isolée



Terrain

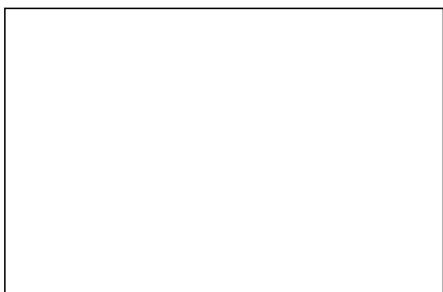
R

La Chapelle isolée arrive sur le champ de bataille engagée à moins que vous ne contrôlez une plaine ou un marais.

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

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Champ souillé



Terrain

U

{T} : Ajoutez {C}.

{T} : Ajoutez {W} ou {B}. N'activez que si vous contrôlez un marais.

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Cratère météoritique



Terrain

R

{T} : Choisissez une couleur d'un permanent que vous contrôlez. Ajoutez un mana de cette couleur.

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Dalles de Trokair



Terrain légendaire

R

{T} : Ajoutez {W}.

Quand les Dalles de Trokair sont mises dans un cimetière depuis le champ de bataille, vous pouvez chercher dans votre bibliothèque une carte de plaine, la mettre sur le champ de bataille engagée, puis mélanger votre bibliothèque.

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Marais



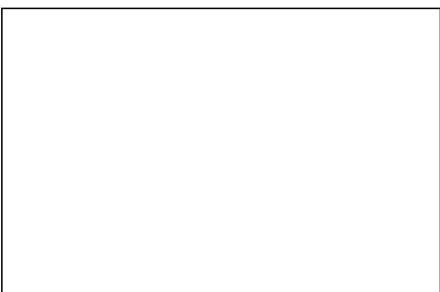
Terrain de base : marais

C

{B}

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Éméria, la Ruine Céleste



R

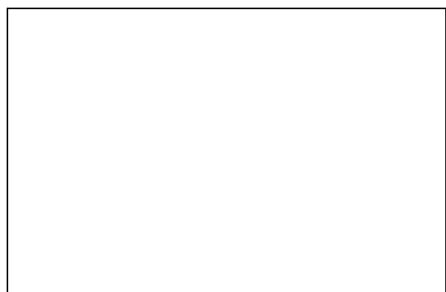
Terrain
Éméria, la Ruine Céleste arrive sur le champ de bataille engagée.

Au début de votre entretien, si vous contrôlez au moins sept plaines, vous pouvez renvoyer une carte de créature ciblée de votre cimetière sur le champ de bataille.

{T} : Ajoutez {W}.

