

Druidesse de l'Avent

{1}{G}

Créature : elfe et druide
{T} : Ajoutez {G}.

C

1/3

Magic the Gathering © Wizards of the Coast

Gnarlide happeur

{1}{G}

Créature : bête

Toucheterre ? À chaque fois qu'un terrain arrive sur le champ de bataille sous votre contrôle, le Gnarlide happeur gagne +1/+1 jusqu'à la fin du tour.

C

2/2

Magic the Gathering © Wizards of the Coast

Druidesse de l'Avent

{1}{G}

Créature : elfe et druide
{T} : Ajoutez {G}.

C

1/3

Magic the Gathering © Wizards of the Coast

Gnarlide happeur

{1}{G}

Créature : bête

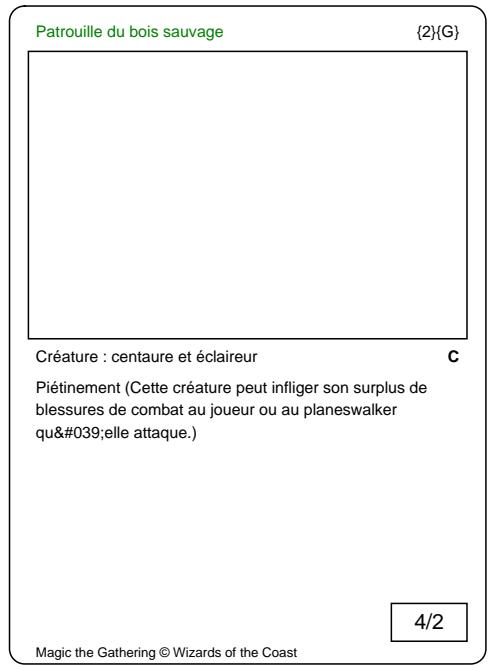
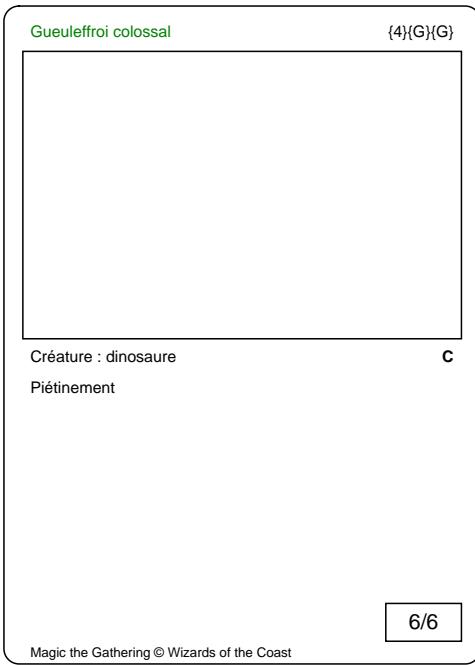
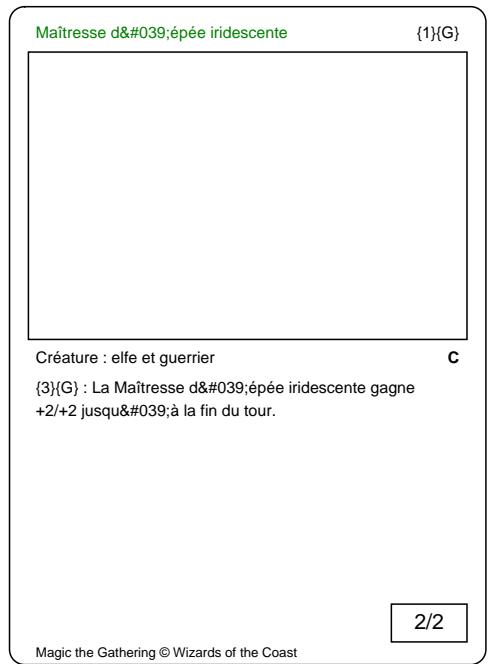
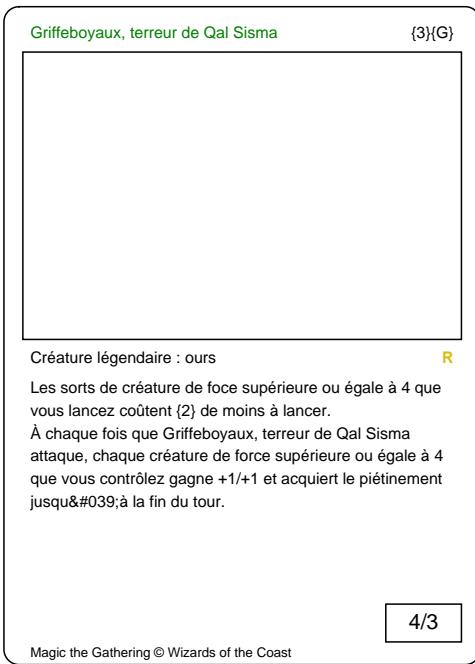
Toucheterre ? À chaque fois qu'un terrain arrive sur le champ de bataille sous votre contrôle, le Gnarlide happeur gagne +1/+1 jusqu'à la fin du tour.

