

Voyante sanguage

{2}{U}



Créature : élémental et sorcier

C

Vol

Quand la Voyante sanguage arrive sur le champ de bataille, piochez une carte.

2/1

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Écrits ailés

{2}{U}



Rituel

C

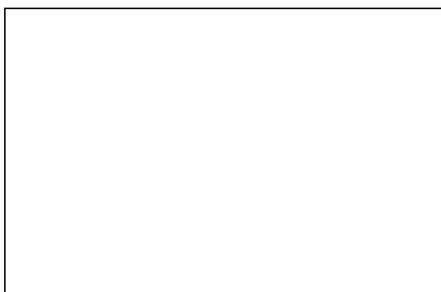
Ce sort coûte {1} de moins à lancer si vous contrôlez une créature avec le vol.

Piochez deux cartes.

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Blâme du fleuve

{4}{U}{U}



R

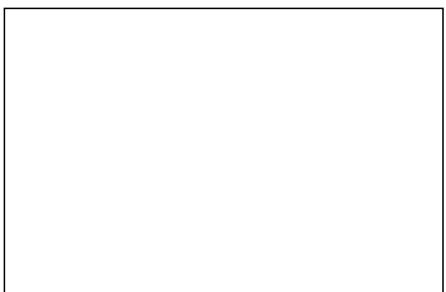
Rituel

Renvoyez tous les permanents non-terrain qu'un joueur ciblé contrôle dans la main de leur propriétaire.

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Écrits ailés

{2}{U}



Rituel

C

Ce sort coûte {1} de moins à lancer si vous contrôlez une créature avec le vol.

Piochez deux cartes.

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Émergence des vagues

{5}{U}

Rituel

R

Créez un jeton de créature 2/2 noire Zombie engagé pour chaque carte d'éphémère et de rituel dans votre cimetière.

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Île

Terrain de base : île

{U}

C

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Spirale captivante

{4}{U}{U}

Rituel

U

Renvoyez jusqu'à trois créatures ciblées dans les mains de leurs propriétaires.

