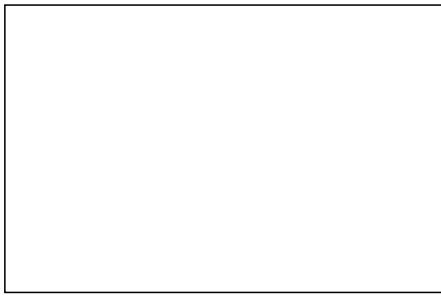


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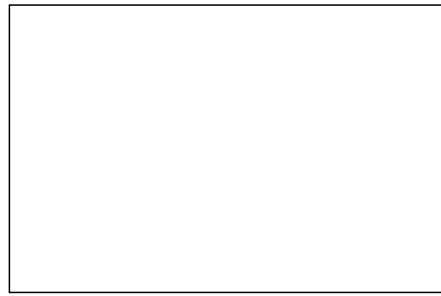
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Forêt



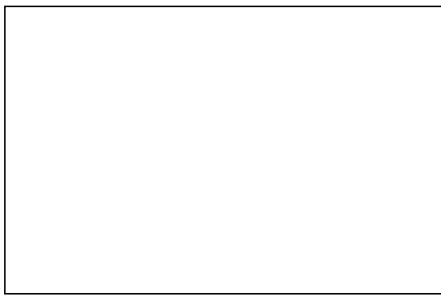
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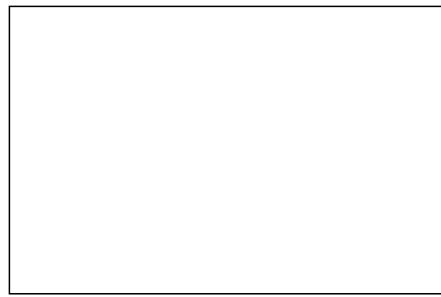
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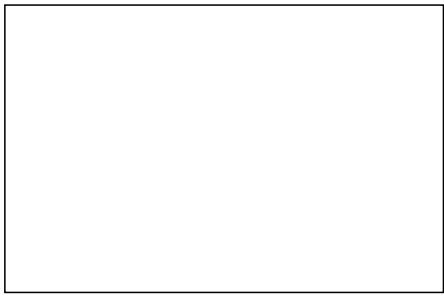
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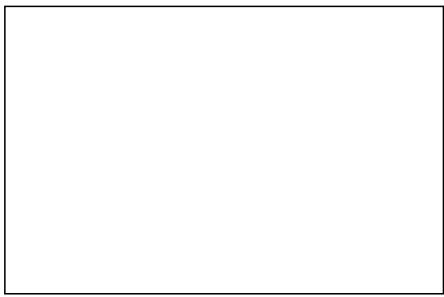
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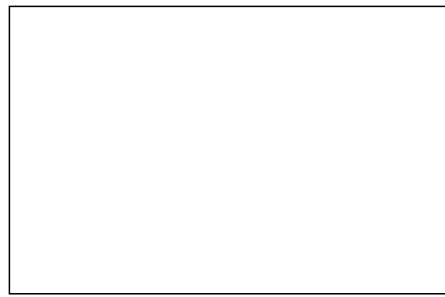
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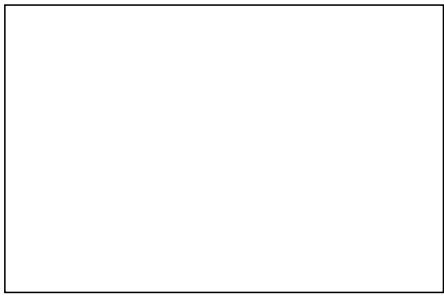
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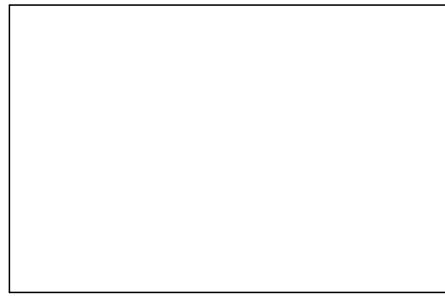
