

Horreur dauthie

{1}{B}

Créature : dauthi et horreur

C

Distorsion

L&#039;Horreur Dauthie ne peut pas être bloquée par des créatures blanches.

2/1

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Maraudeur dauthi

{2}{B}

Créature : dauthi et mignon

C

Distorsion.

3/1

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Maraudeur dauthi

{2}{B}

Créature : dauthi et mignon

C

Distorsion.

3/1

Magic the Gathering © Wizards of the Coast

Maraudeur dauthi

{2}{B}

Créature : dauthi et mignon

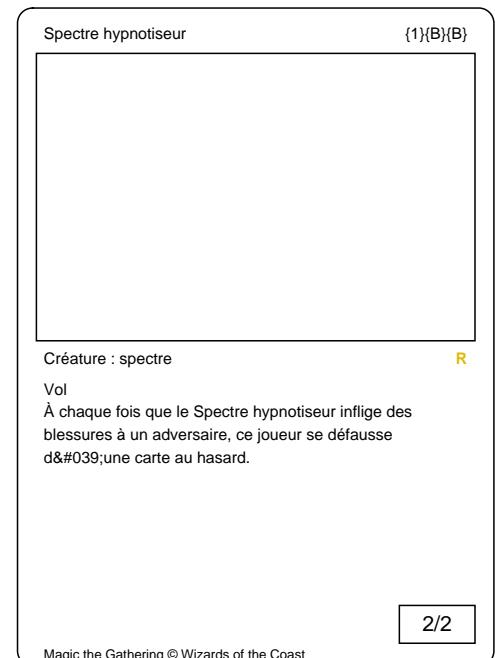
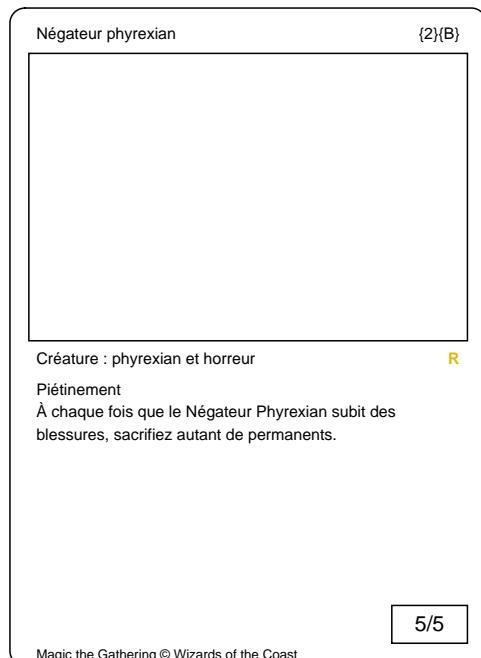
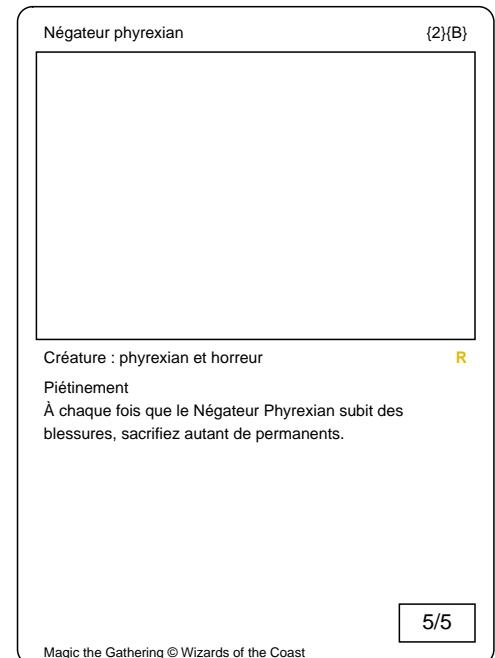
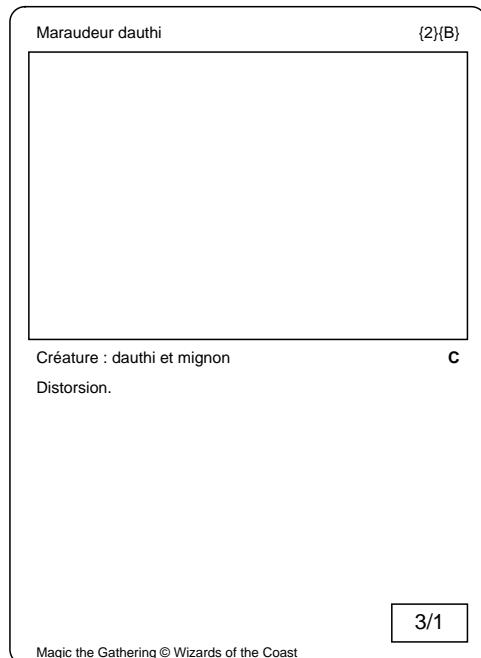
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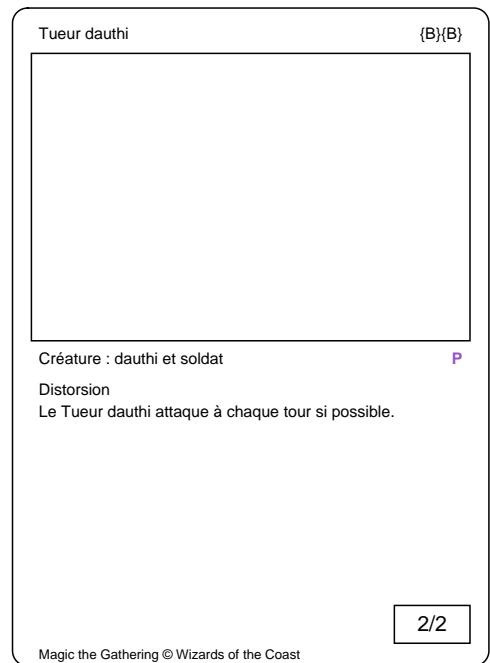
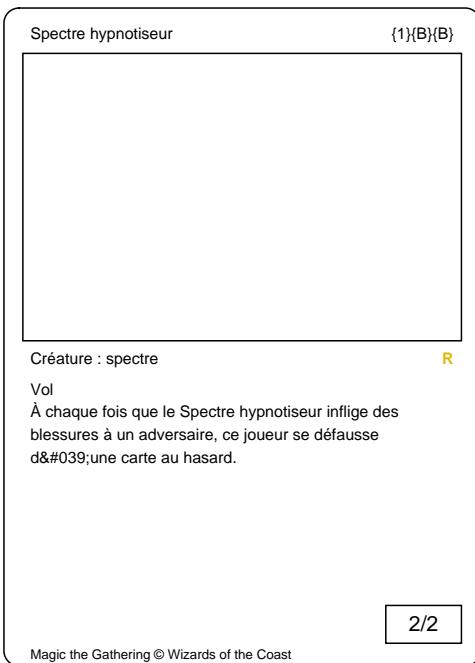
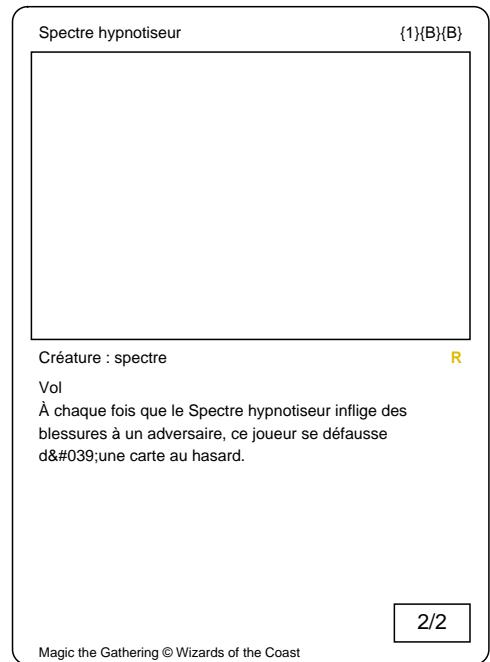
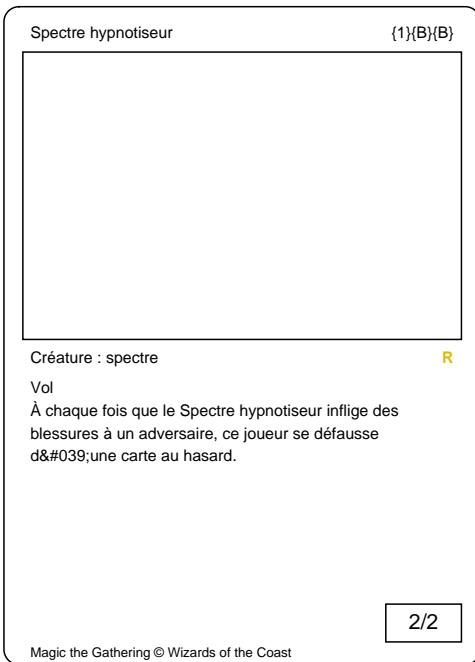
Distorsion.

