

Chambre de croissance des Simic

Terrain

U

La Chambre de croissance des Simic arrive sur le champ de bataille engagée.

Quand la Chambre de croissance des Simic arrive sur le champ de bataille, renvoyez un terrain que vous contrôlez dans la main de son propriétaire.

{T} : Ajoutez {G}{U}.

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Forêt

Terrain de base : forêt

C

{G}

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Forêt



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{G}

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Forêt



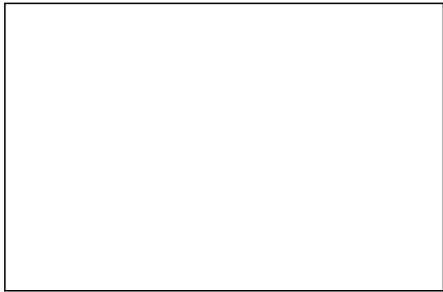
Terrain de base : forêt

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{G}

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Forêt



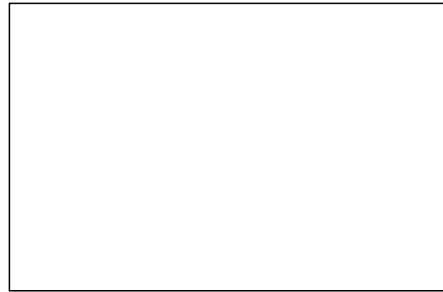
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Forêt



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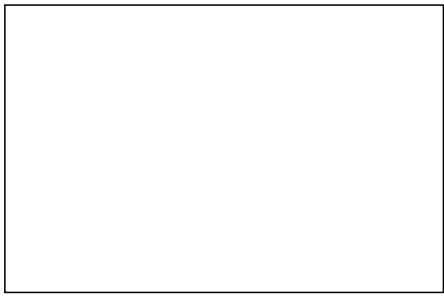
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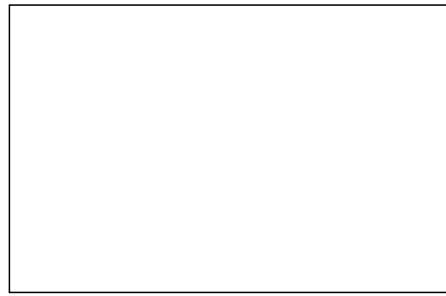
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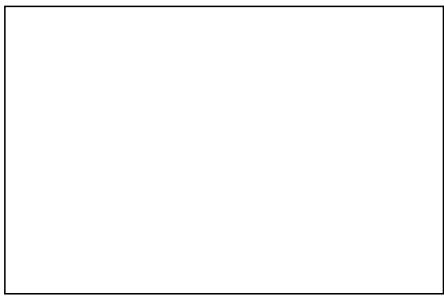
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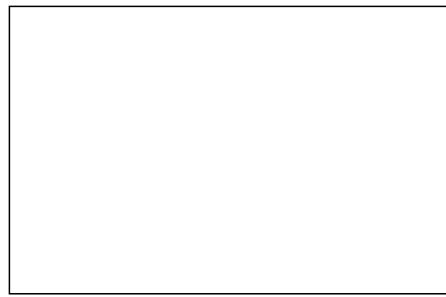
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Forêt



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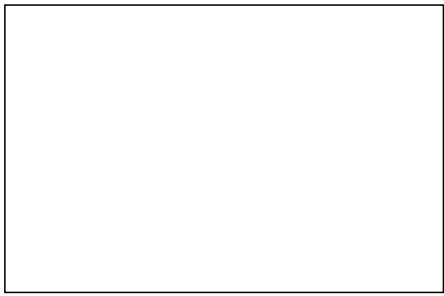
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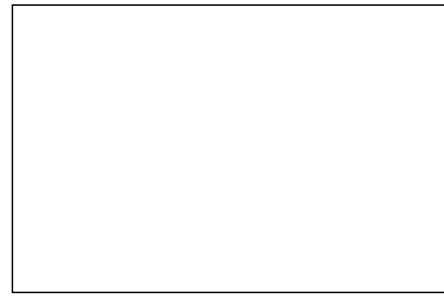
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Île