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Île

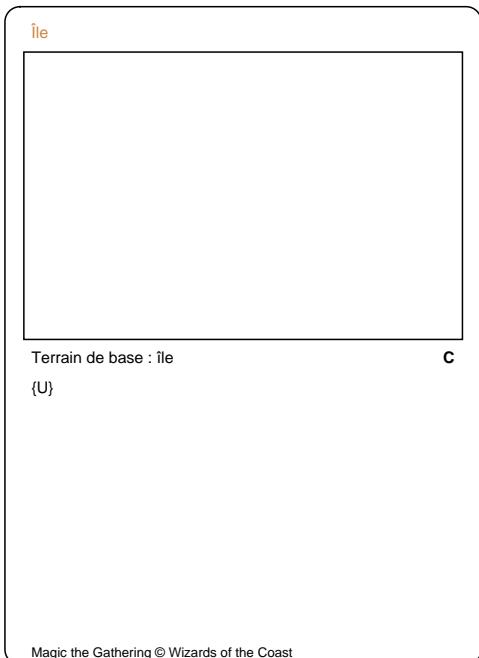
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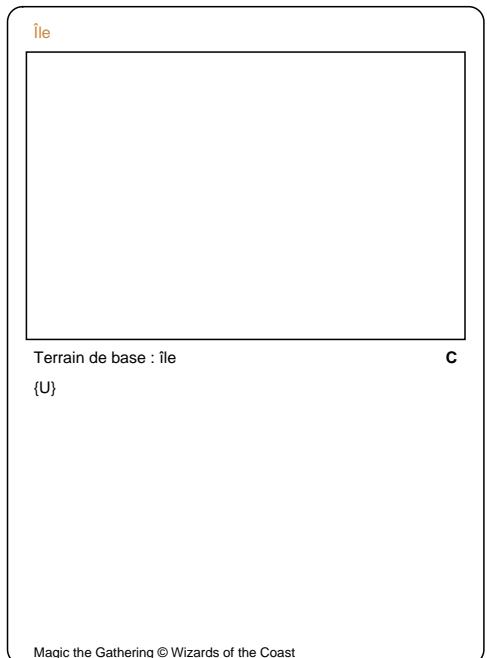
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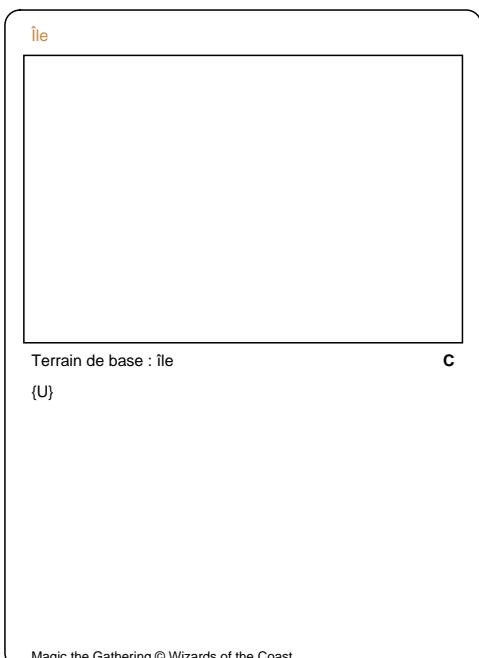
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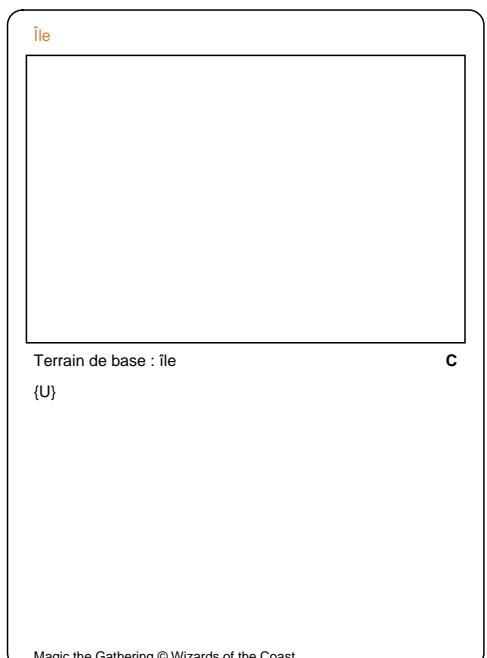