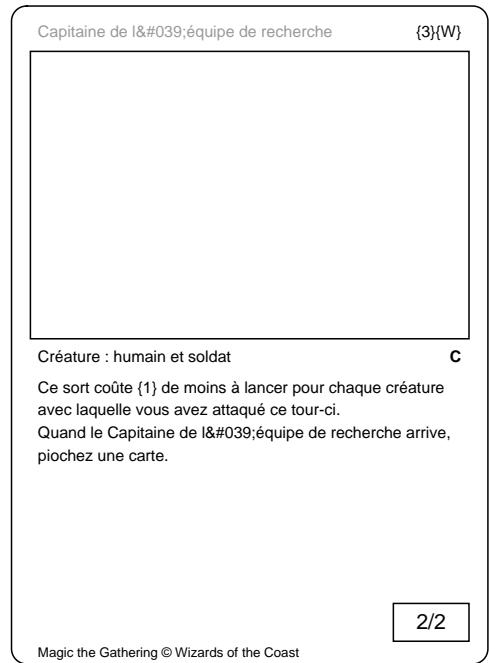
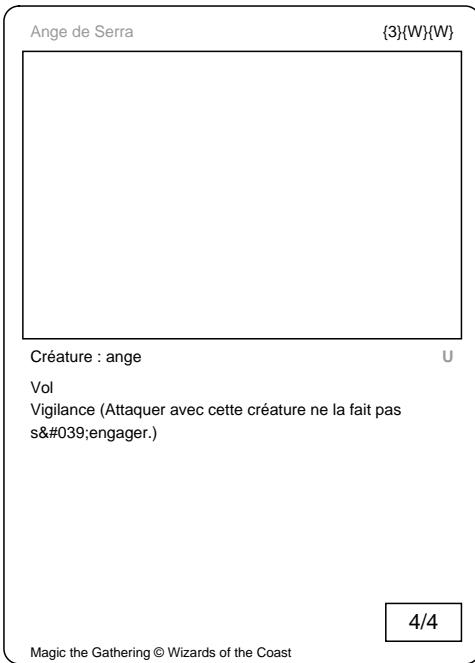
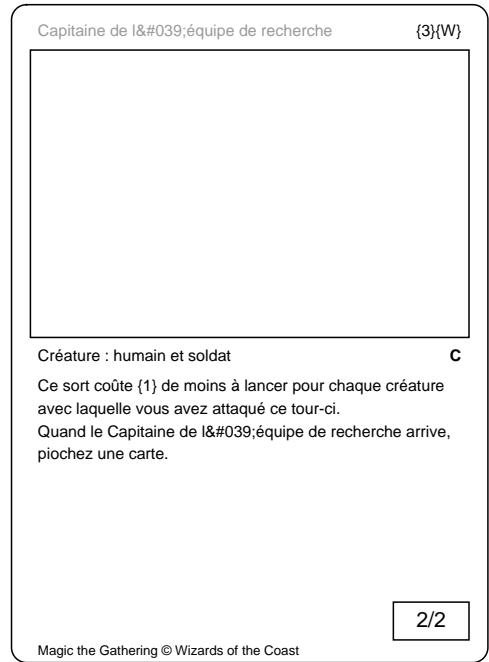
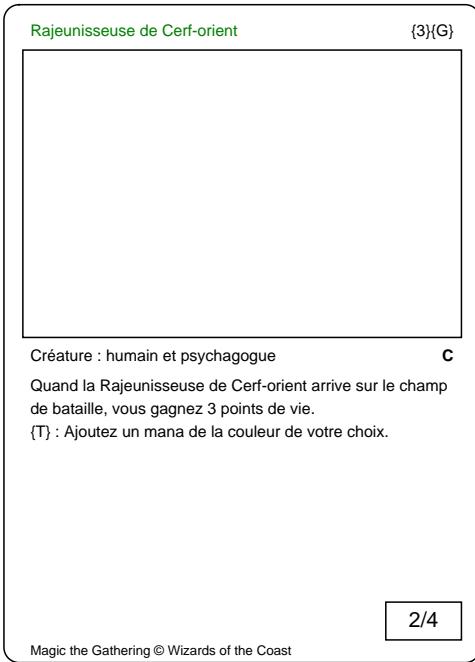
C

