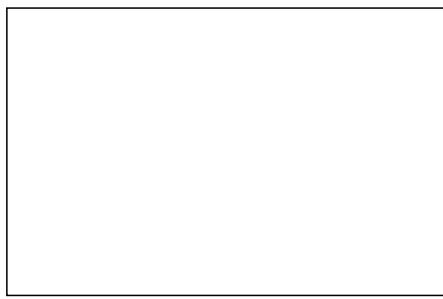


Forêt



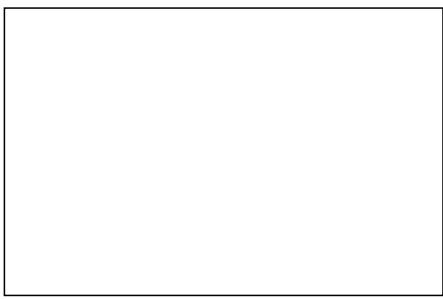
Terrain de base : forêt

{G}

C

Magic the Gathering © Wizards of the Coast

Forêt



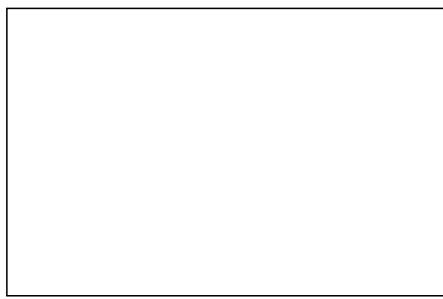
Terrain de base : forêt

{G}

C

Magic the Gathering © Wizards of the Coast

Forêt



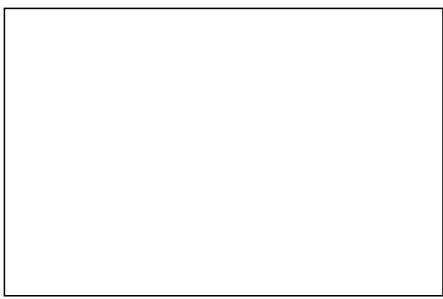
Terrain de base : forêt

{G}

C

Magic the Gathering © Wizards of the Coast

Forêt



Terrain de base : forêt

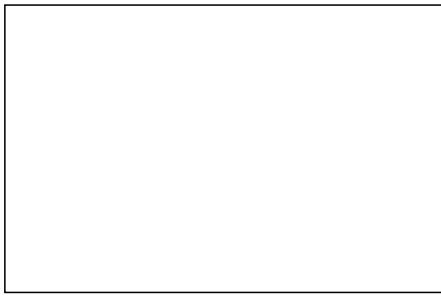
{G}

C

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Forêt



Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Forêt



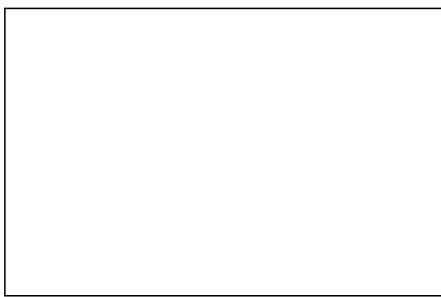
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C

{G}

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Forêt



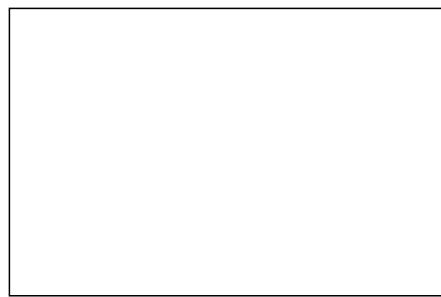
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{G}

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Forêt



Terrain de base : forêt

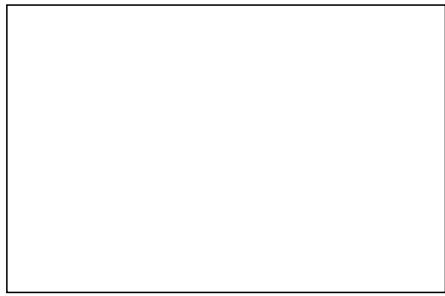
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Forêt