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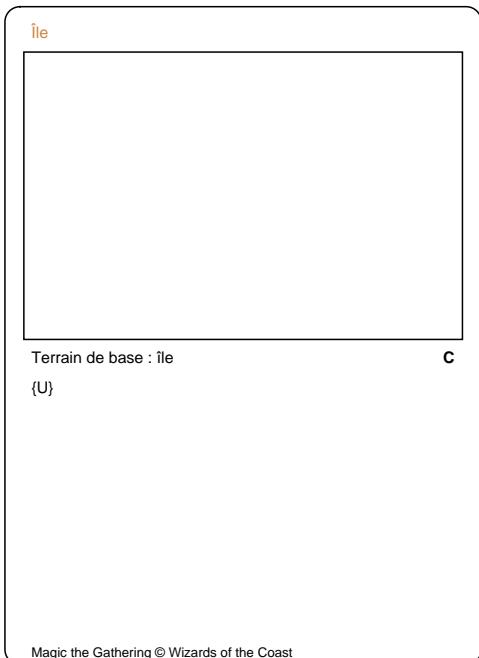
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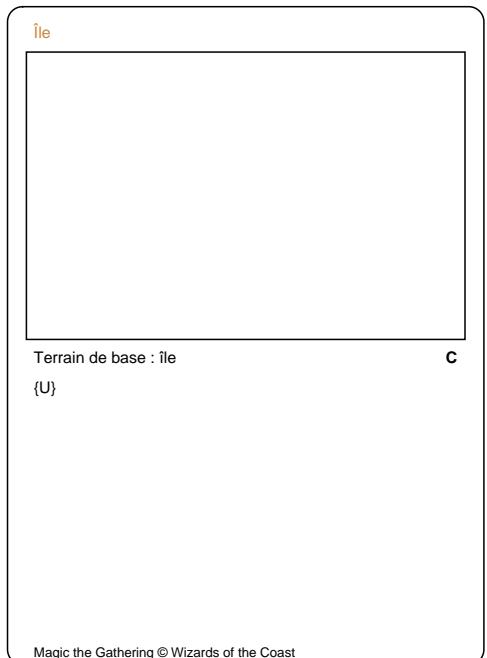
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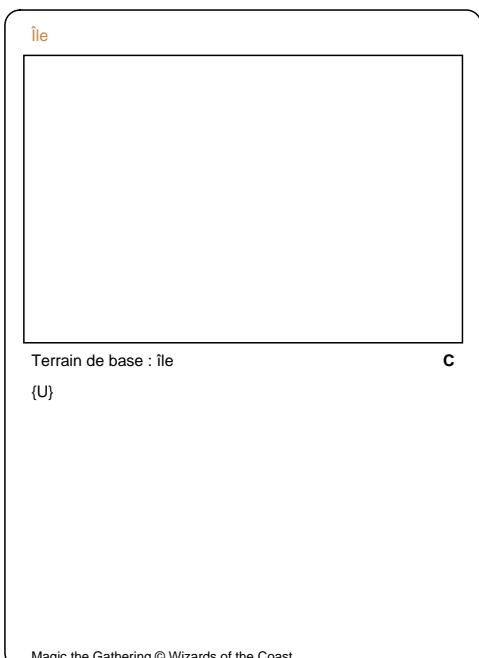
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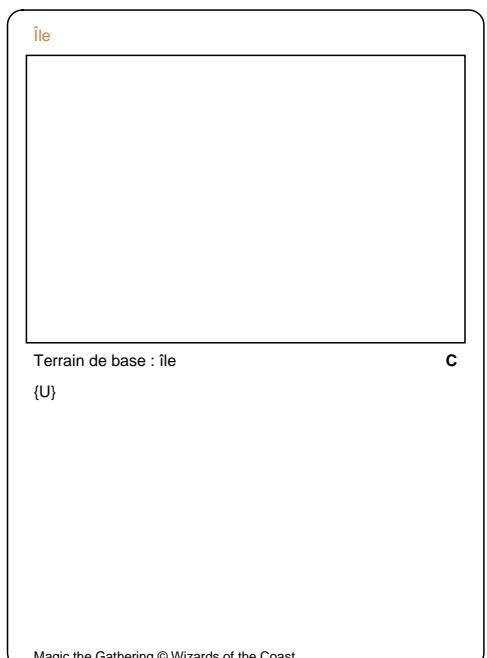
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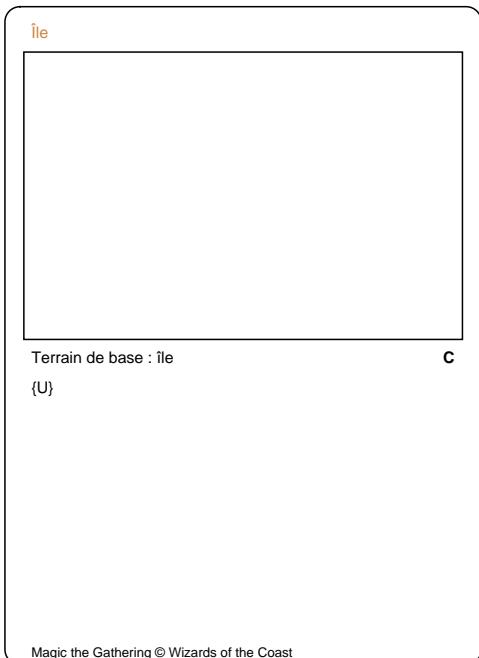