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Marais



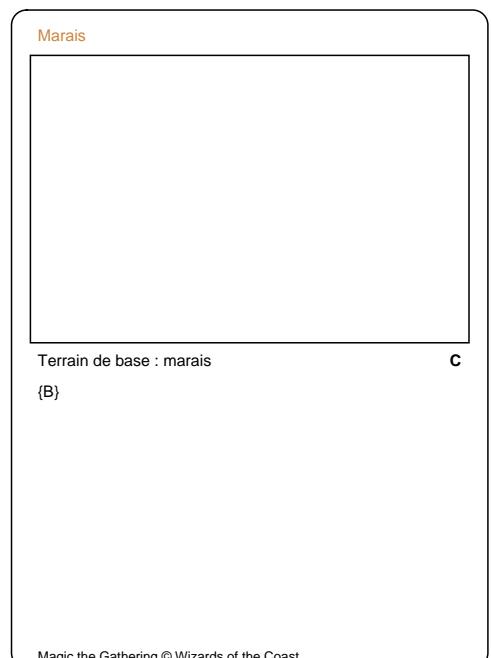
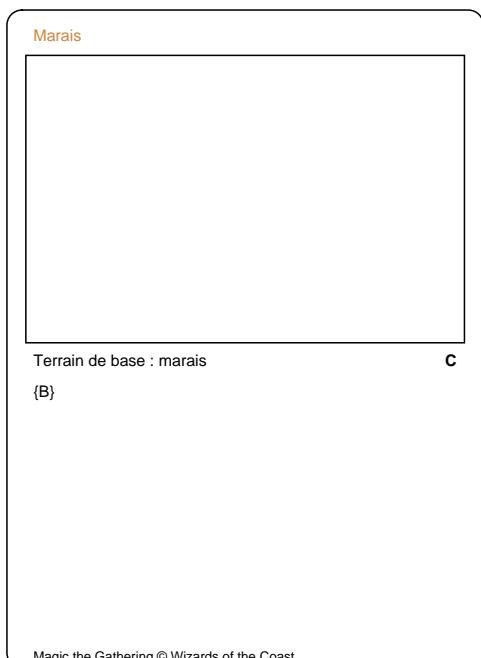
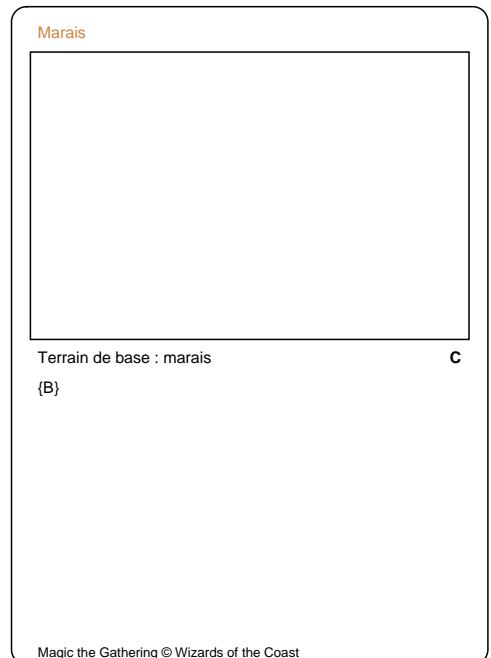
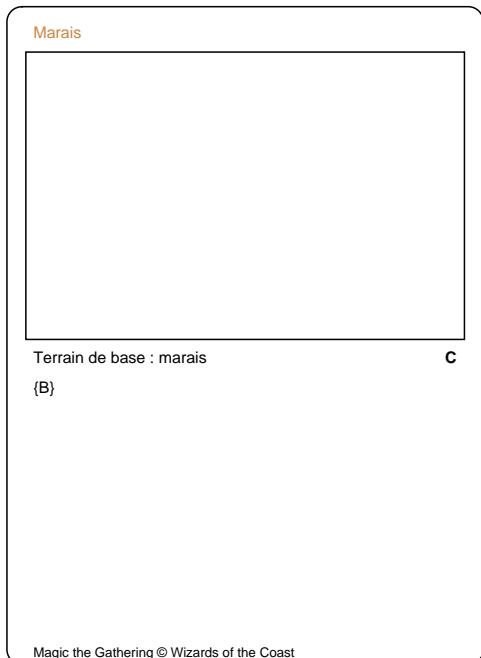
Terrain de base : marais