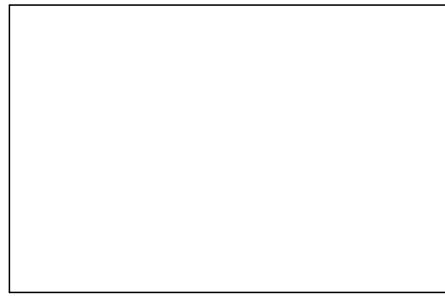
Terrain de base : forêt

C

{G}

Magic the Gathering © Wizards of the Coast

Île



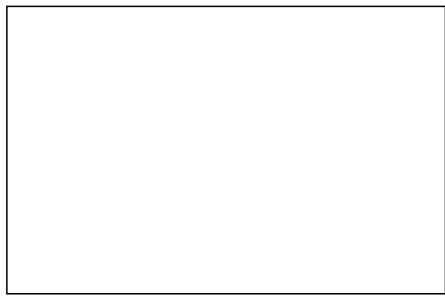
Terrain de base : île

C

{U}

Magic the Gathering © Wizards of the Coast

Forêt



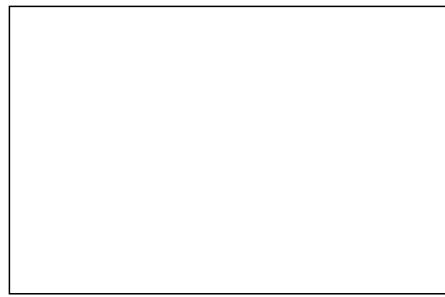
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C