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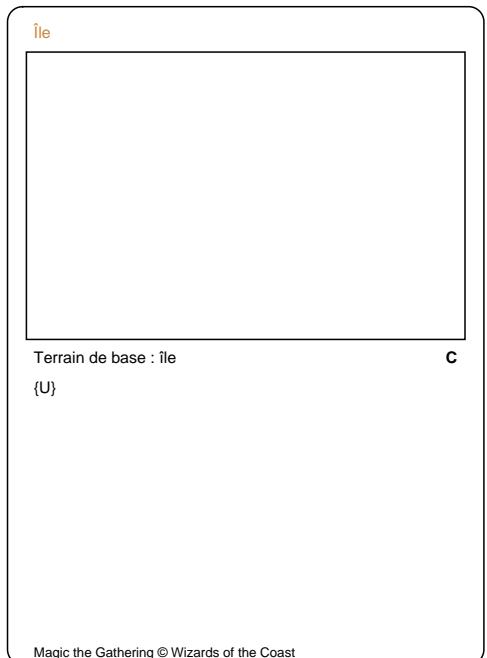
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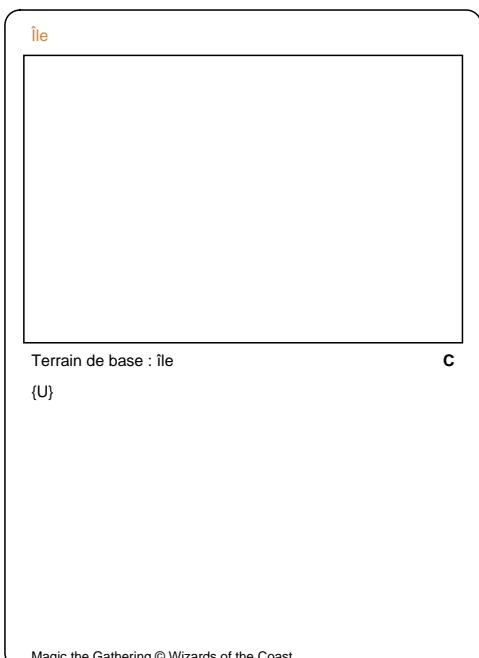
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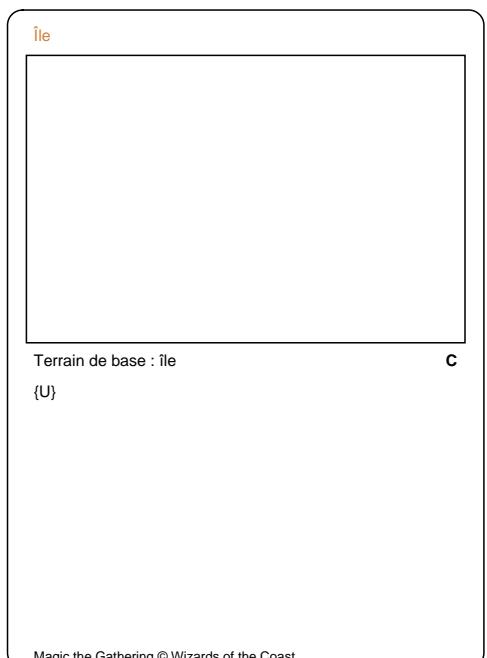
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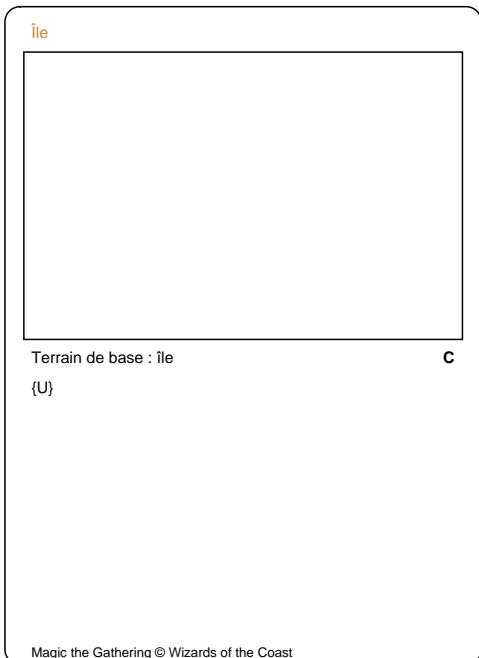
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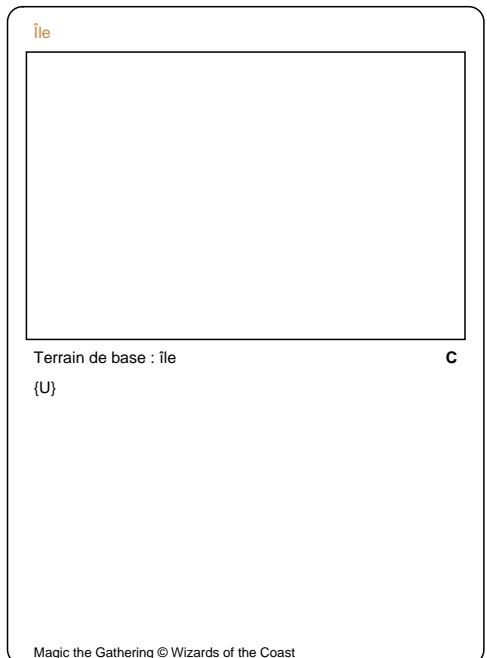