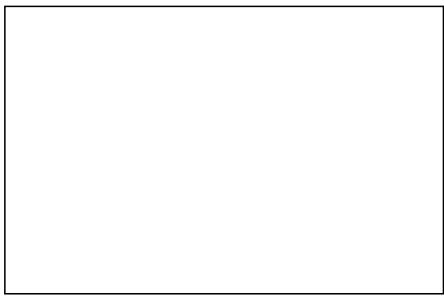
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C

{U}

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Forêt



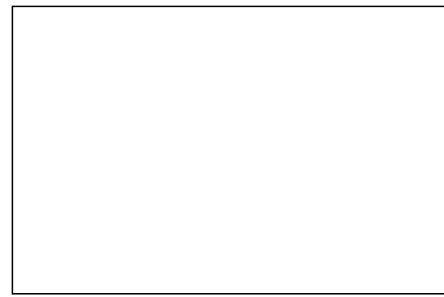
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C

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Île



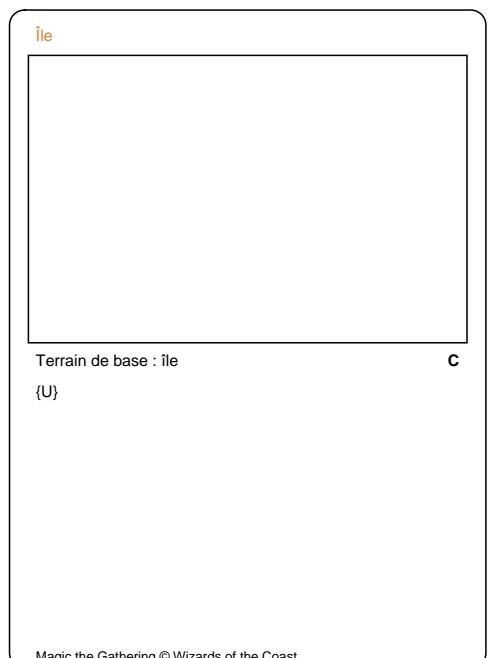
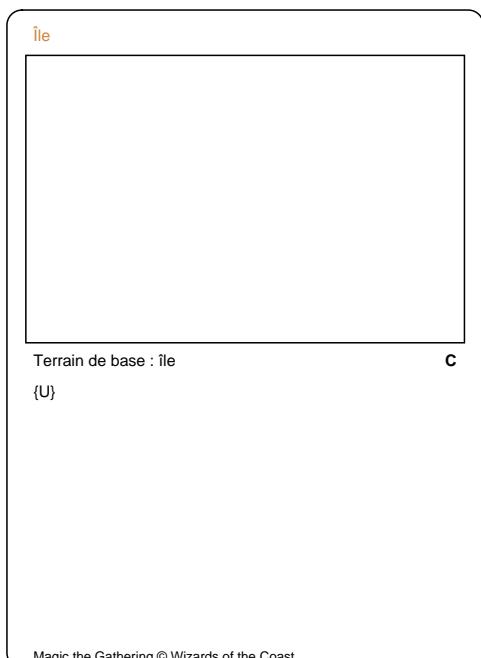