{G}

Magic the Gathering © Wizards of the Coast

Île



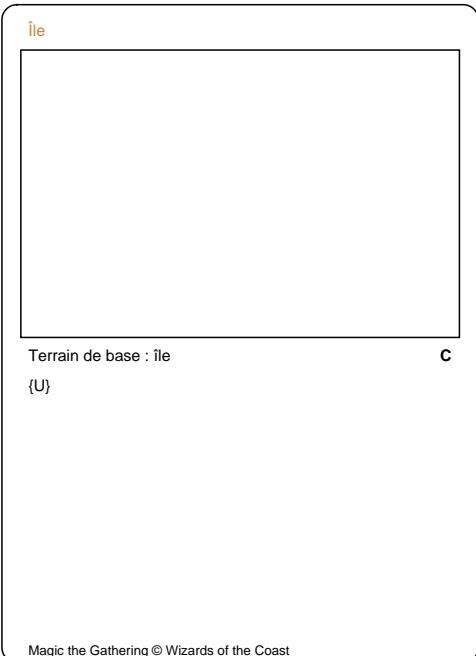
Terrain de base : île

C

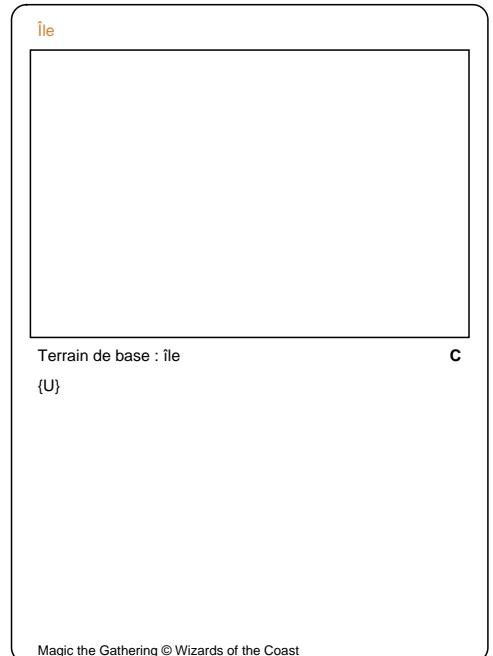
{U}

Magic the Gathering © Wizards of the Coast

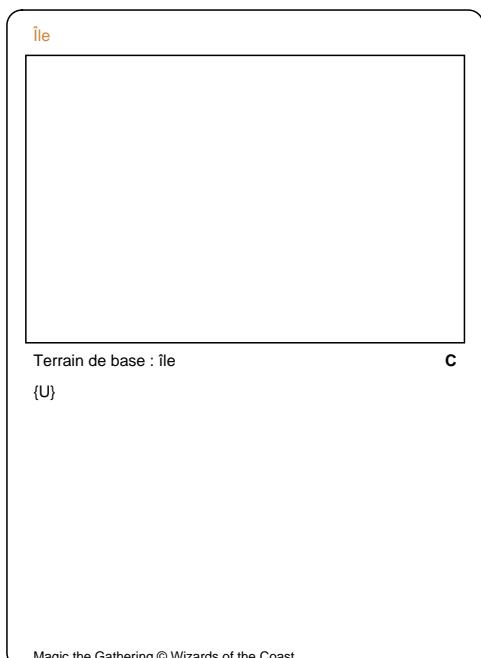
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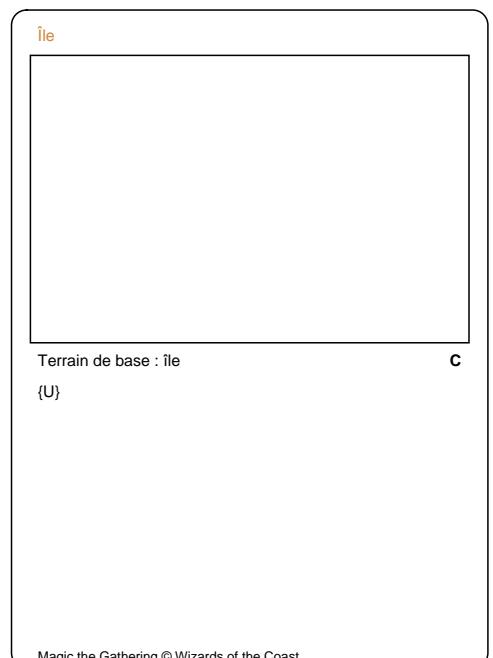
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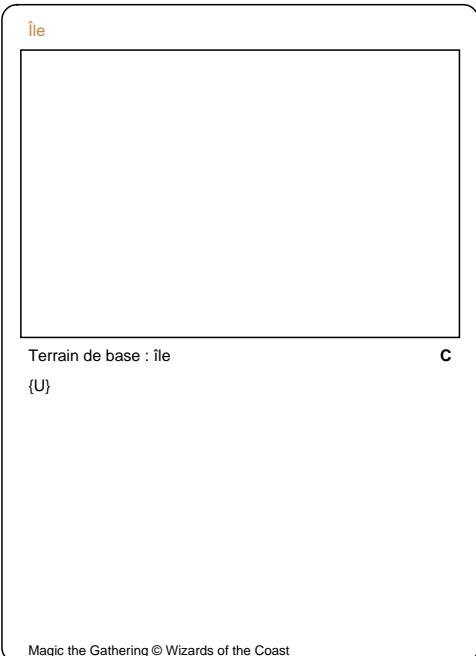


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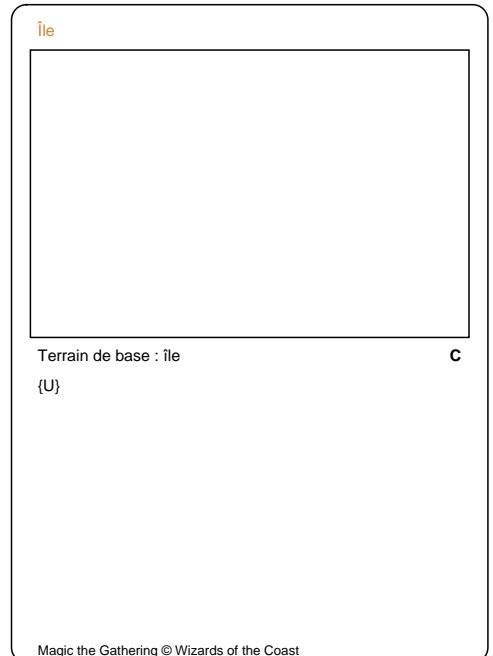