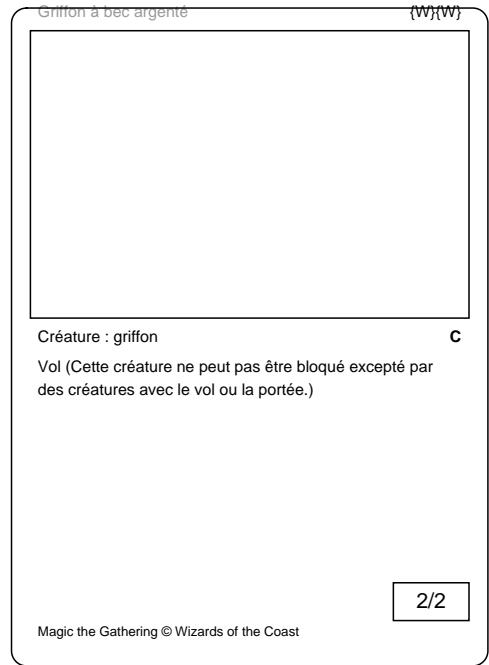
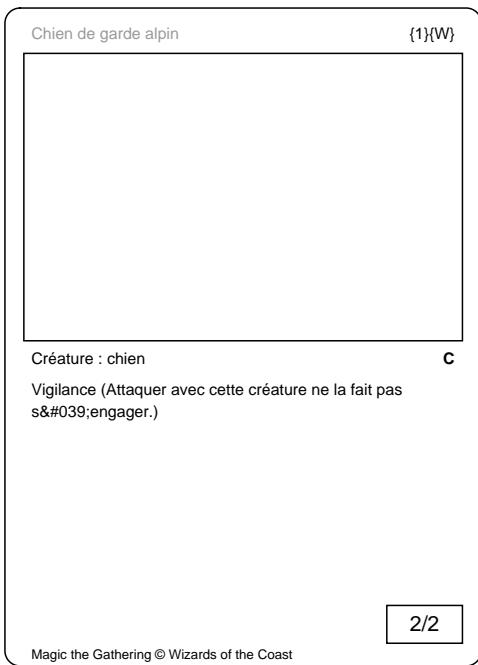
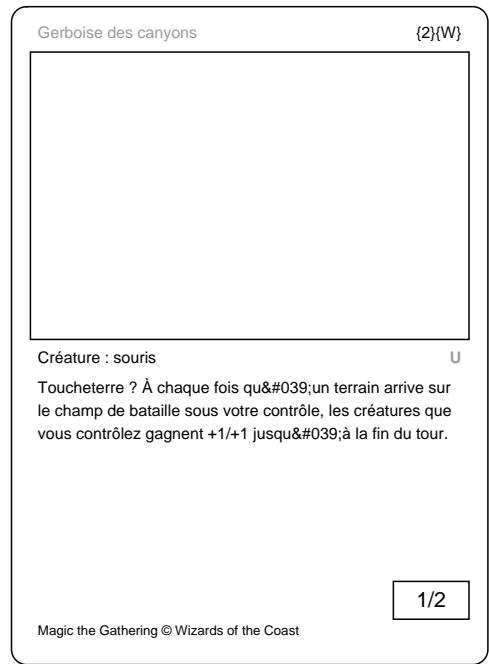
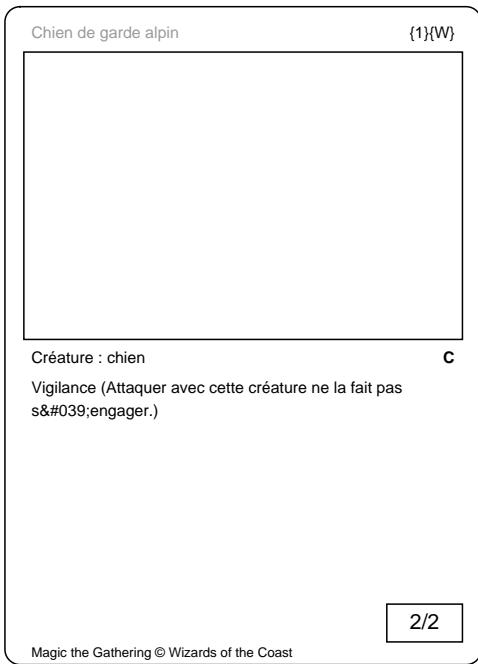
2/2