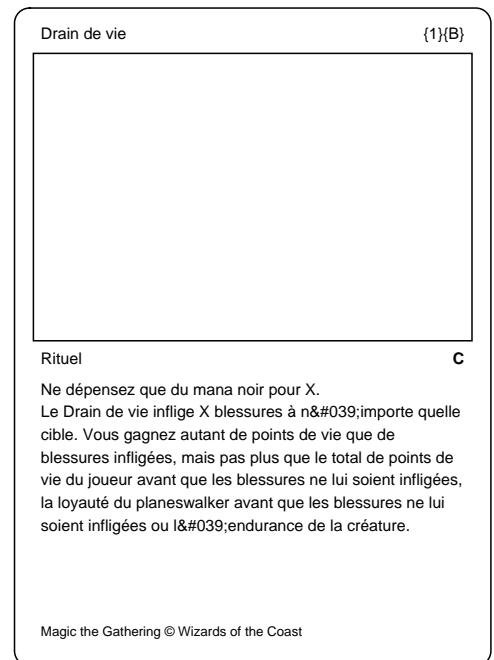
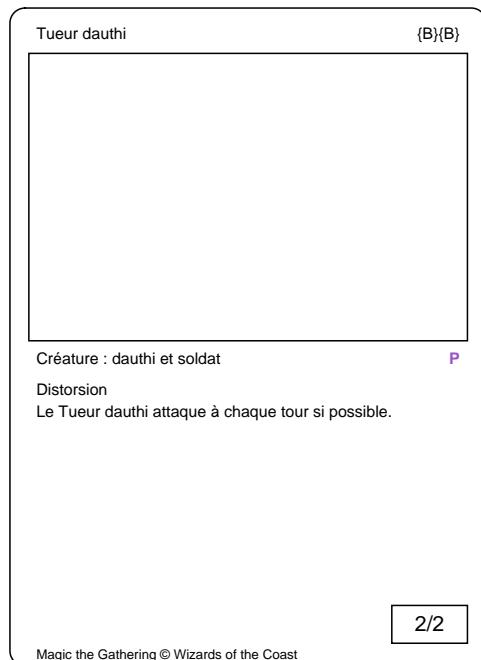
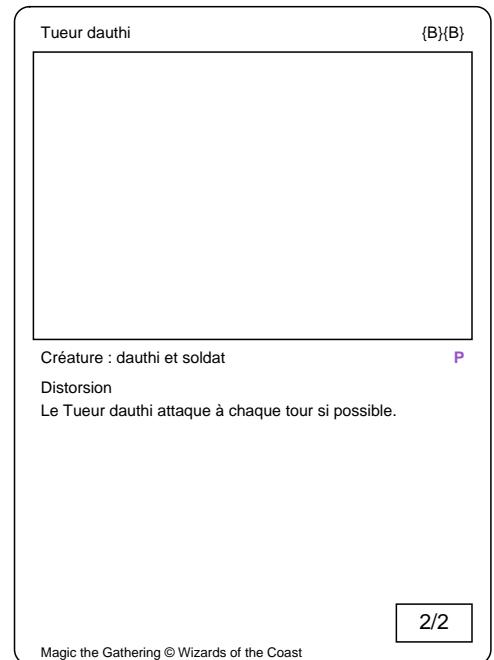
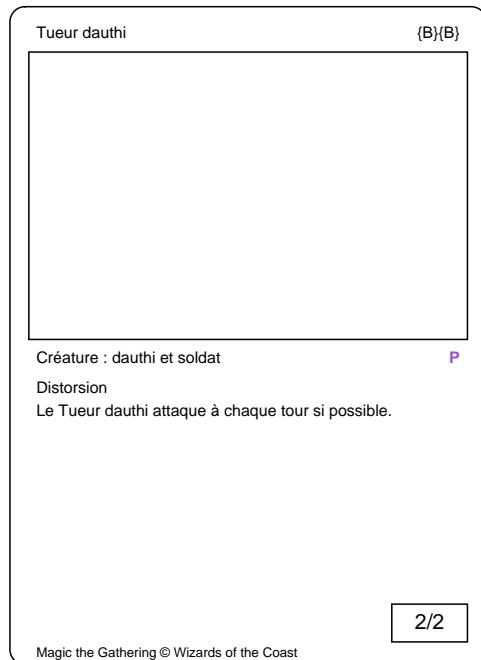
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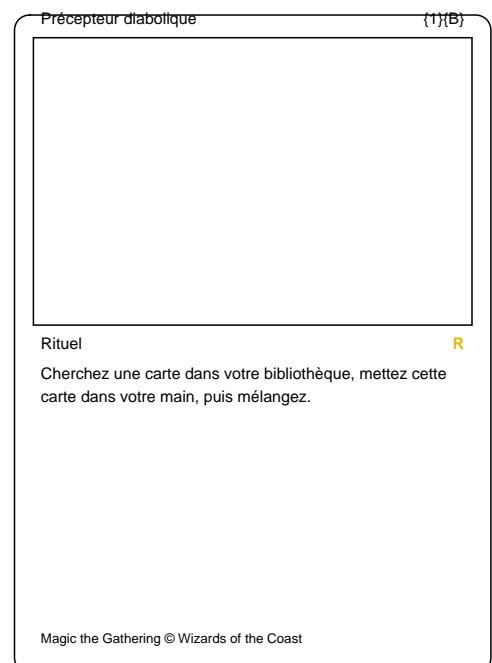
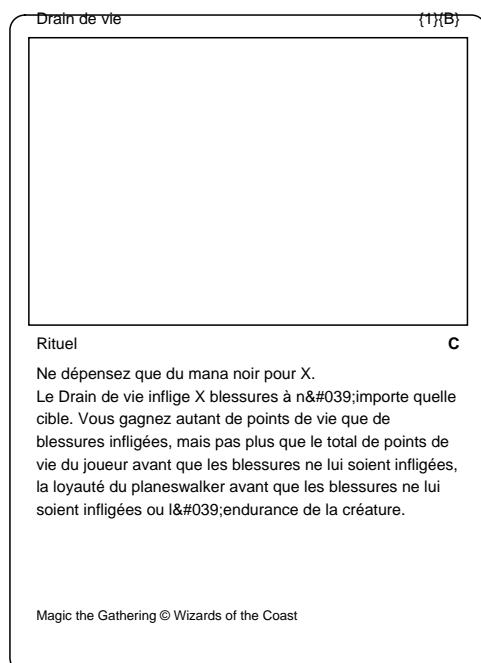
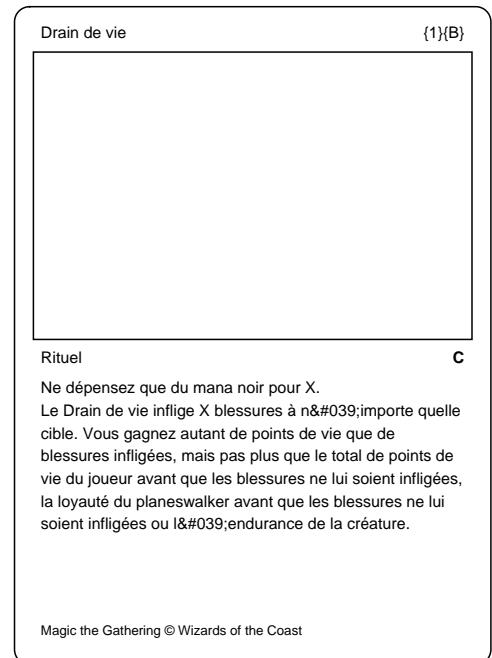
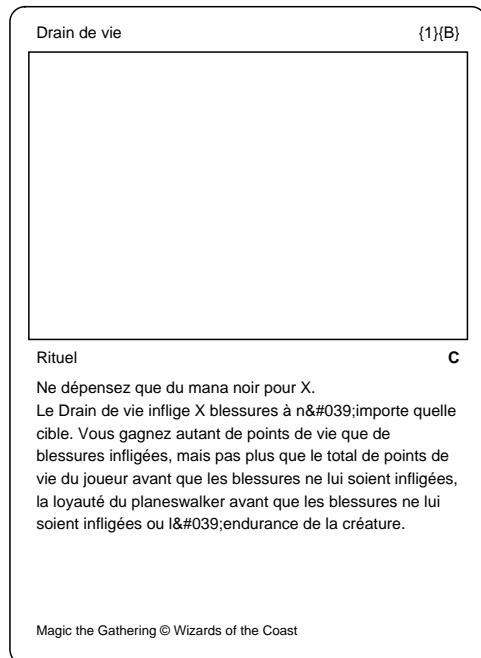
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Lac de la mort