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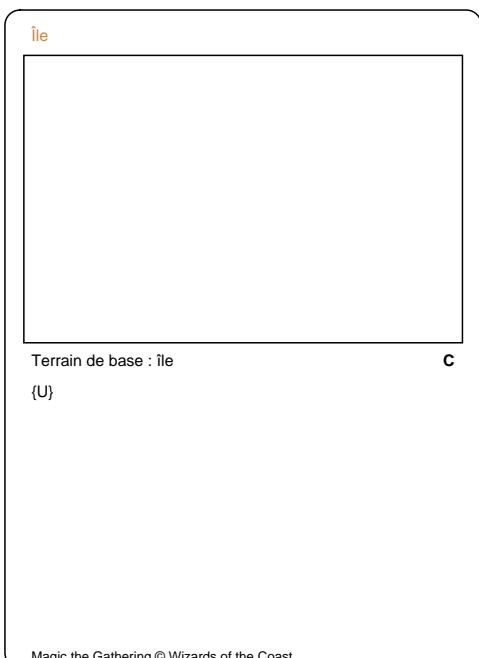
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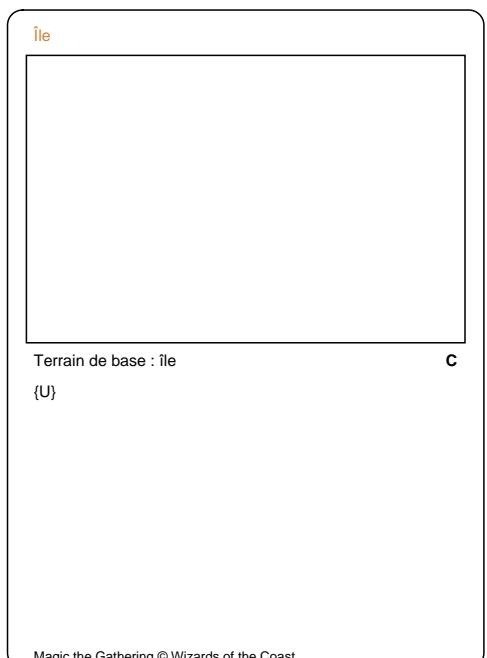
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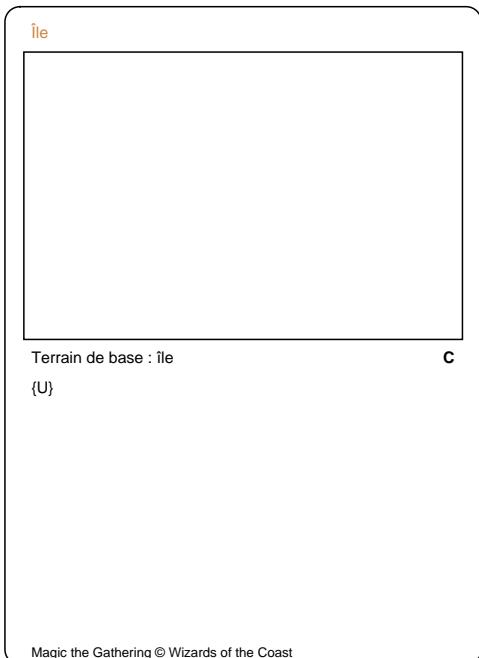
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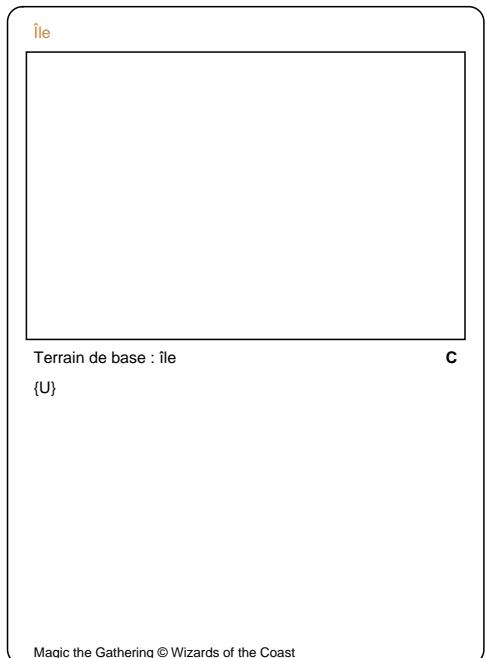