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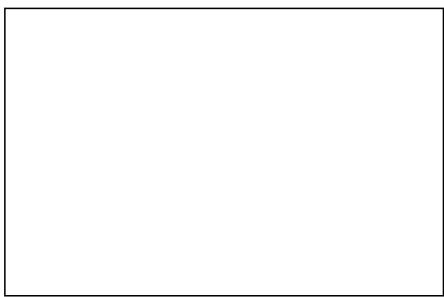
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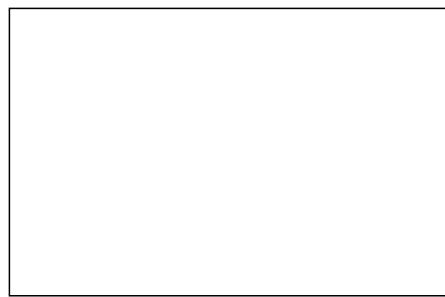
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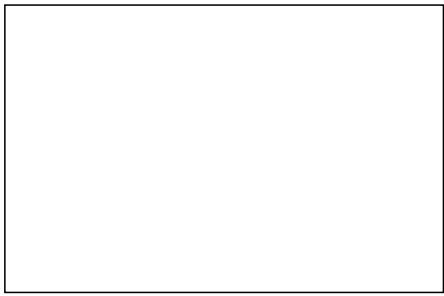
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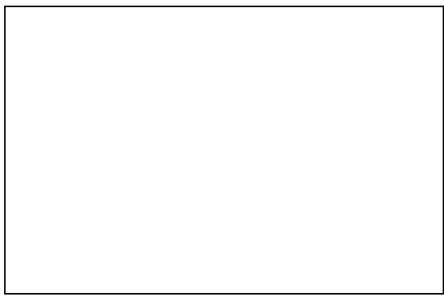
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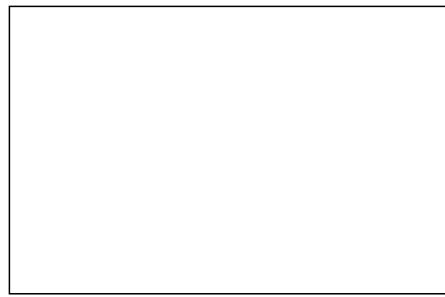
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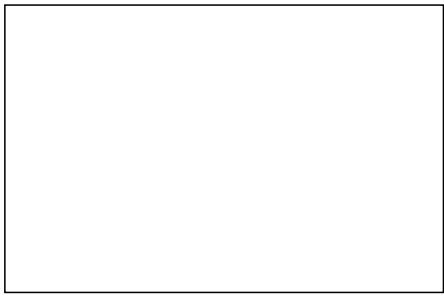
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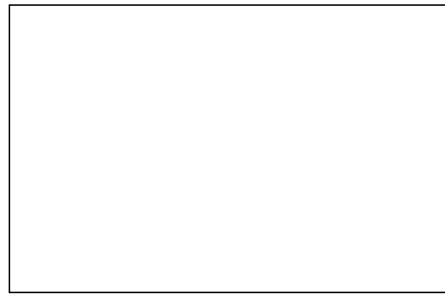
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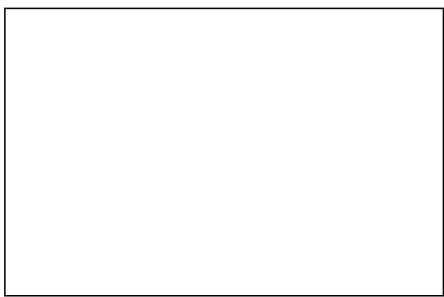
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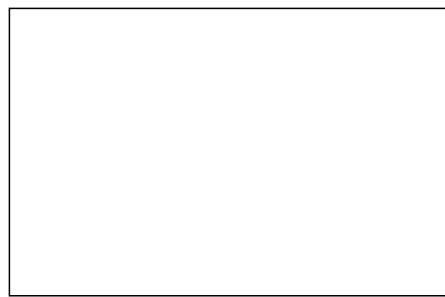