Terrain

R

Si le Lac de la mort devait arriver sur le champ de bataille, sacrifiez un marais à la place. Si vous faites ainsi, mettez le Lac de la mort sur le champ de bataille. Si vous ne le faites pas, mettez-le dans le cimetière de son propriétaire.

{T} : Ajoutez {B}.

{T}, sacrifiez un marais : Ajoutez {B}{B}{B}{B}.

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Marais



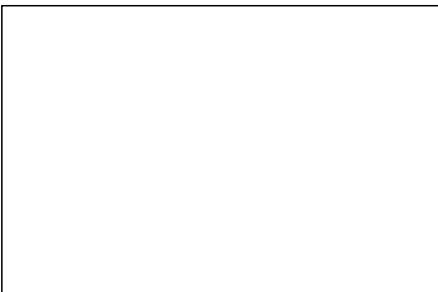
Terrain de base : marais

C

{B}

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Lac de la mort



Terrain

R

Si le Lac de la mort devait arriver sur le champ de bataille, sacrifiez un marais à la place. Si vous faites ainsi, mettez le Lac de la mort sur le champ de bataille. Si vous ne le faites pas, mettez-le dans le cimetière de son propriétaire.

{T} : Ajoutez {B}.

{T}, sacrifiez un marais : Ajoutez {B}{B}{B}{B}.