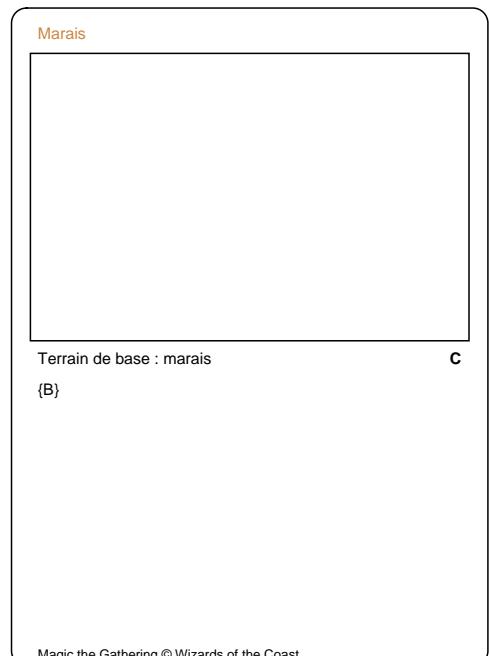
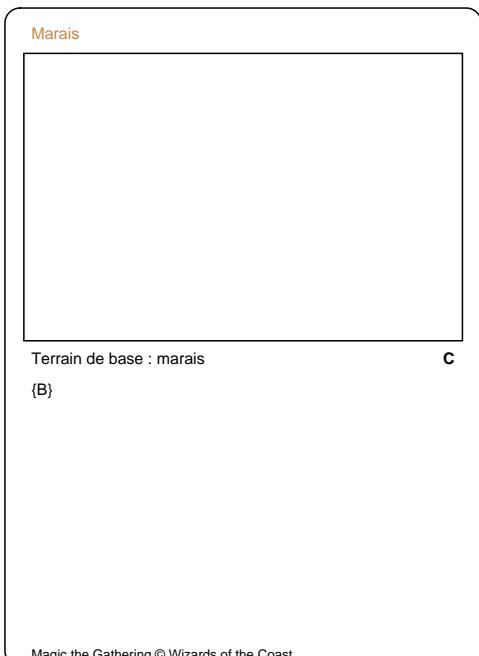
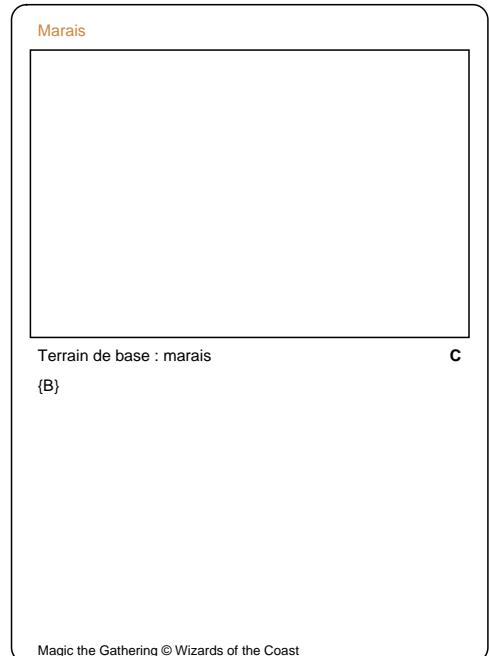
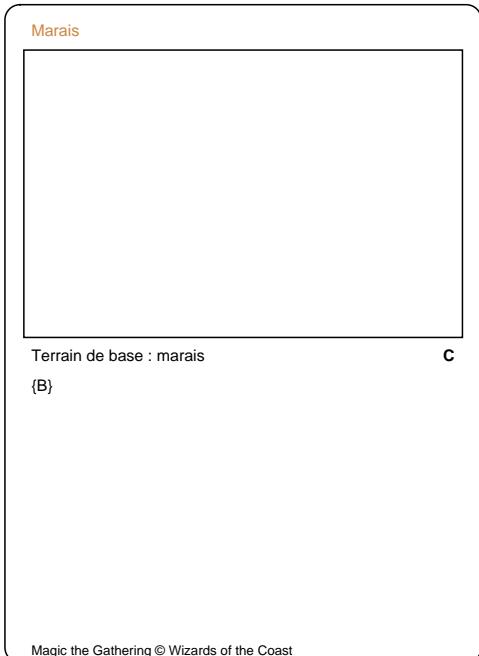
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{B}

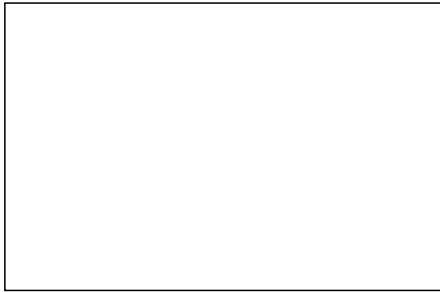
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Marais



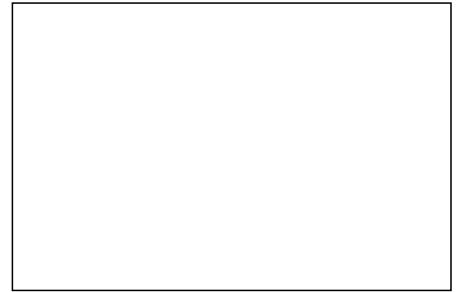
Terrain de base : marais

{B}

C

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Plaine



Terrain de base : plaine

C

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Plaine



Terrain de base : plaine

C

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Plaine



Terrain de base : plaine

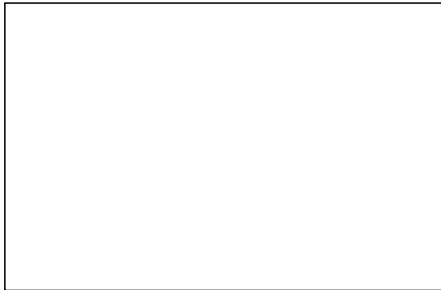
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Plaine