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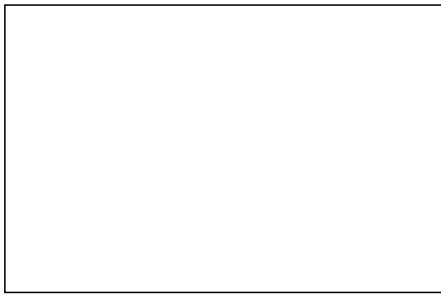
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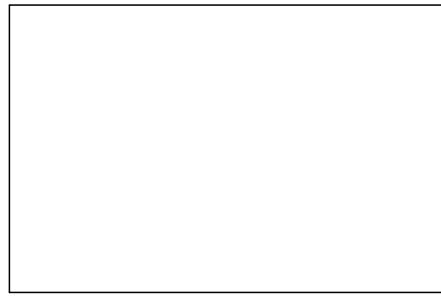
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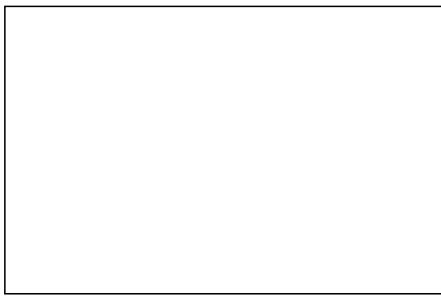
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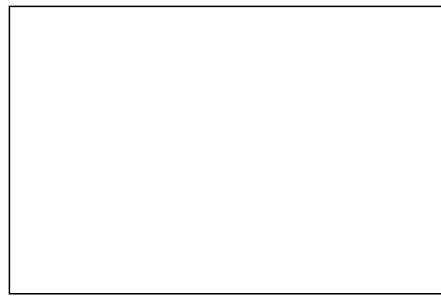
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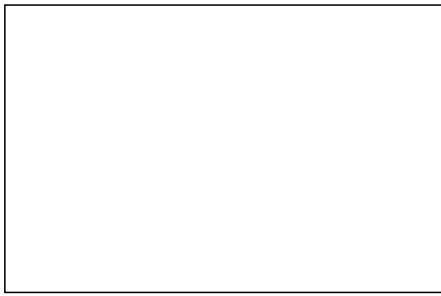
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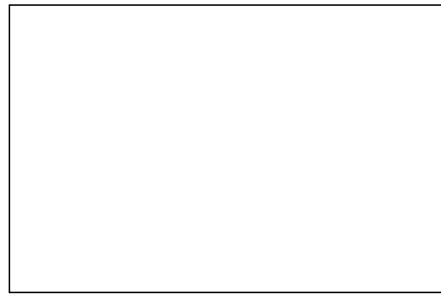
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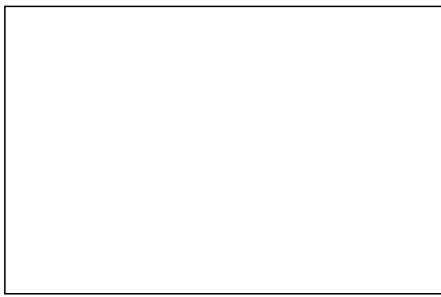
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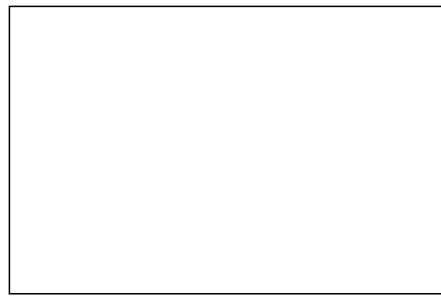
Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Jungle épaisse