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Marais



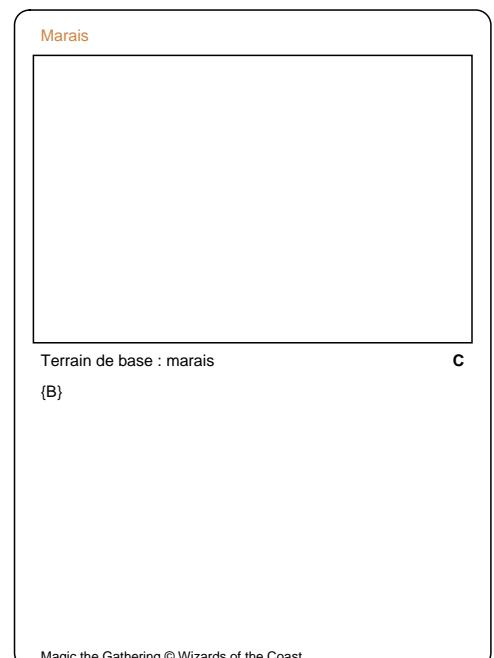
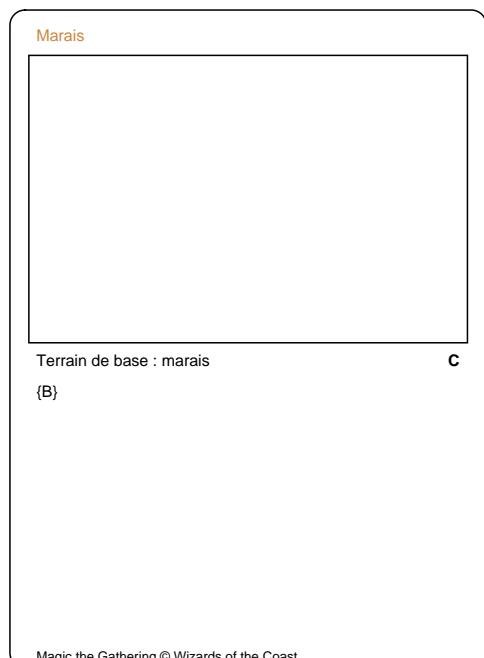
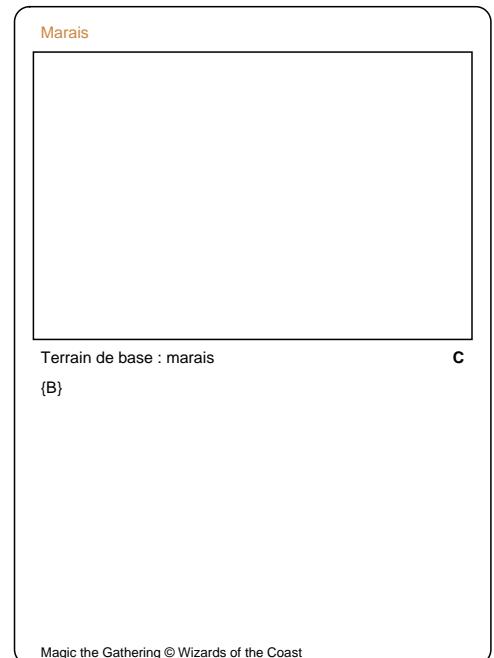
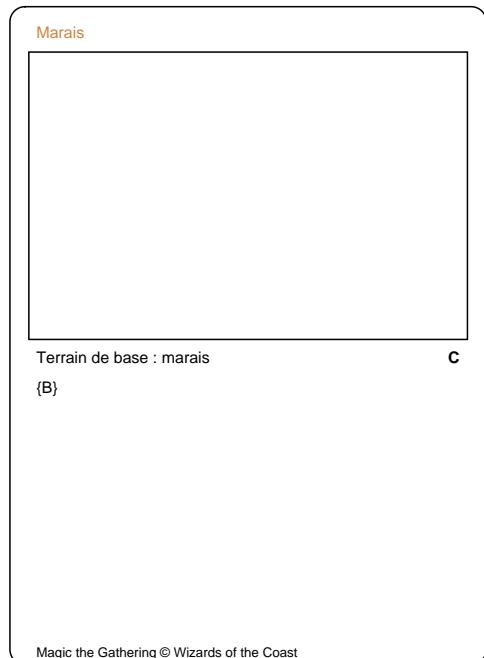
Terrain de base : marais

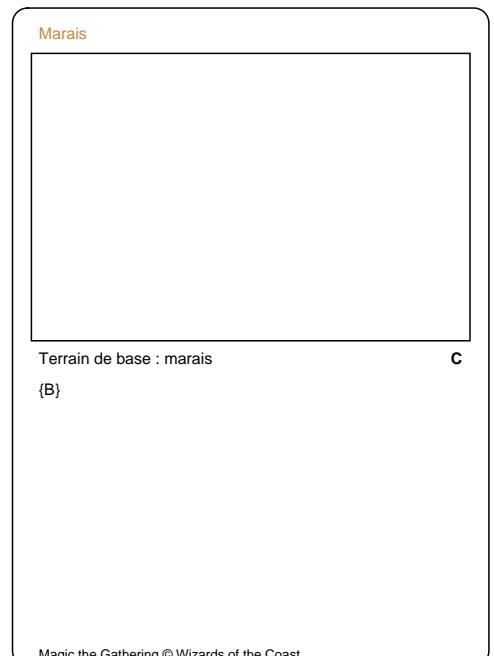
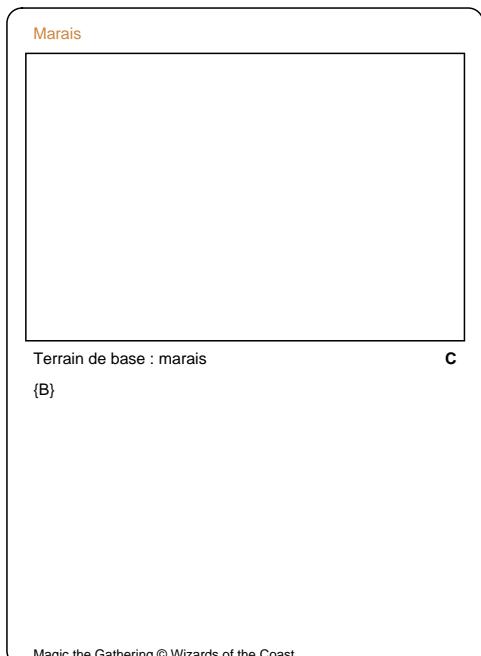
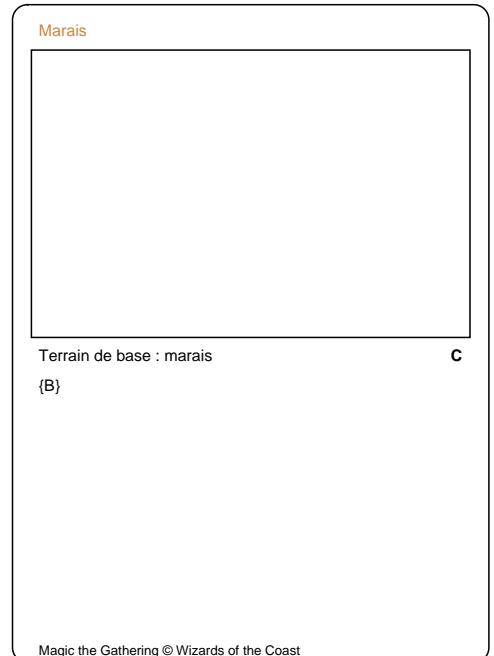
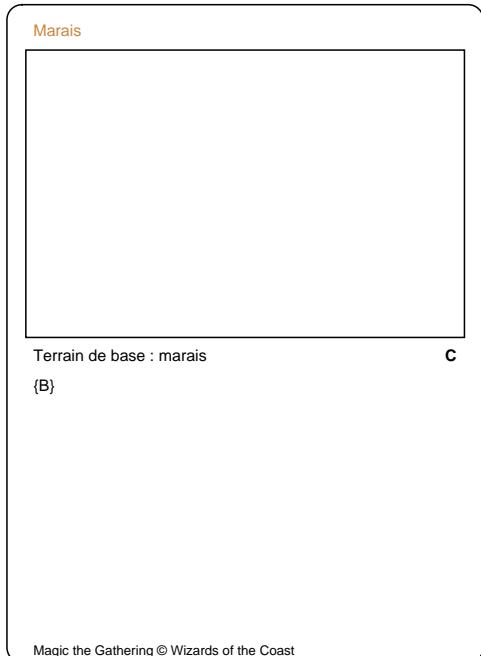
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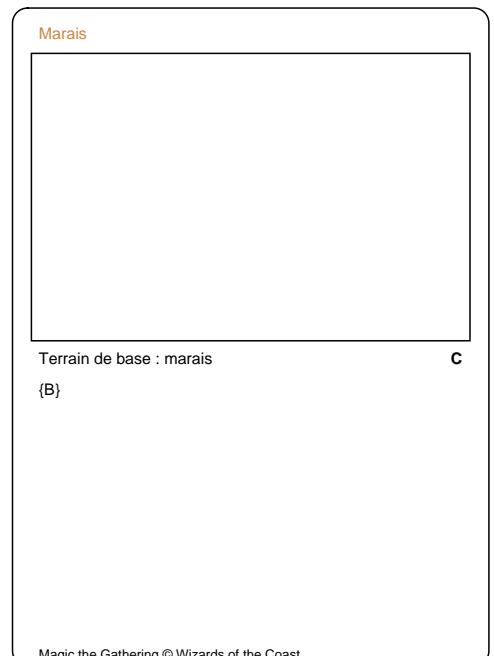
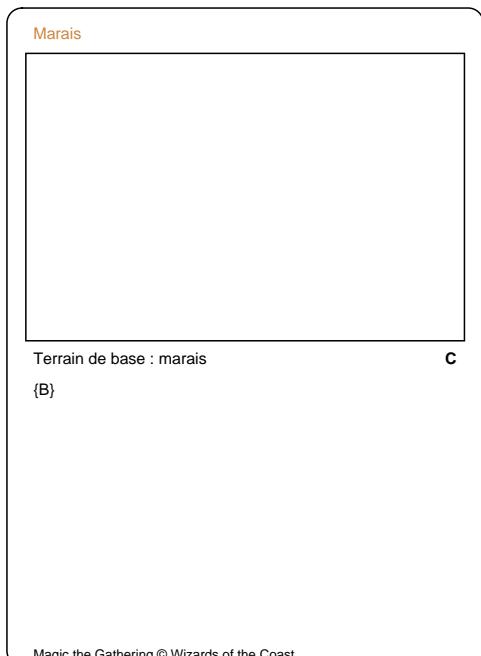
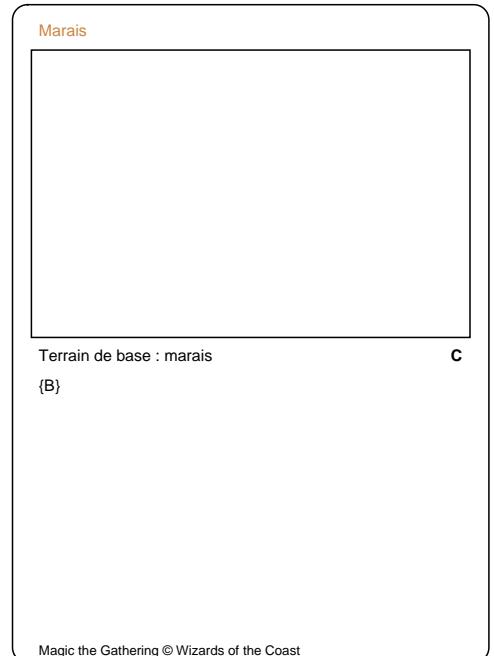
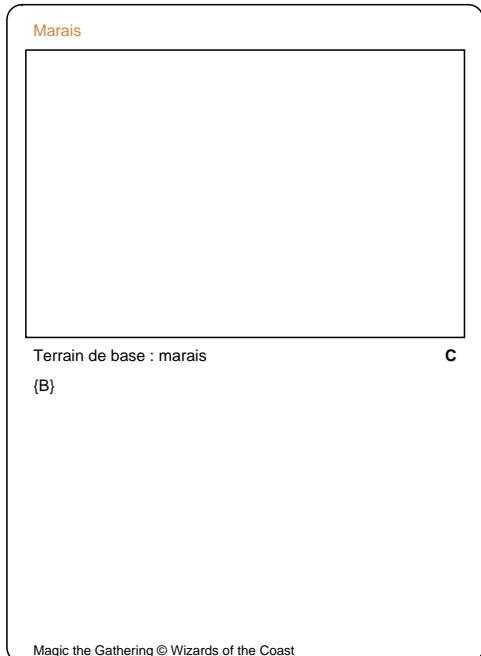
{B}