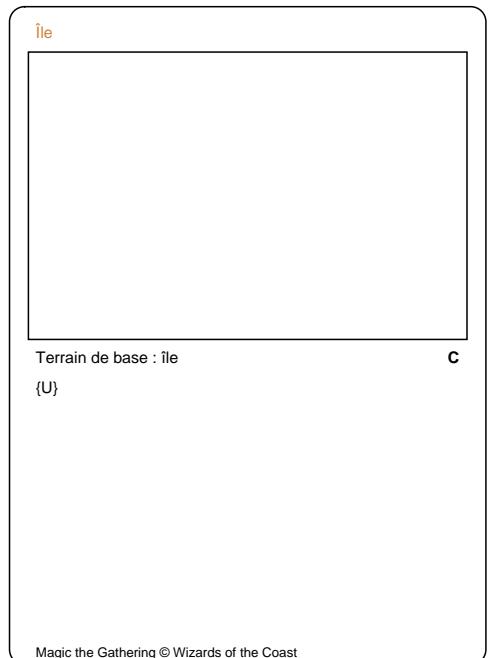
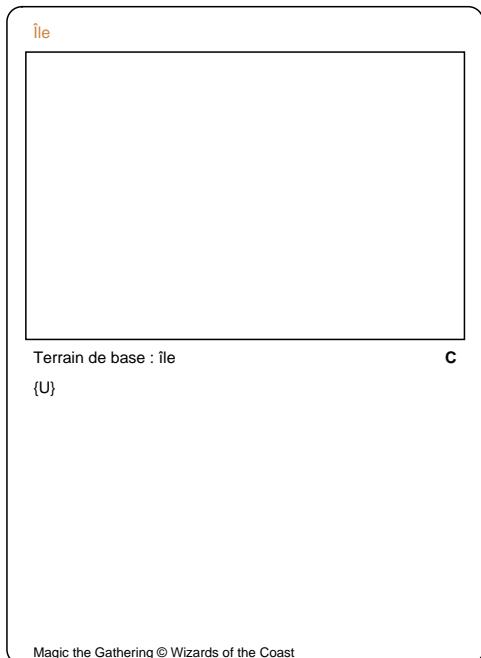
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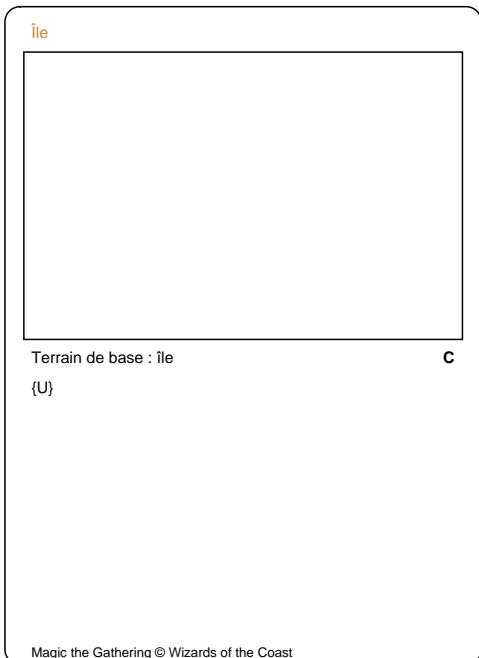
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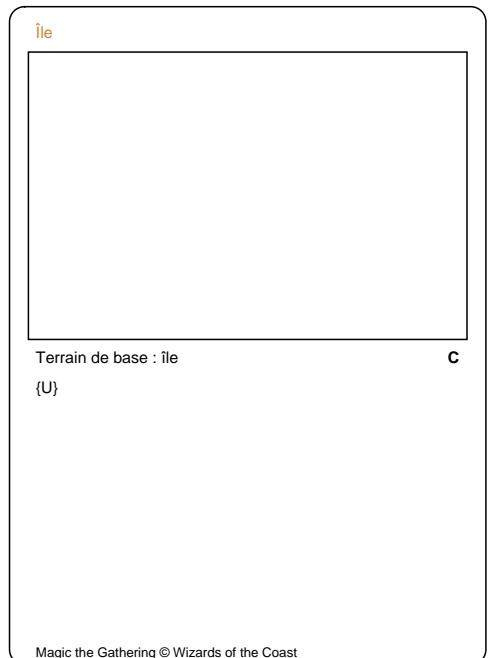
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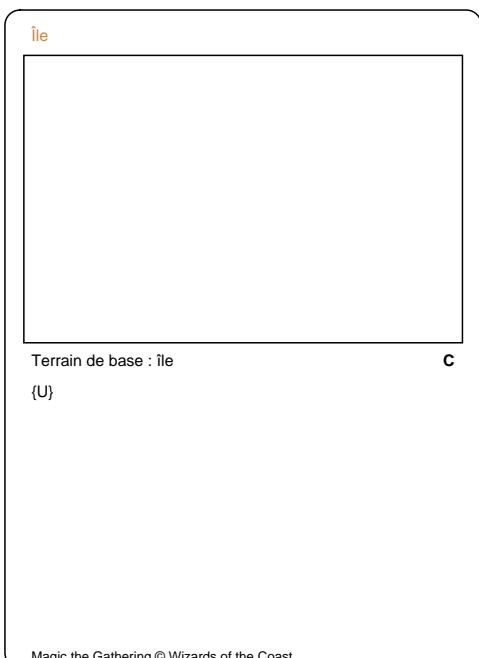