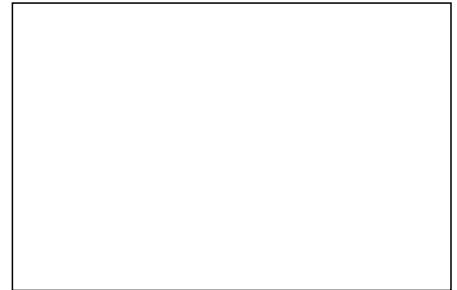


Terrain de base : plaine

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Plaine



Terrain de base : plaine

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Plaine

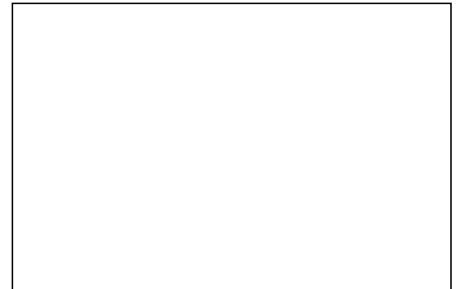


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Plaine



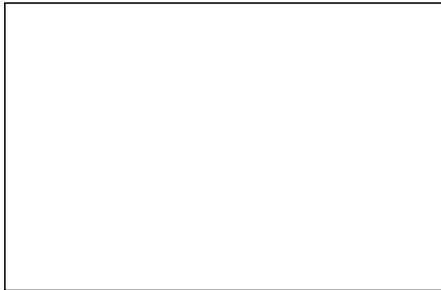
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Plaine

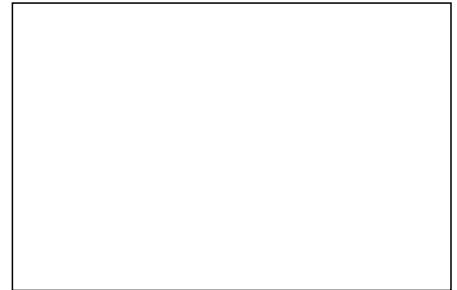


Terrain de base : plaine

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Plaine



Terrain de base : plaine

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Terrain de base : plaine

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Plaine



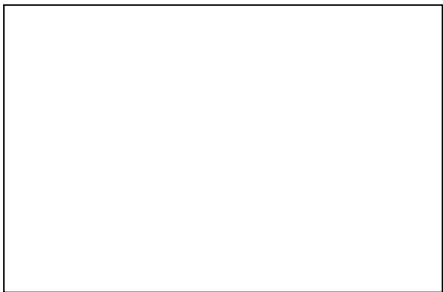
Terrain de base : plaine

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Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

C

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Reliquaire impie



Terrain : plaine et marais

R

Au moment où ce terrain arrive, vous pouvez payer 2 points de vie. Si vous ne le faites pas, il arrive engagé.

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Porte de la guilde d'Orzhov



Terrain : porte

C

Ce terrain arrive engagé.
{T} : Ajoutez {W} ou {B}.