Terrain

U

La Jungle épaisse arrive sur le champ de bataille engagée.

Quand la Jungle épaisse arrive sur le champ de bataille, sacrifiez-la à moins de renvoyer une forêt dégagée que vous contrôlez dans la main de son propriétaire.

{T} : Ajoutez {C}{G}.

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Pavillon de Brinbois

Terrain

U

{T} : Ajoutez {C}.

{G}, {T} : Dégagez un elfe ciblé.

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Oran-Rief, le Vastebois

Terrain

R

Oran-Rief, le Vastebois arrive sur le champ de bataille engagé.

{T} : Ajoutez {G}.

{T} : Mettez un marqueur +1/+1 sur chaque créature verte qui est arrivée sur le champ de bataille ce tour-ci.

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Pendelhavre

Terrain légendaire

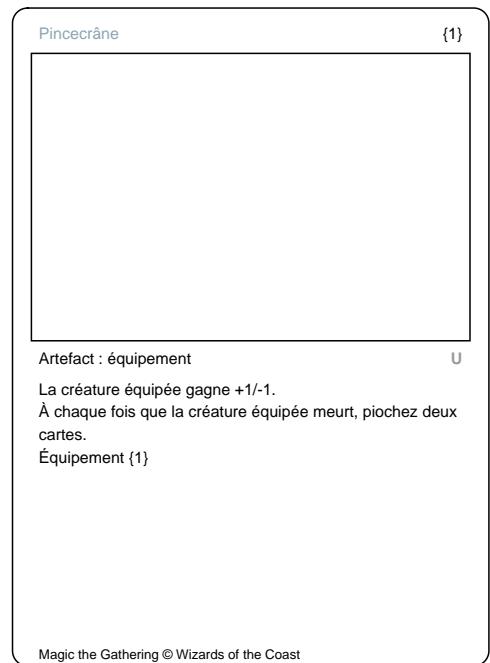
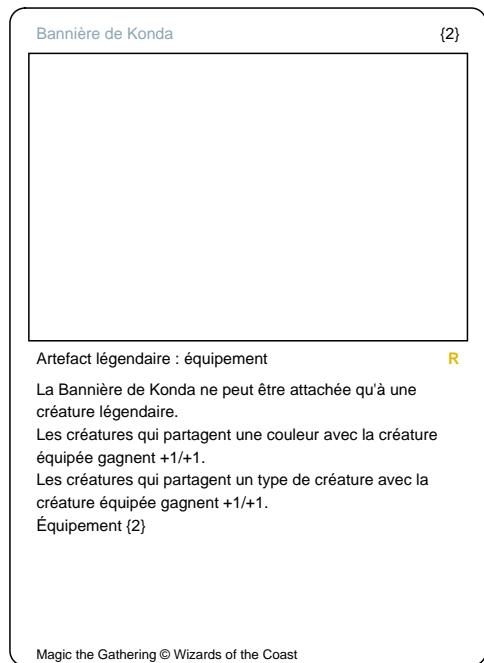
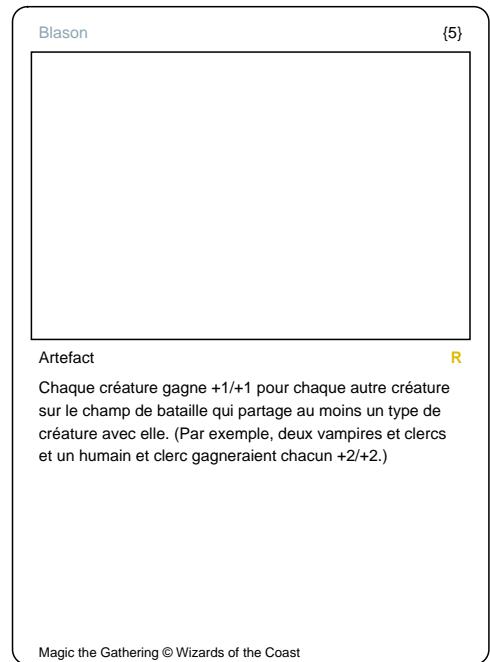
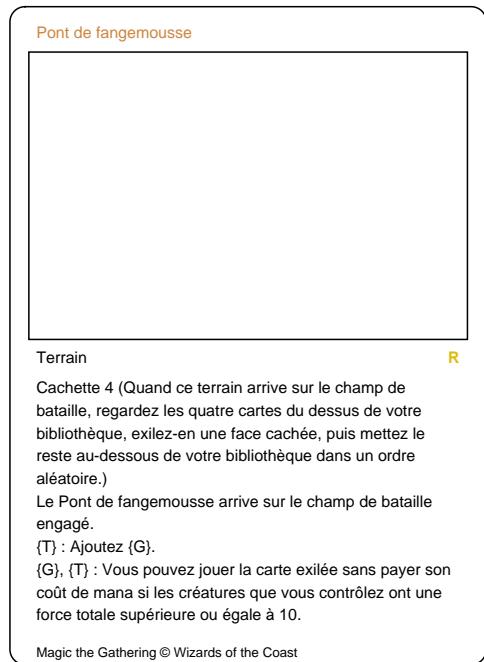
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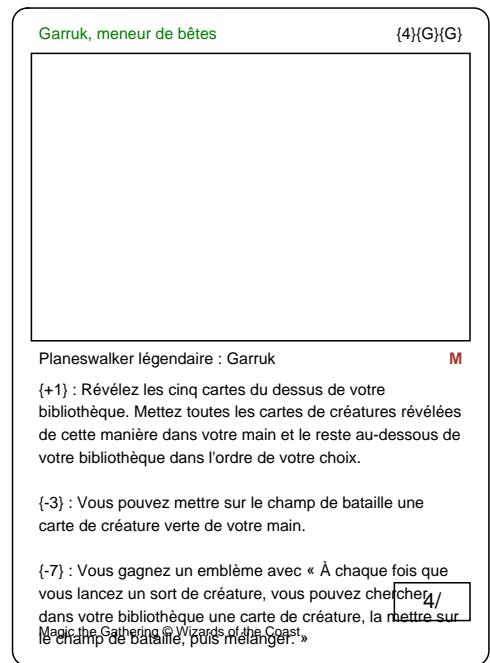
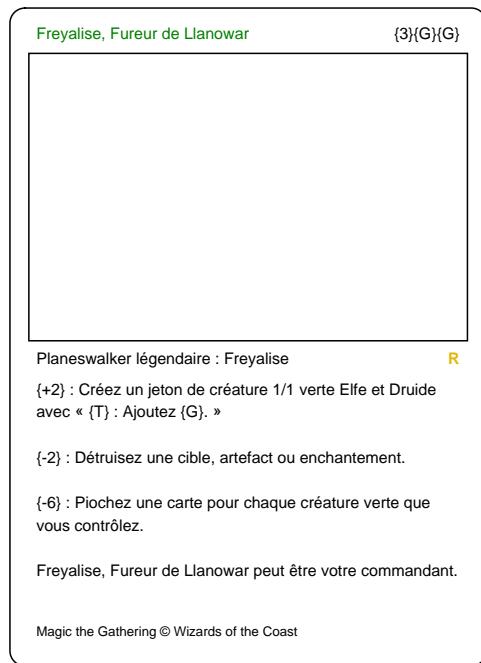
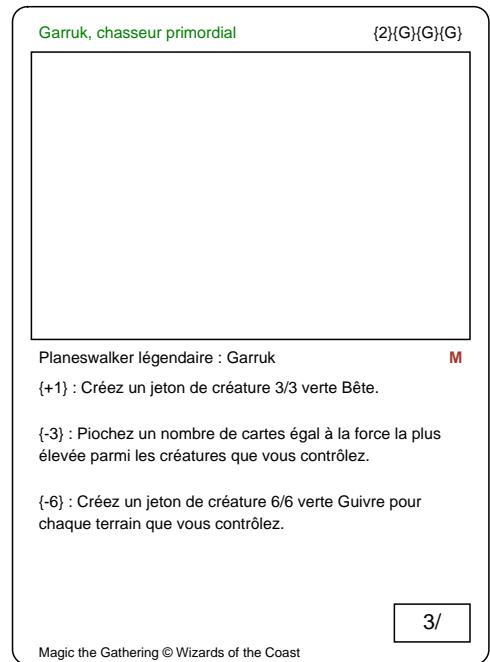
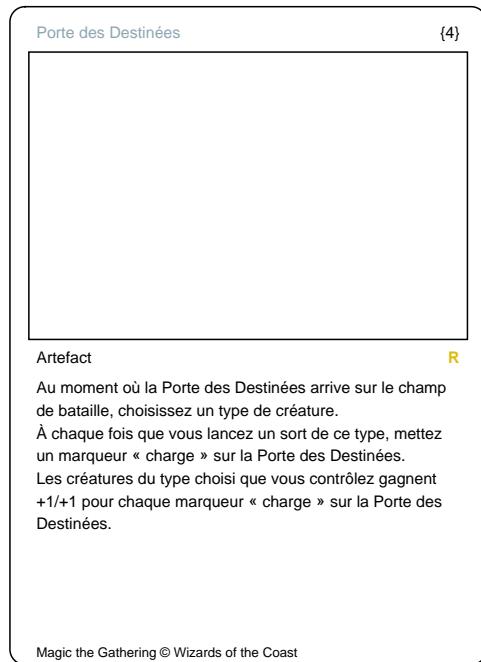
{T} : Ajoutez {G}.