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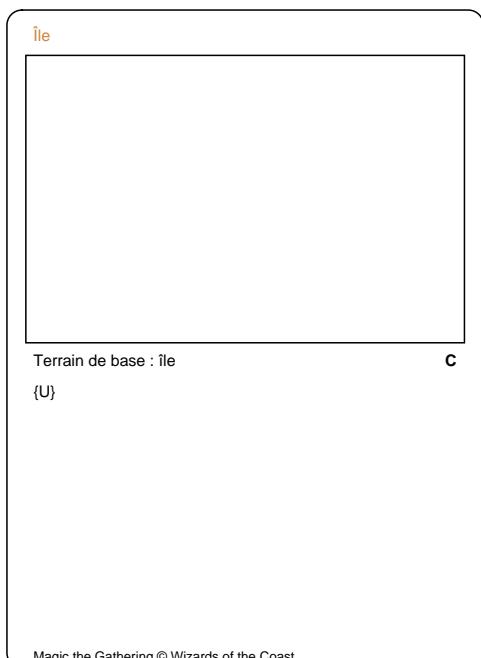
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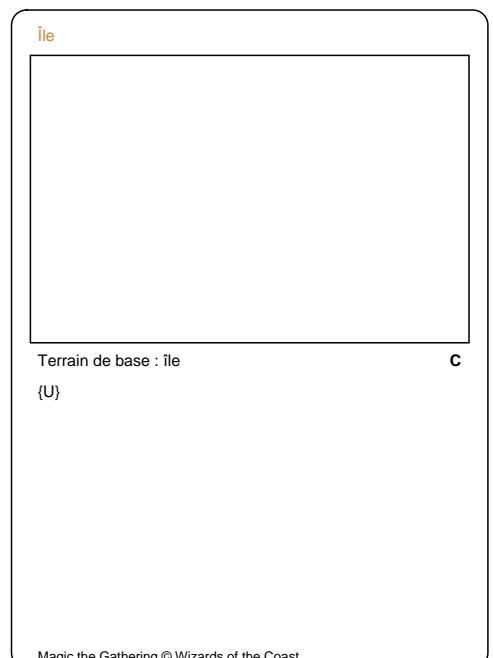
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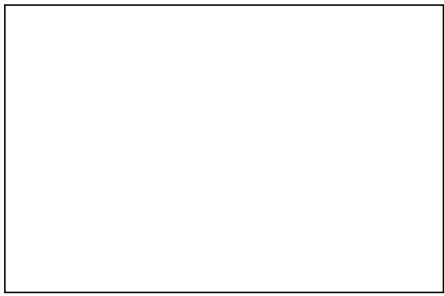
Magic the Gathering © Wizards of the Coast



Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Île



Terrain de base : île

C

{U}

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Porte de la guilde de Simic



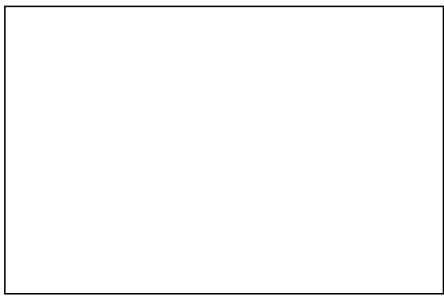
Terrain : porte

Ce terrain arrive engagé.