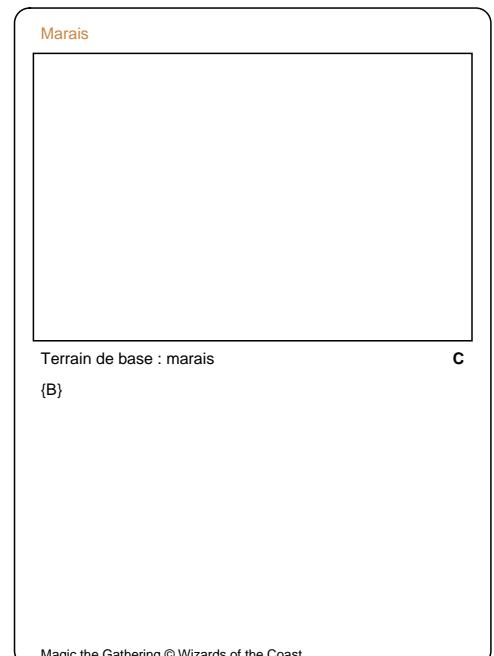
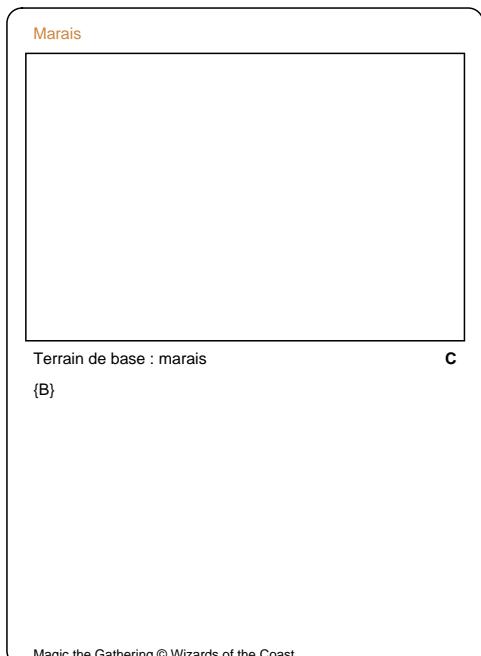
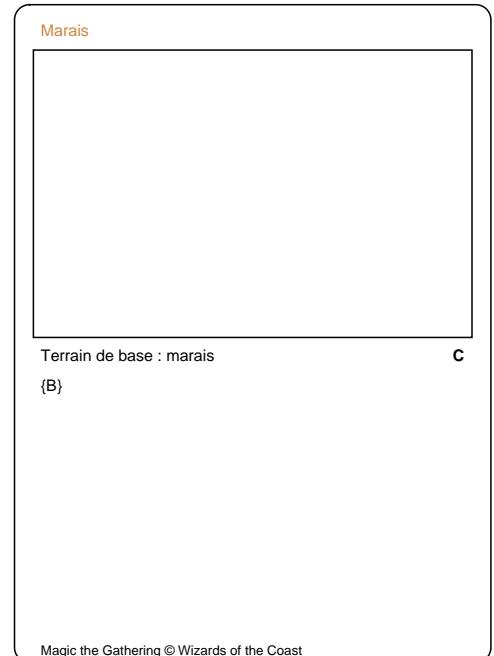
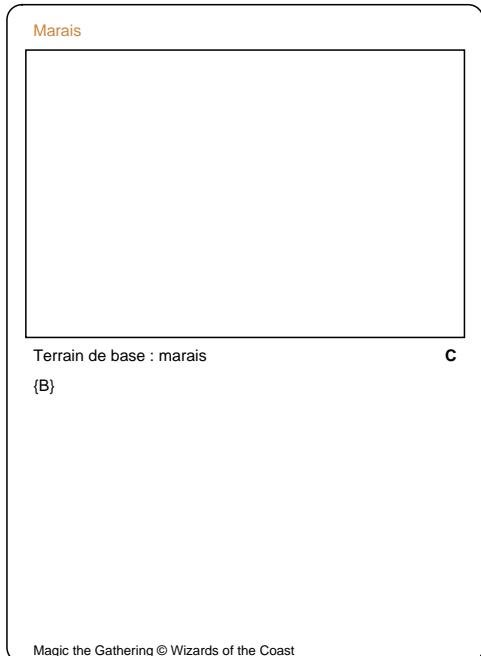
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Emprise des ténèbres