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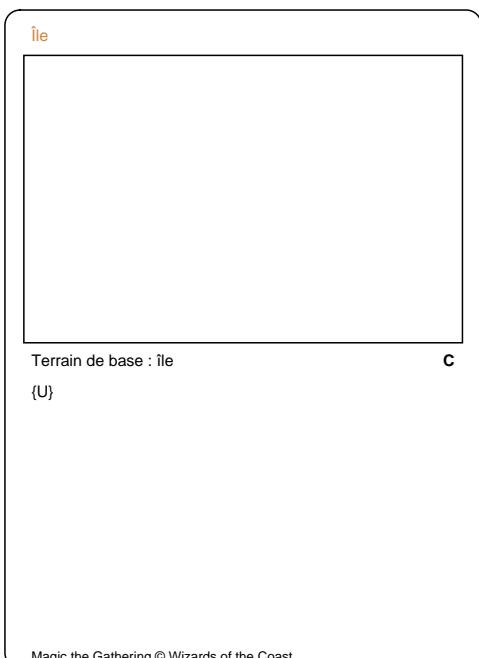
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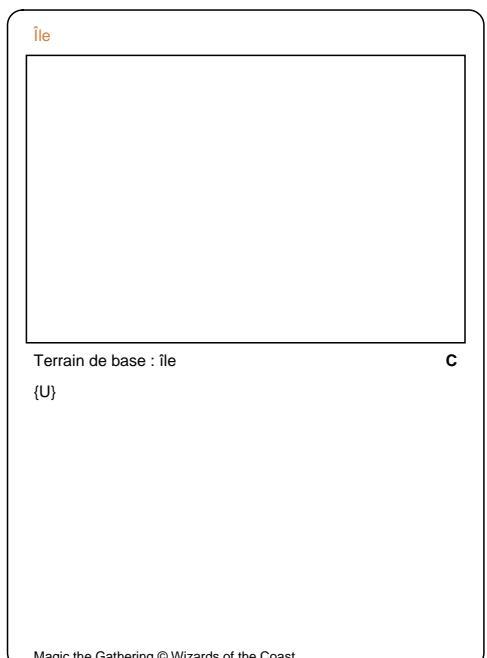
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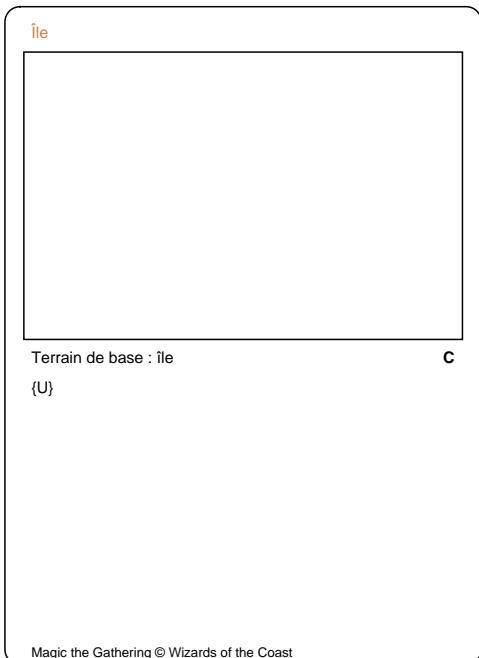
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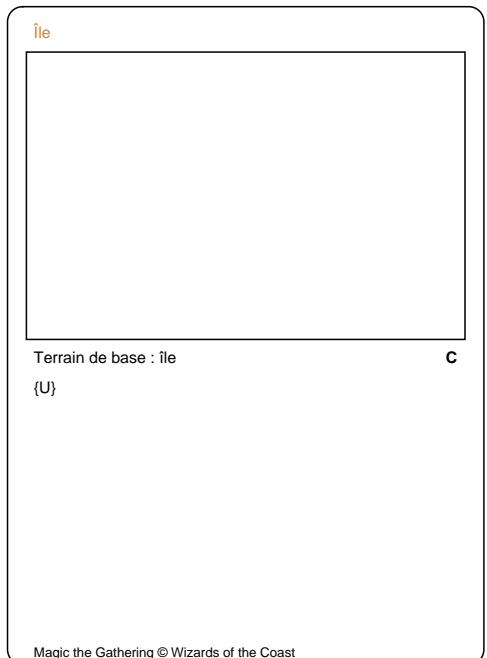
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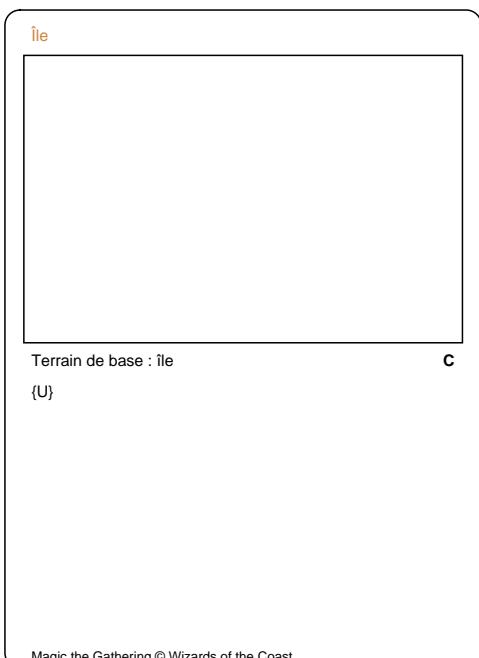