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

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Île



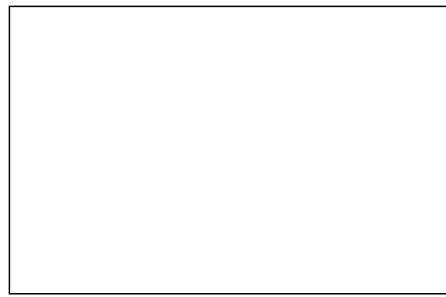
Terrain de base : île

C

{U}

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Porte de la guilde de Simic



Terrain : porte

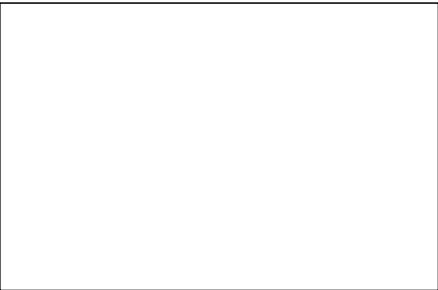
Ce terrain arrive engagé.

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

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Porte de la guilde de Simic



Terrain : porte

Ce terrain arrive engagé.
{T} : Ajoutez {G} ou {U}.

C

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Pierre indiciale de Simic

{3}

Artifact

{T} : Ajoutez {G} ou {U}.
{G}{U}, {T}, sacrifiez la Pierre indiciale de Simic : Piochez une carte.

C

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Porte de la guilde de Simic



Terrain : porte

Ce terrain arrive engagé.
{T} : Ajoutez {G} ou {U}.

C

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Pierre indiciale de Simic

{3}

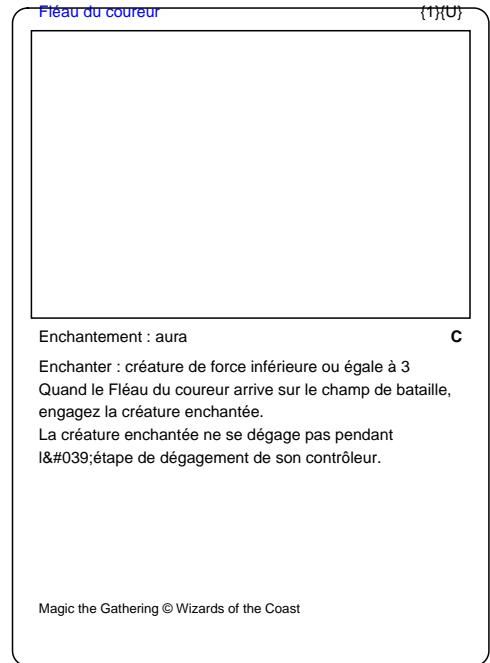
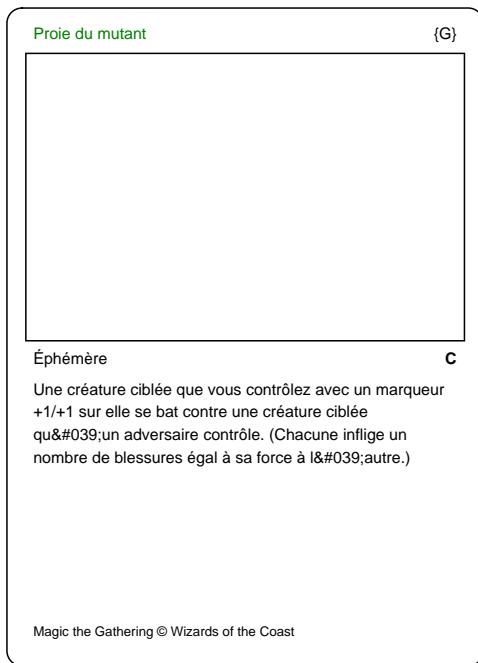
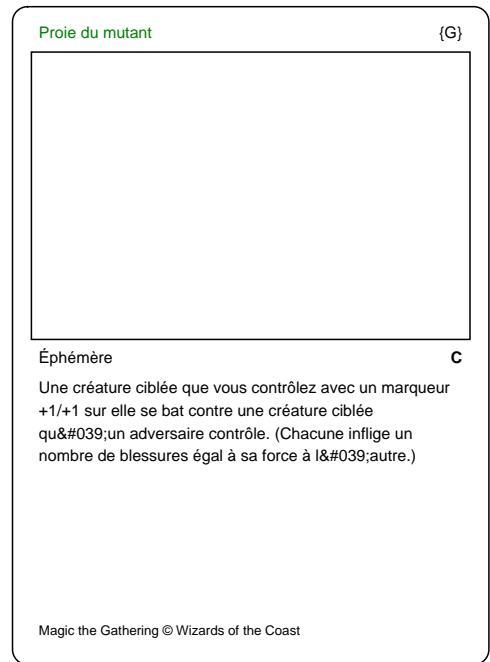
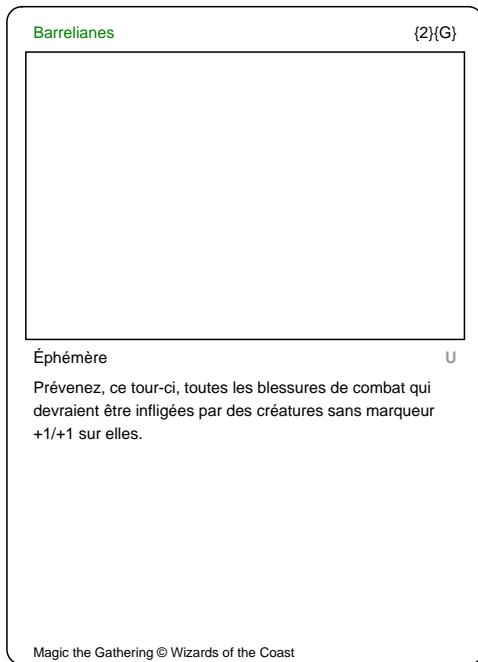
Artifact