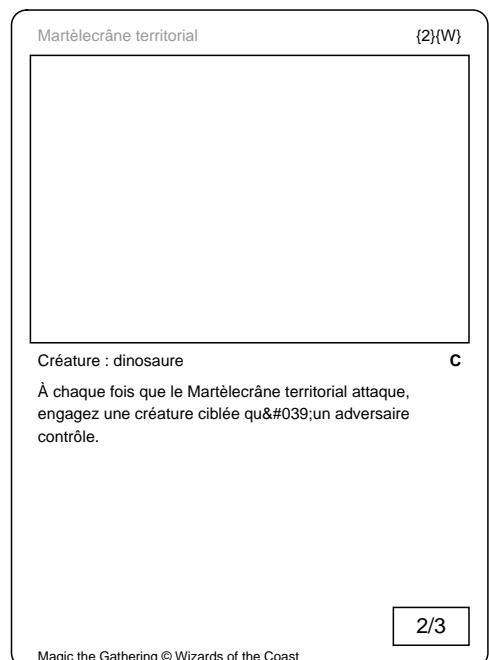
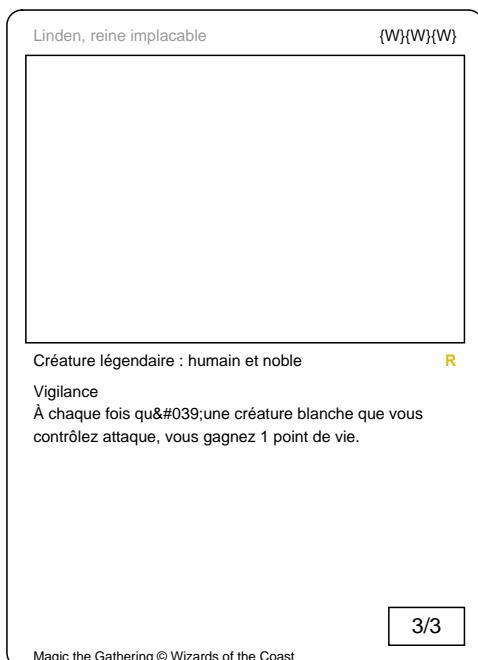
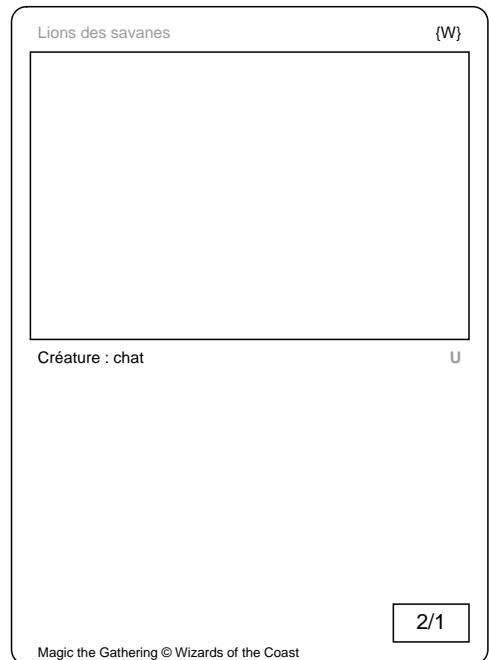
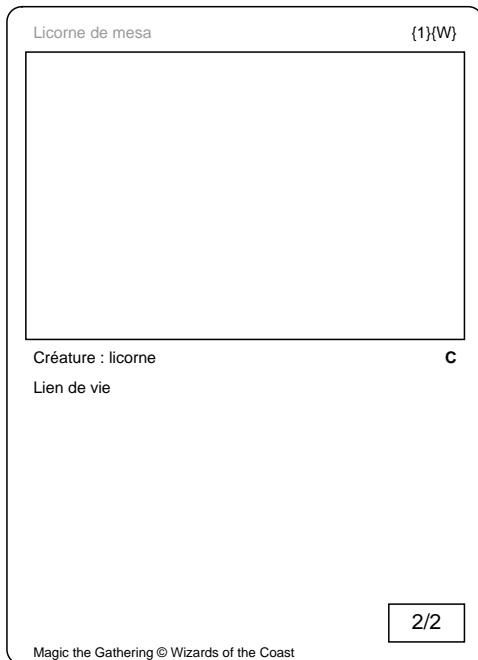
Magic the Gathering © Wizards of the Coast