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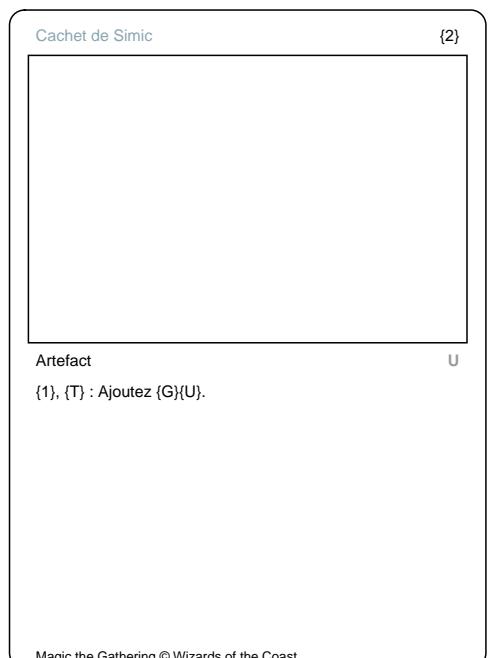
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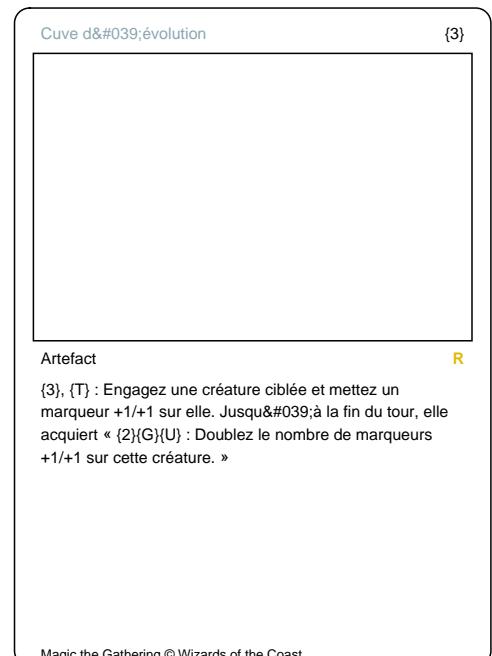
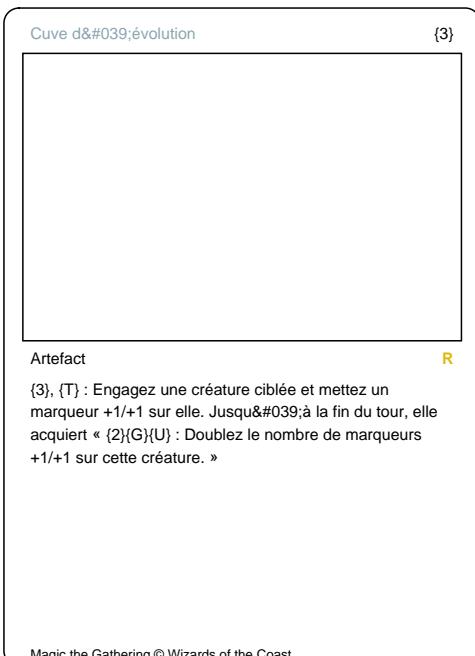
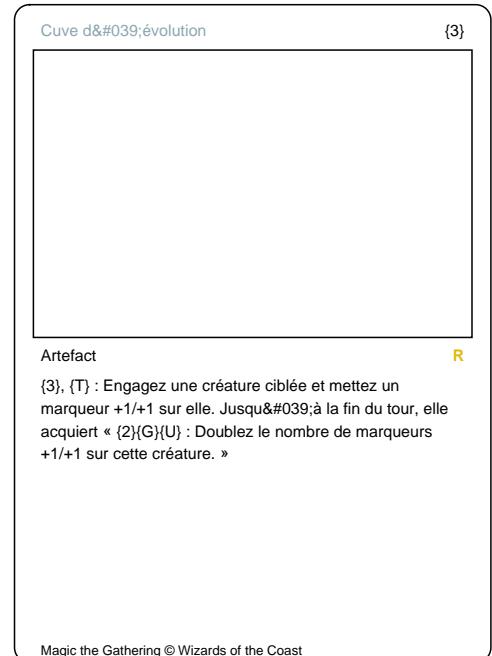
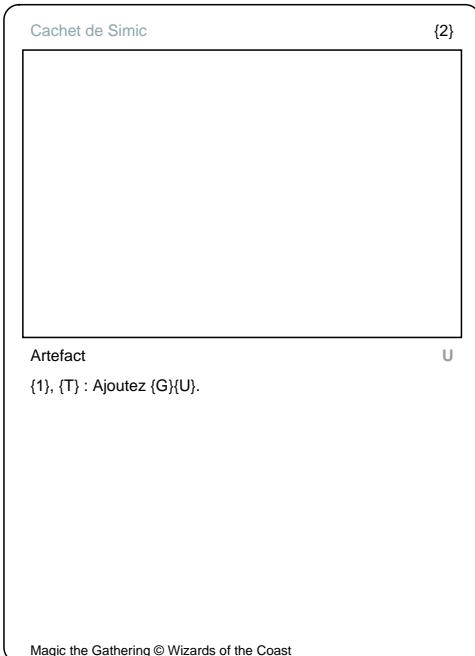
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Artifact
{1}, {T} : Ajoutez {G}{U}.