{T} : Ajoutez {G} ou {U}.
{G}{U}, {T}, sacrifiez la Pierre indiciale de Simic : Piochez une carte.

C

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Fléau du coureur

{1}{U}



Enchantement : aura

C

Enchanter : créature de force inférieure ou égale à 3
Quand le Fléau du coureur 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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Dressé pour la chasse

{1}{G}{U}



Enchantement

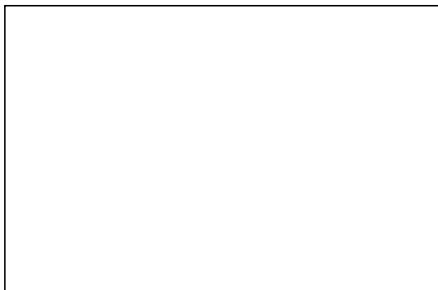
U

À chaque fois qu'une créature que vous contrôlez avec un marqueur +1/+1 sur elle inflige des blessures de combat à un joueur, vous pouvez piocher une carte.

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Dressé pour la chasse

{1}{G}{U}



Enchantement

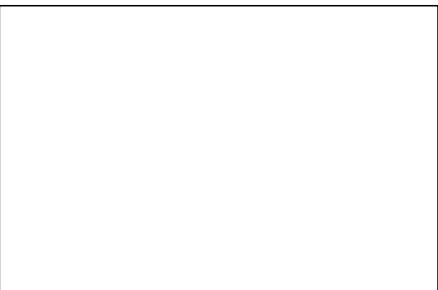
U

À chaque fois qu'une créature que vous contrôlez avec un marqueur +1/+1 sur elle inflige des blessures de combat à un joueur, vous pouvez piocher une carte.

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Incubation de krasis

{2}{G}{U}



Enchantement : aura

U

Enchanter : créature
La créature enchantée ne peut ni attaquer ni bloquer et ses capacités activées ne peuvent pas être activées.
{1}{G}{U}, renvoyez l'Incubation de krasis dans la main de son propriétaire : Mettez deux marqueurs +1/+1 sur la créature enchantée.

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