{B}{B}



Éphémère

C

Une créature ciblée gagne -4/-4 jusqu'à la fin du tour.

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Emprise des ténèbres

{B}{B}



Éphémère

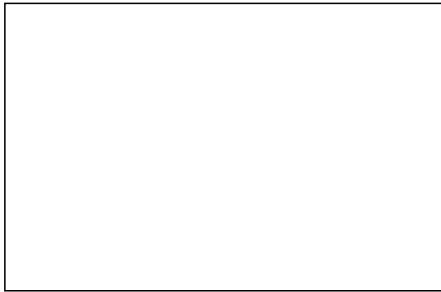
C

Une créature ciblée gagne -4/-4 jusqu'à la fin du tour.

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Emprise des ténèbres

{B}{B}



Éphémère

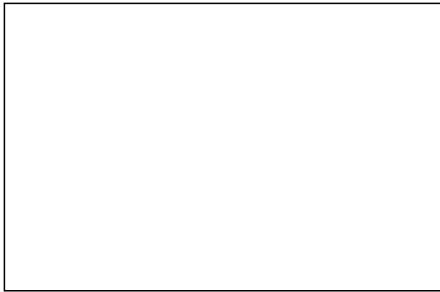
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Une créature ciblée gagne -4/-4 jusqu'à la fin du tour.