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Tour de commandement



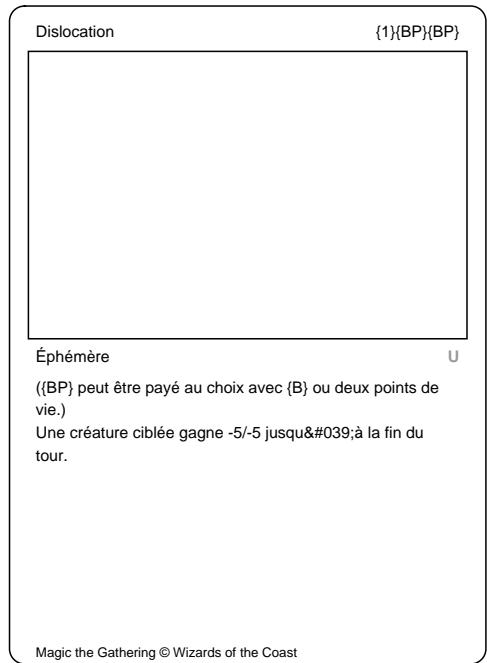
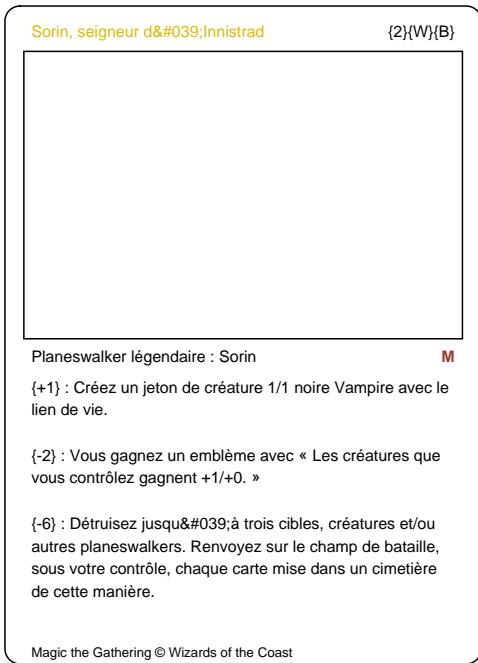
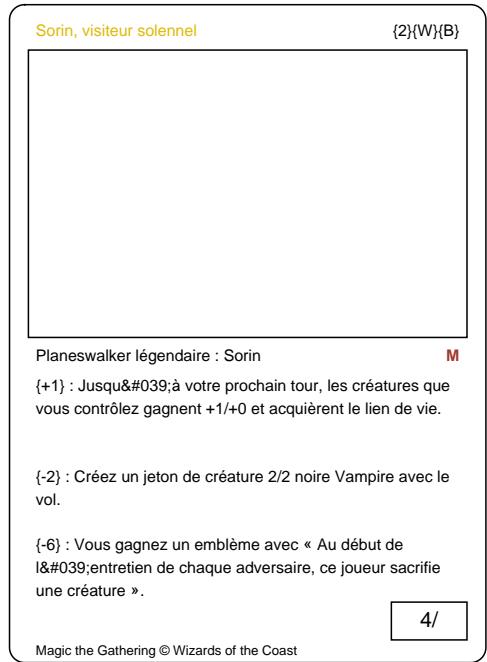
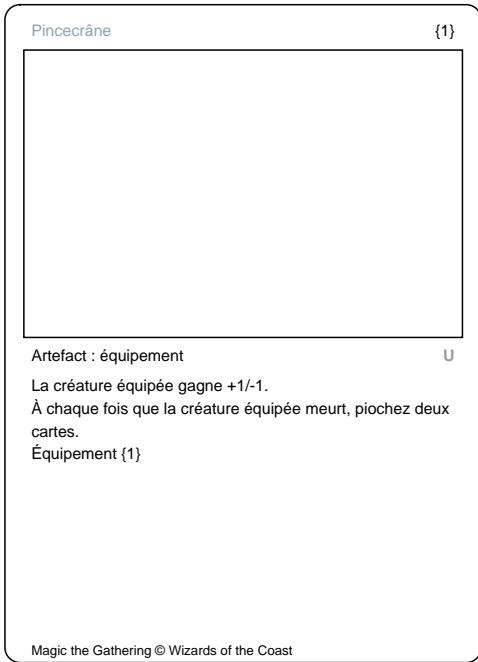
Terrain

C

{T} : Ajoutez un mana de la couleur de votre choix de l'identité couleur de votre commandant.

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Chemin vers l'exil

{W}

Éphémère

M

Exilez une créature ciblée. Son contrôleur peut chercher dans sa bibliothèque une carte de terrain de base, la mettre sur le champ de bataille engagée, puis mélanger.

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Préceptrice éclairée

{W}

Éphémère

R

Cherchez dans votre bibliothèque une carte d'artefact ou d'enchantement, révélez-la, puis mélangez et mettez cette carte au dessus.

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Condamnation

{W}

Éphémère

U

Mettez une créature attaquante ciblée au-dessous de la bibliothèque de son propriétaire. Son contrôleur gagne un nombre de points de vie égal à son endurance.

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Retour au pays

{W}

Éphémère

U

Exilez une créature ciblée. Son contrôleur gagne un nombre de points de vie égal à sa force.

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