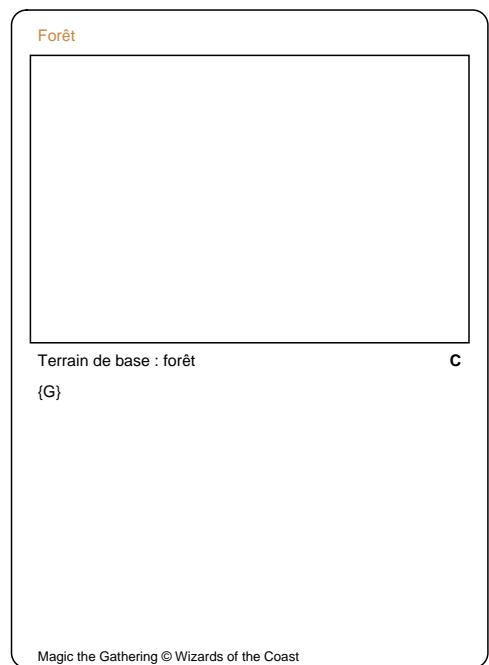
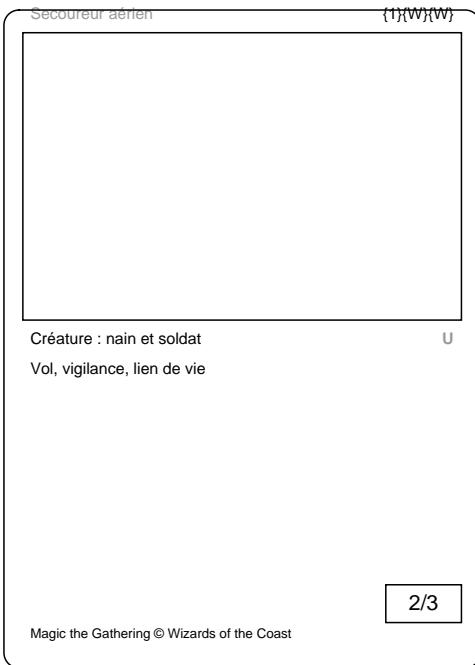
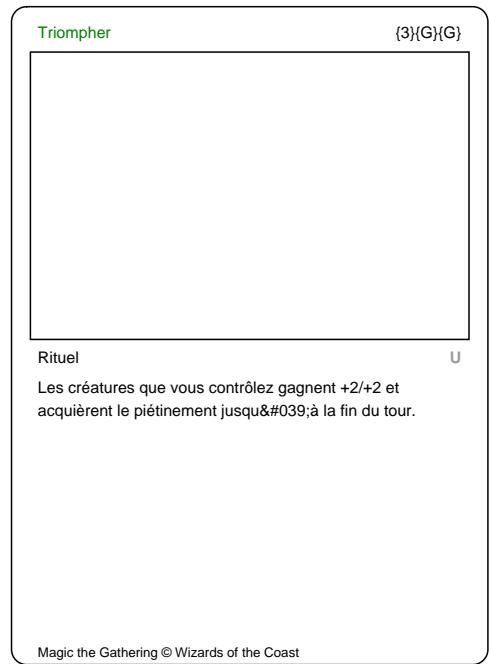
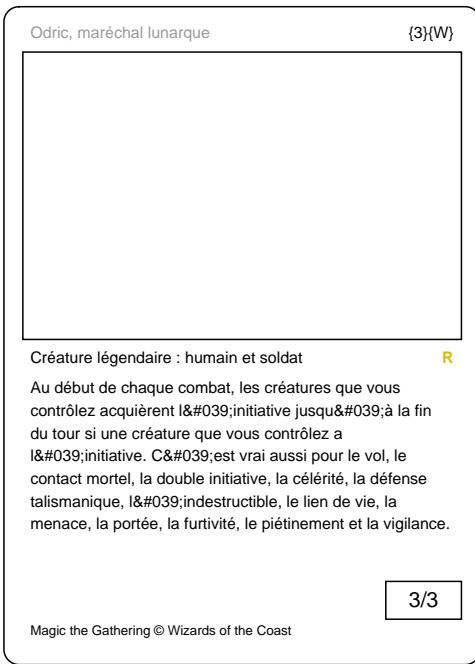
Magic the Gathering © Wizards of the Coast