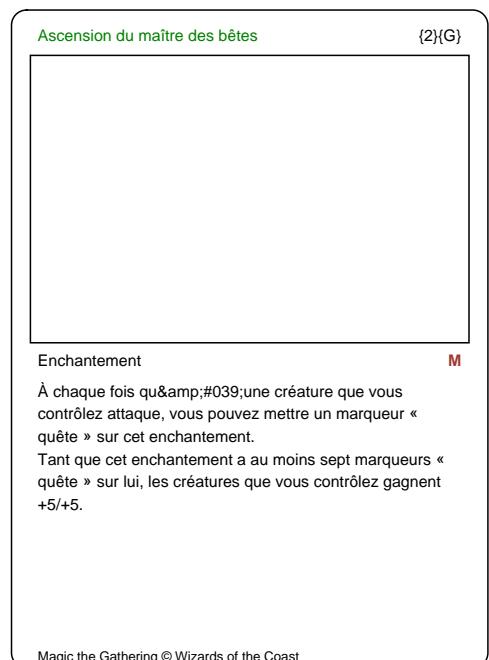
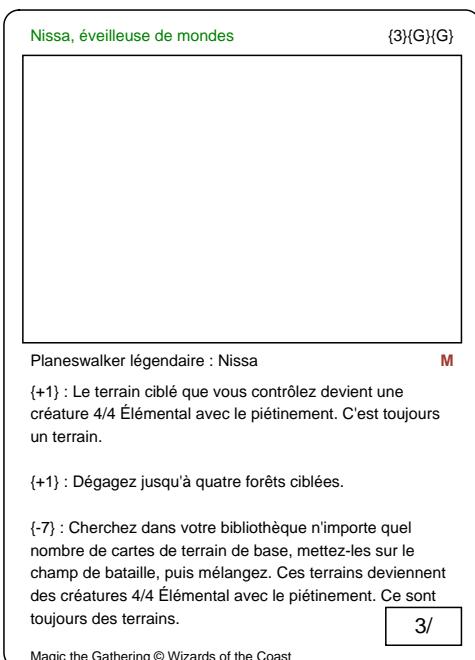
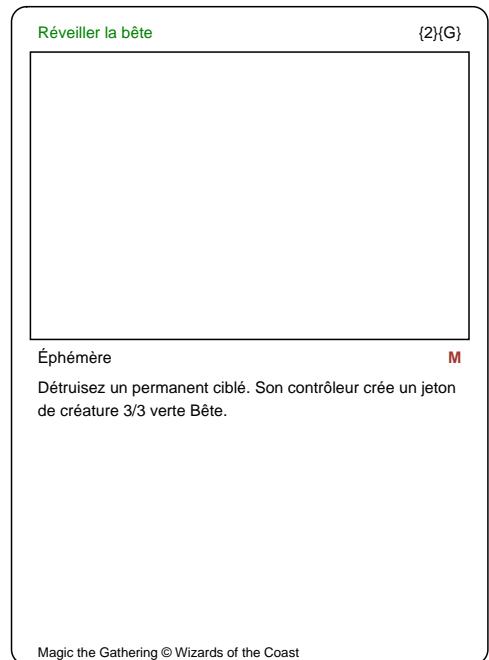
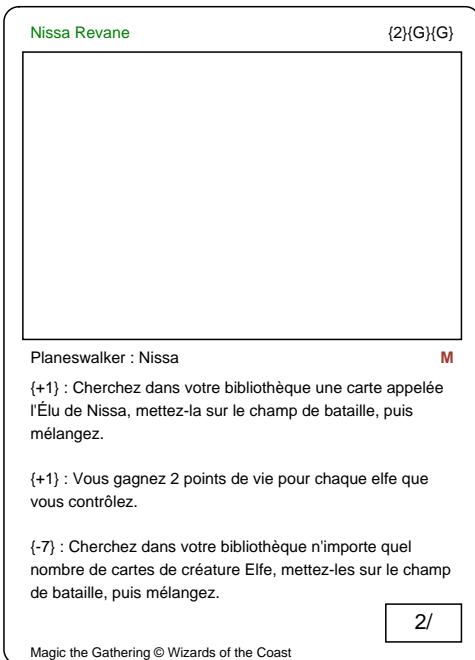
{T} : Une créature 1/1 ciblée gagne +1/+2 jusqu'à la fin du tour.

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Bibliothèque sylvestre

{1}{G}

Enchantement

R

Au début de votre étape de pioche, vous pouvez piocher deux cartes supplémentaires. Si vous faites ainsi, choisissez deux cartes de votre main que vous avez piochées ce tour-ci. Pour chacune de ces cartes, payez 4 points de vie ou mettez la carte au-dessus de votre bibliothèque.

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Le palais des gemmes

{1}{G}{G}

Enchantement du monde

R

Au début de l'entretien de chaque joueur, ce joueur choisit une couleur. Jusqu'à la fin du tour, les terrains engagés pour du mana produisent du mana de la couleur choisie à la place de n'importe quelle autre couleur.

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Chant des dryades

{2}{G}

Enchantement : aura

R

Enchanter : permanent

Le permanent enchanté est un terrain Forêt incolore.

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Lignification

{1}{G}

Enchantement tribal : sylvin et aura

C

Enchanter : créature

La créature enchantée est un sylvin avec une force et une endurance de base de 0/4 et perd toutes ses capacités.

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