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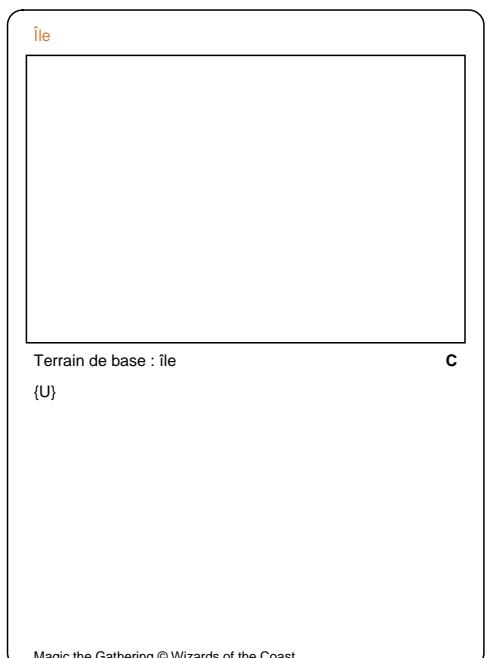
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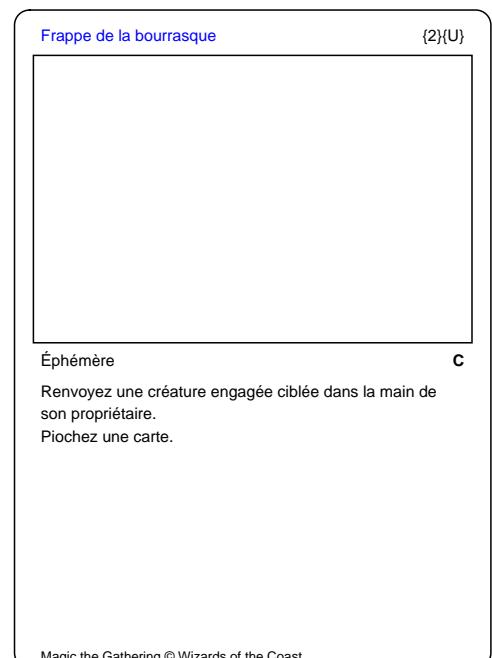
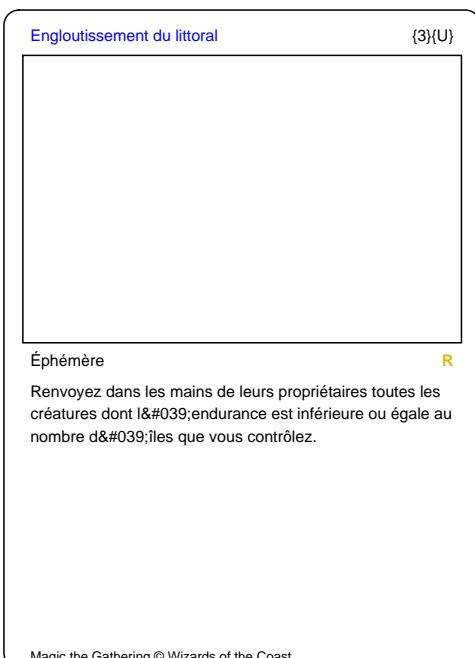
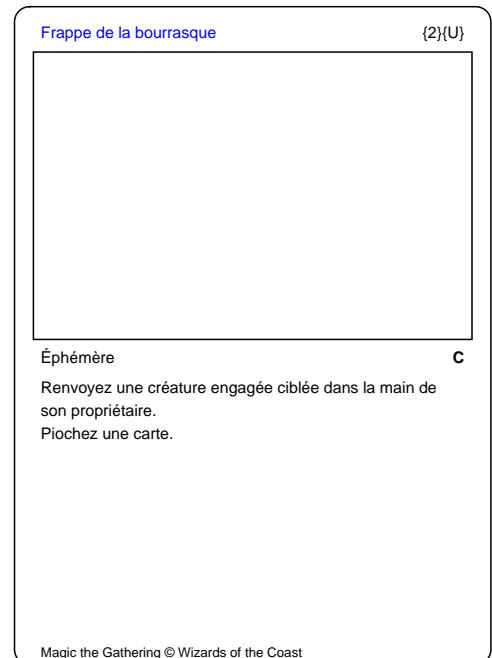
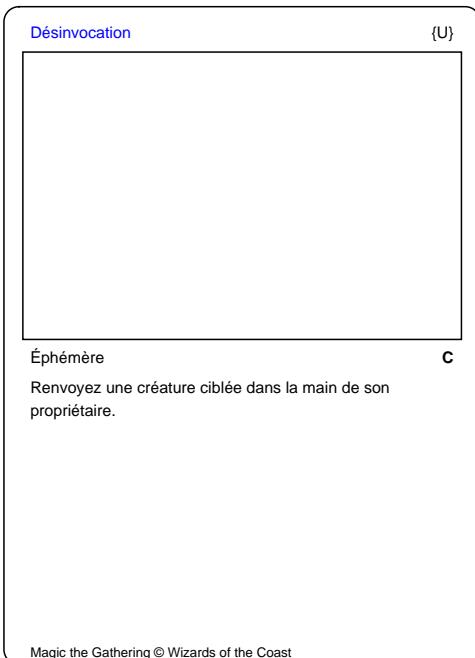
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Inversion dramatique