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Feuillage immédiat

{2}{G}



Éphémère

U

Ne lancez ce sort que pendant le combat après que les bloqueurs aient été déclarés.
Créez un jeton de créature 1/1 verte Saprobiante bloquant une créature ciblée qui vous attaque.
Piochez une carte.

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Collet à sorts

{U}



Éphémère

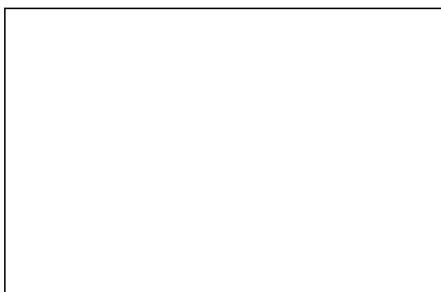
U

Contrecarrez un sort ciblé avec une valeur de mana de 2.

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Collet à sorts

{U}



Éphémère

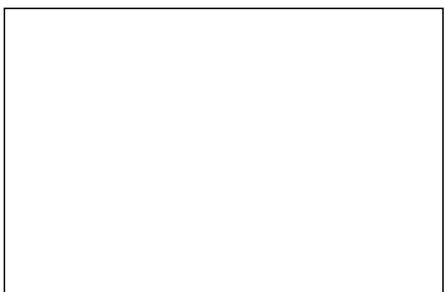
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