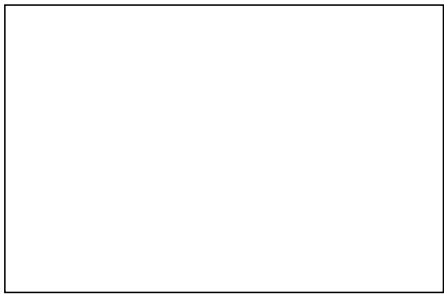








Forêt



Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



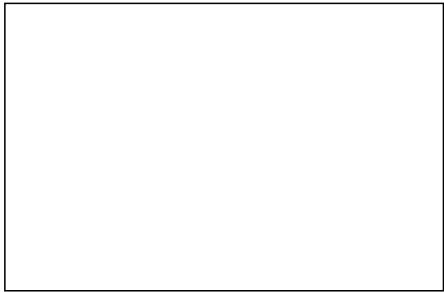
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



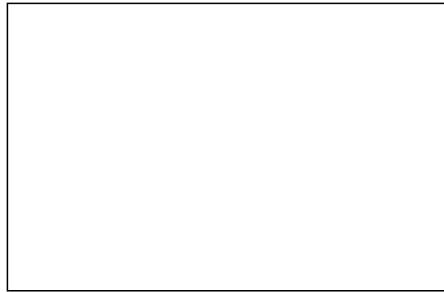
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Forêt



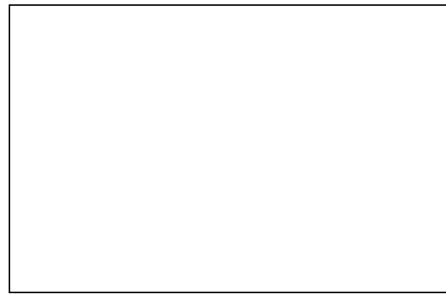
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

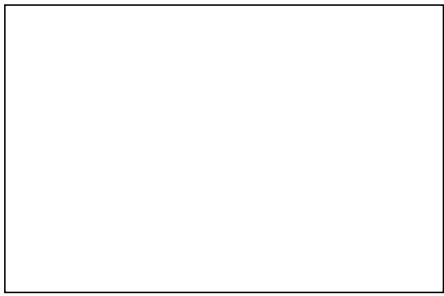
C

{G}

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Forêt



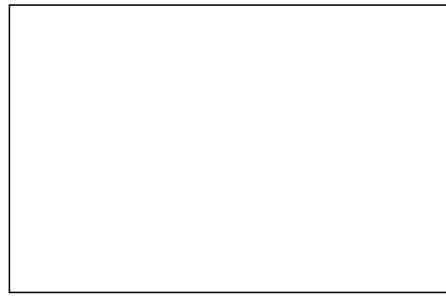
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



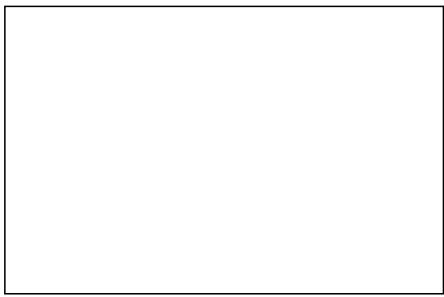
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



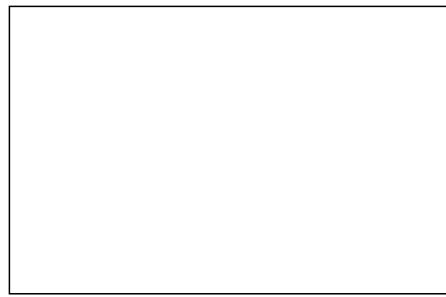
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