{1}{U}



Éphémère

C

Dégagez tous les permanents non-terrain que vous contrôlez.

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Paralysie décisionnelle

{3}{U}



Éphémère

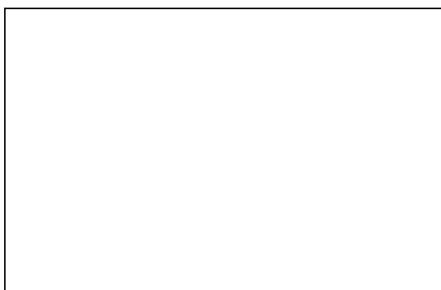
C

Engagez jusqu'à deux créatures ciblées. Ces créatures ne se dégagent pas pendant la prochaine étape de dégagement de leur contrôleur.

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Paralysie décisionnelle

{3}{U}



Éphémère

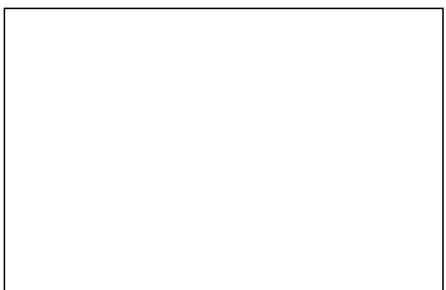
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Claustrophobie

{1}{U}{U}



Enchantement : aura

C

Enchanter : créature

Quand la Claustrophobie arrive sur le champ de bataille, engagez la créature enchantée.

La créature enchantée ne se dégage pas pendant l'étape de dégagement de son contrôleur.

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