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Emprise des ténèbres

{B}{B}



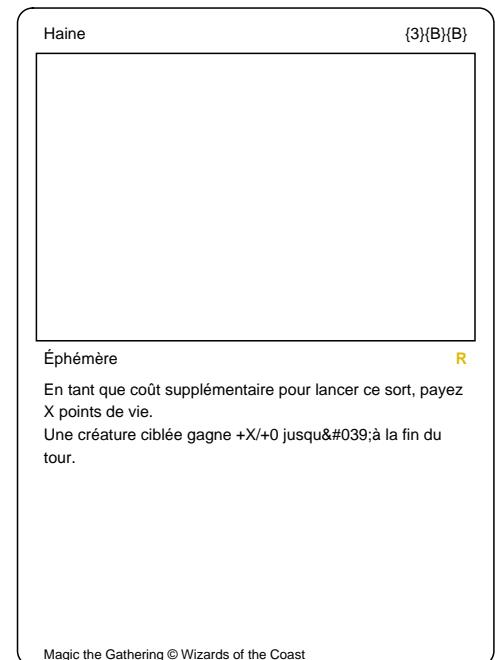
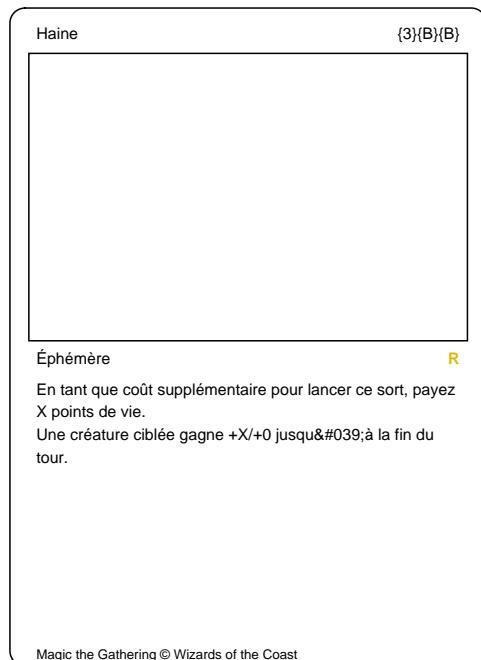
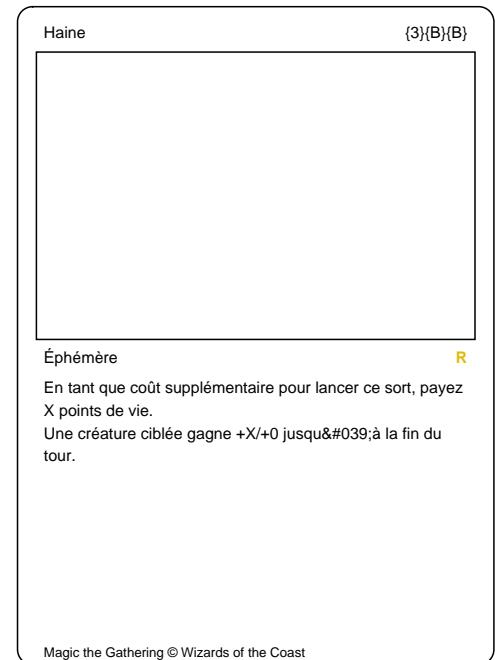
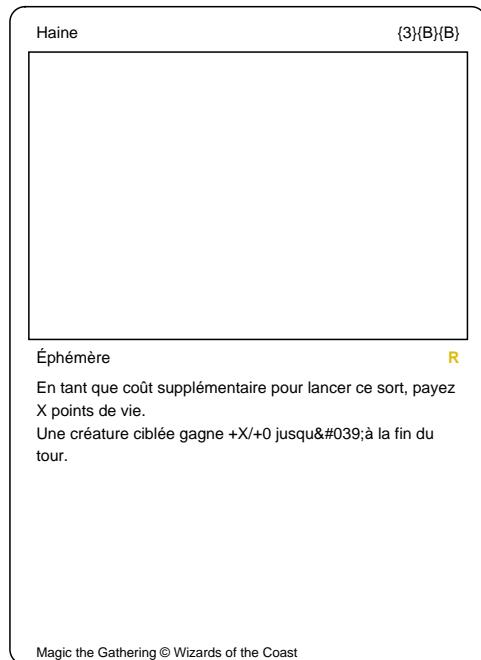
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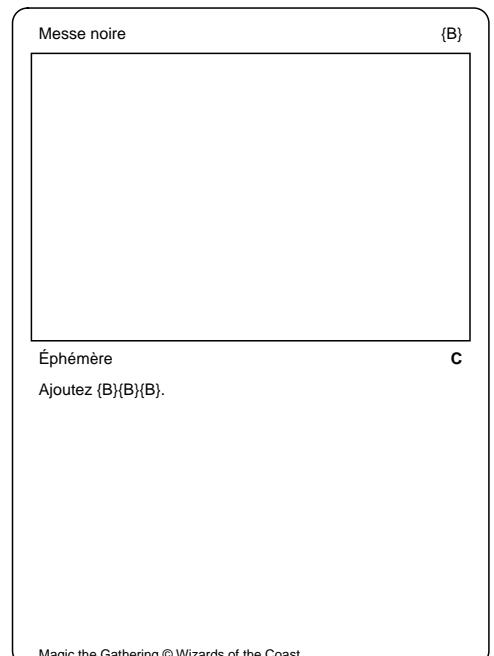
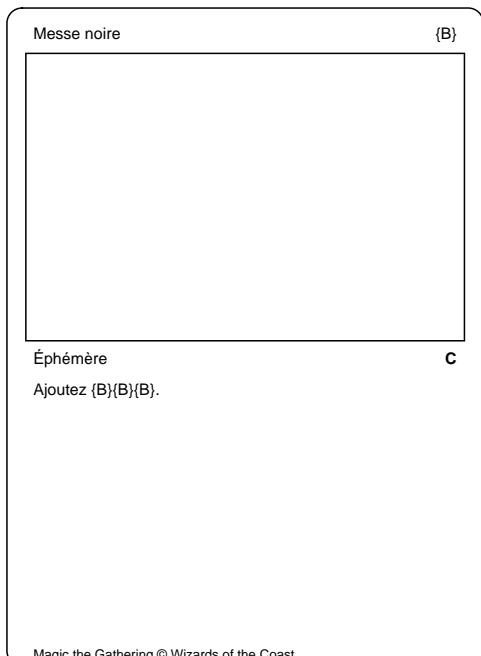
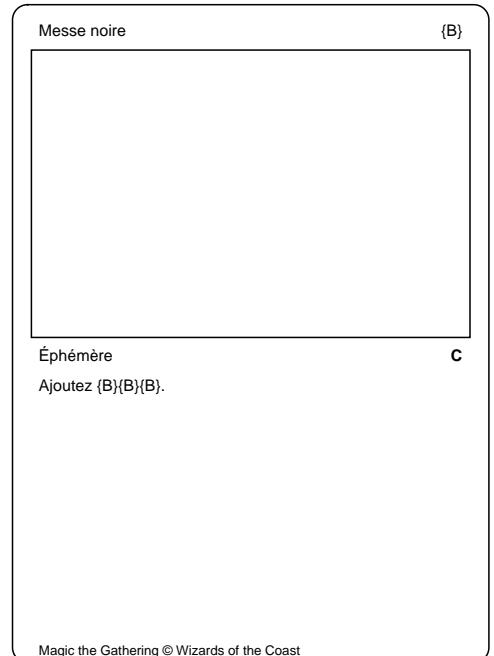
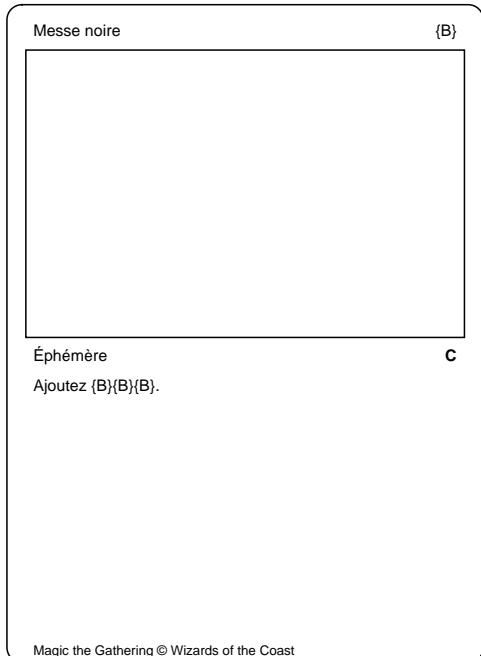
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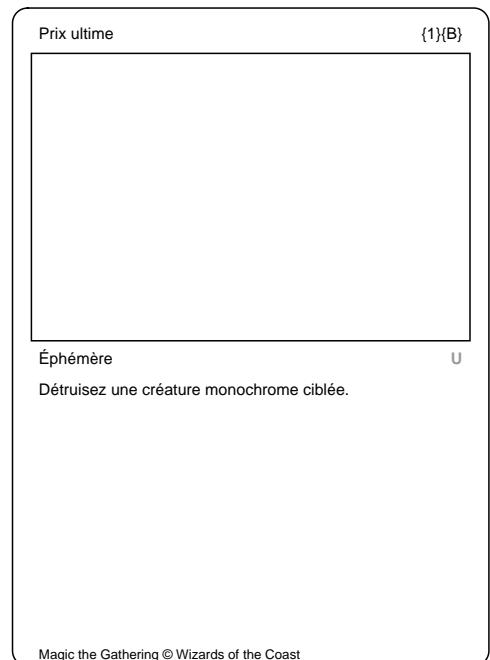
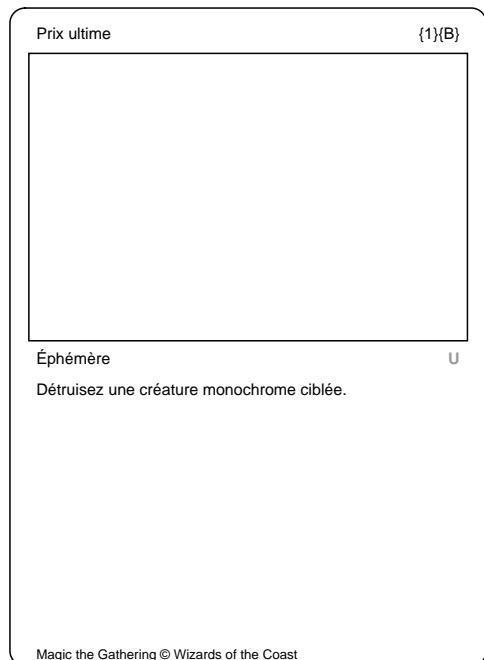
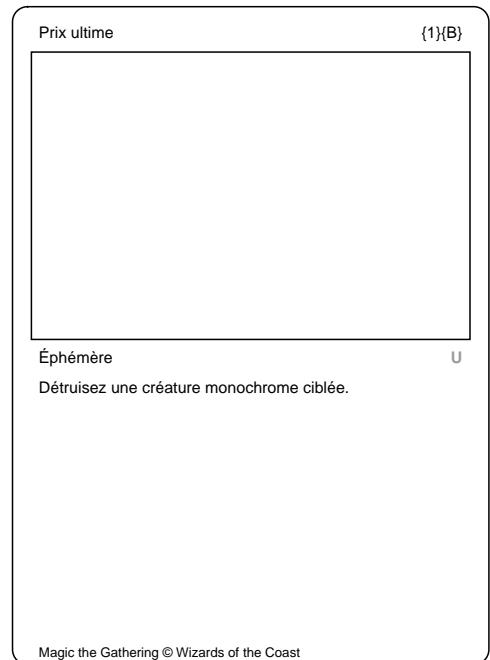
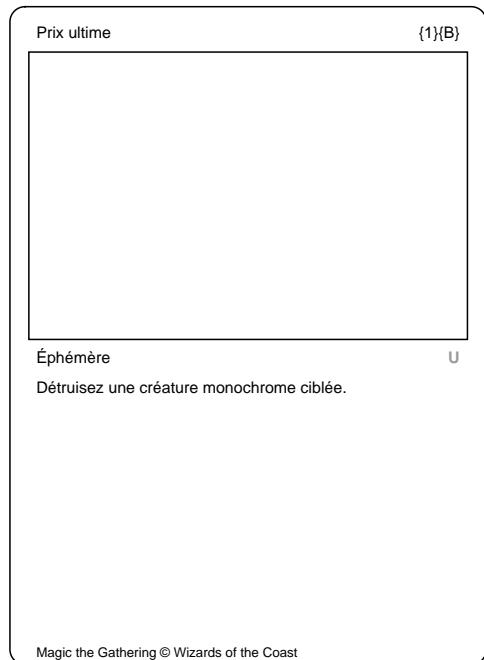
Une créature ciblée gagne -4/-4 jusqu'à la fin du tour.