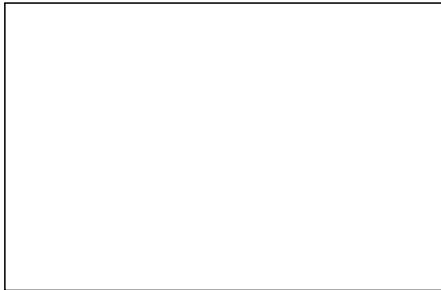
C

{G}

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Plaine

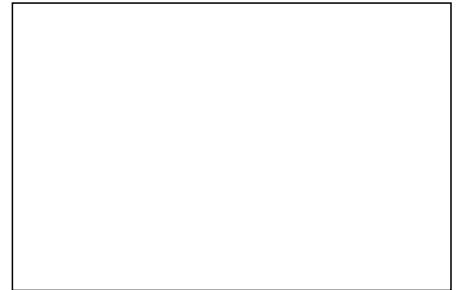


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine

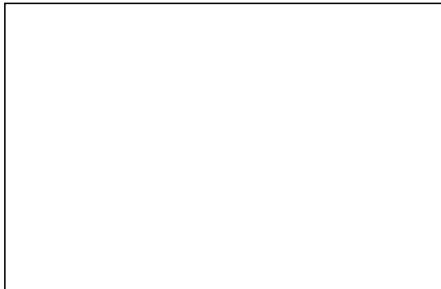


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine

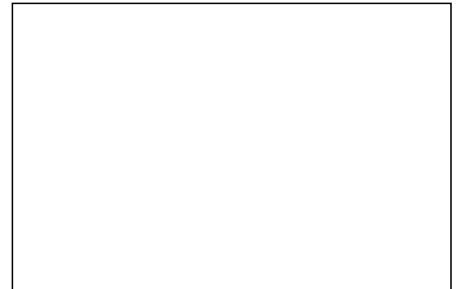


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



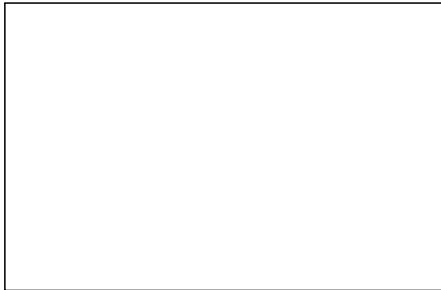
Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Plaine

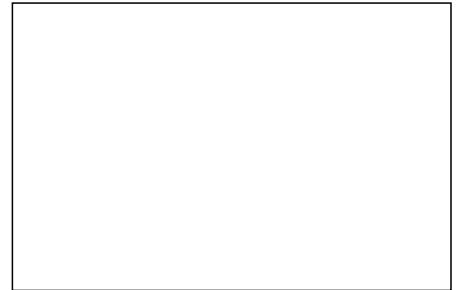


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



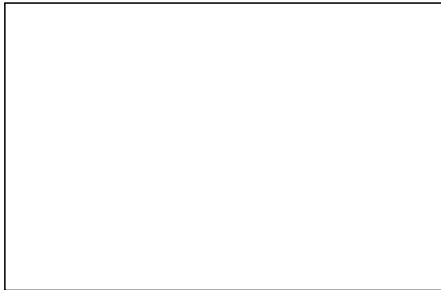
Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Plaine

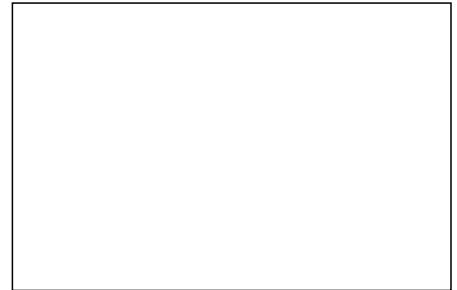


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine

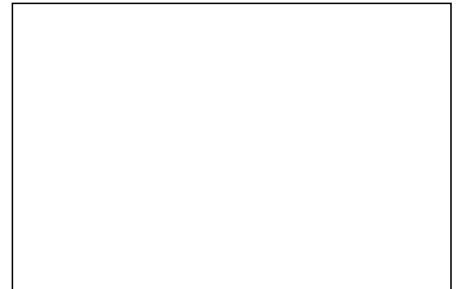


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

C

<center></center>

Magic the Gathering © Wizards of the Coast

Croissance gigantesque

{G}

Éphémère

Une créature ciblée gagne +3/+3 jusqu'à la fin du tour.

Magic the Gathering © Wizards of the Coast

Canopée écrasante

{2}{G}

Éphémère

C

Choisissez l'un ?
? Détruisez une créature avec le vol ciblée.
? Destroy un enchantement ciblé.

Magic the Gathering © Wizards of the Coast

Tir dégagé

{2}{G}

Éphémère

U

Une créature ciblée que vous contrôlez gagne +1/+1 jusqu'à la fin du tour. Elle inflige un nombre de blessures égal à sa force à une créature ciblée que vous ne contrôlez pas.

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