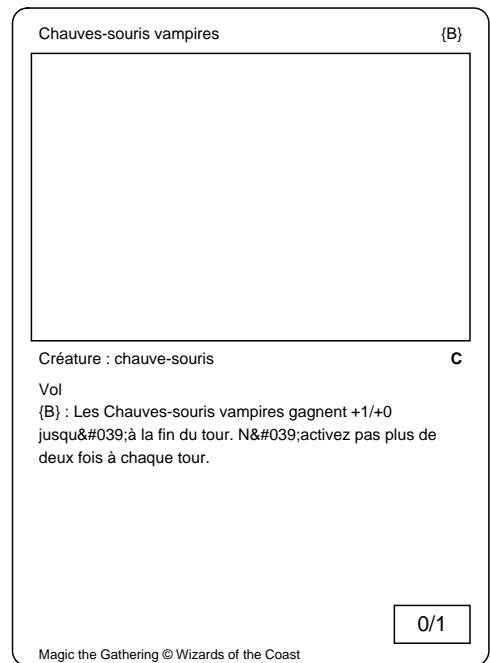
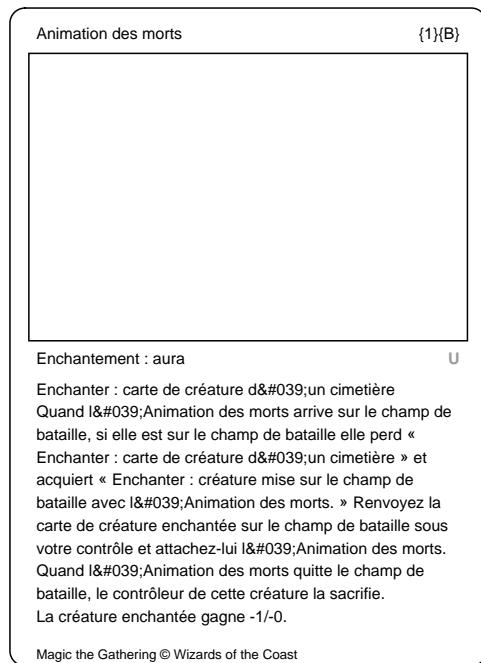
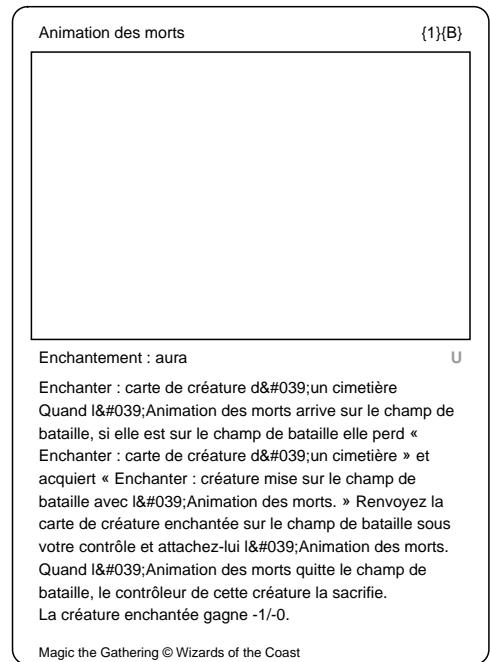
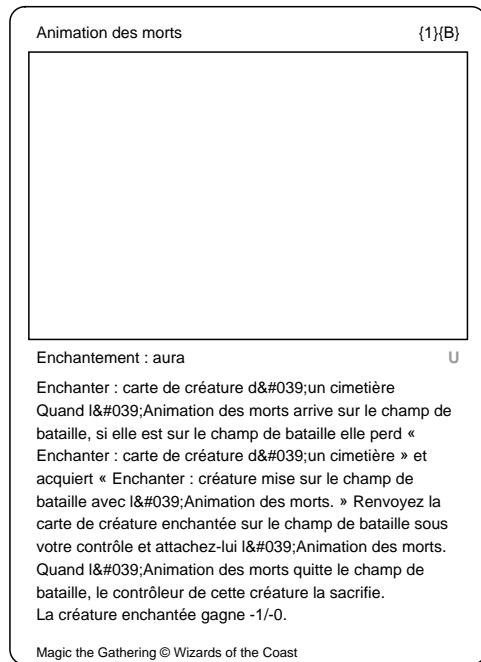
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Chauves-souris vampires

{B}

Créature : chauve-souris

C

Vol

{B} : Les Chauves-souris vampires gagnent +1/+0 jusqu'à la fin du tour. N'activez pas plus de deux fois à chaque tour.

0/1

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Diablotin flétri

{B}{B}

Créature : diablotin

C

Vol

Quand le Diablotin flétri arrive sur le champ de bataille, vous perdez 2 points de vie.

2/2

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Diablotin flétri

{B}{B}

Créature : diablotin

C

Vol

Quand le Diablotin flétri arrive sur le champ de bataille, vous perdez 2 points de vie.

2/2

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Terreur

{1}{B}

Éphémère

C

Détrouisez une créature non-artefact, non-noire ciblée. Elle ne peut pas être régénérée.

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