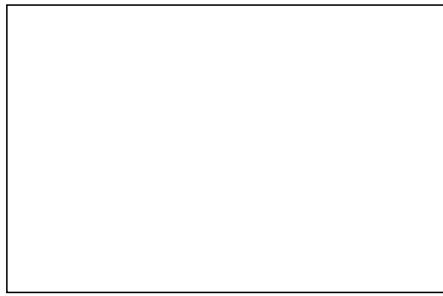


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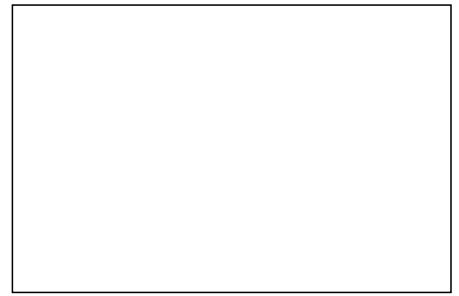
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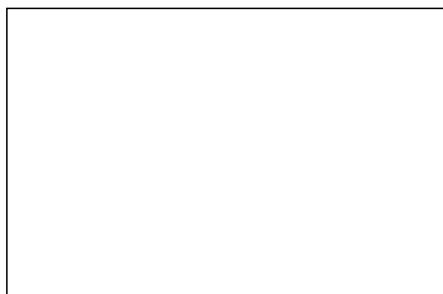
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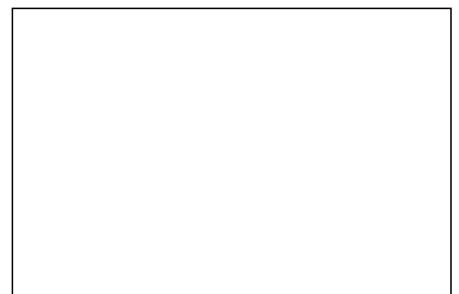
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Plaine



Terrain de base : plaine

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Plaine



Terrain de base : plaine

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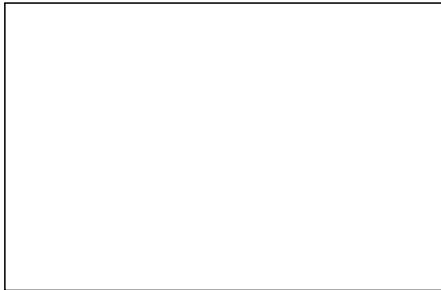
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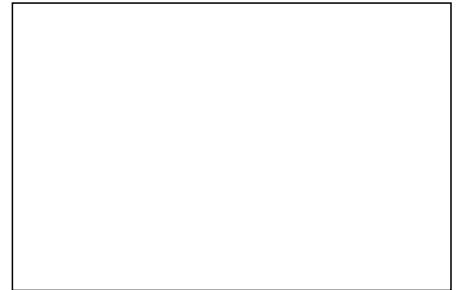


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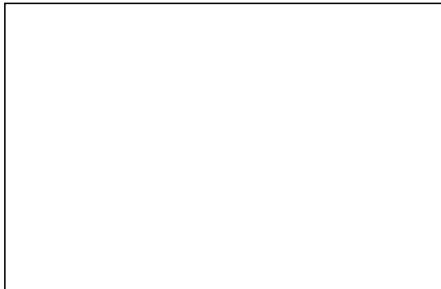


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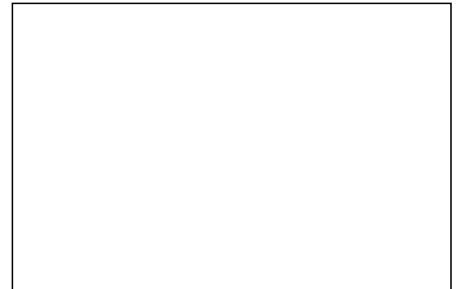


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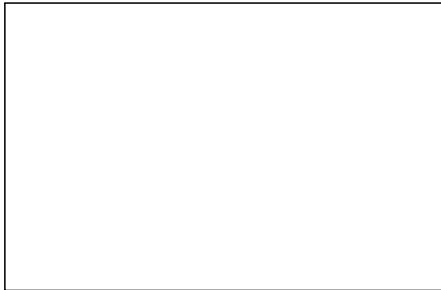
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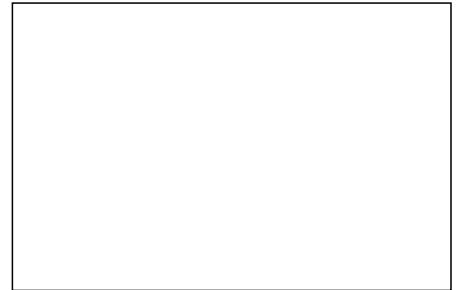


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Turbulences

{3}{U}

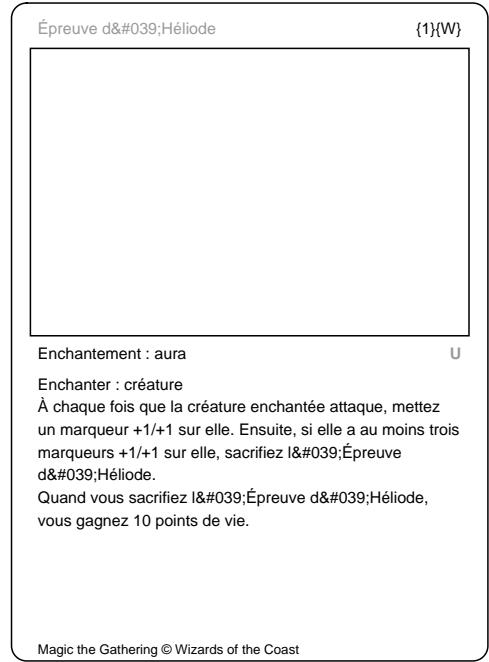
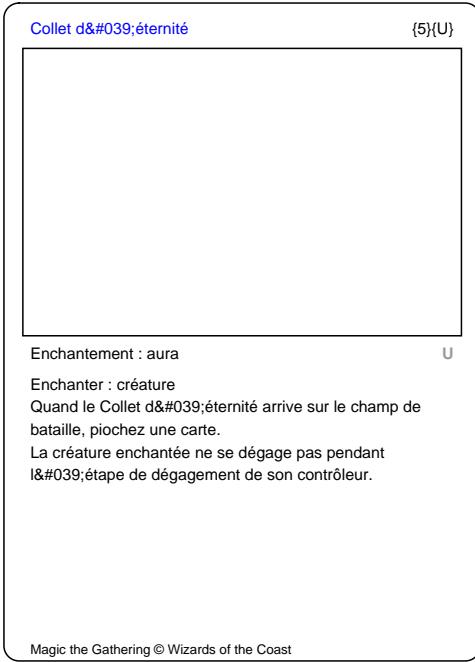
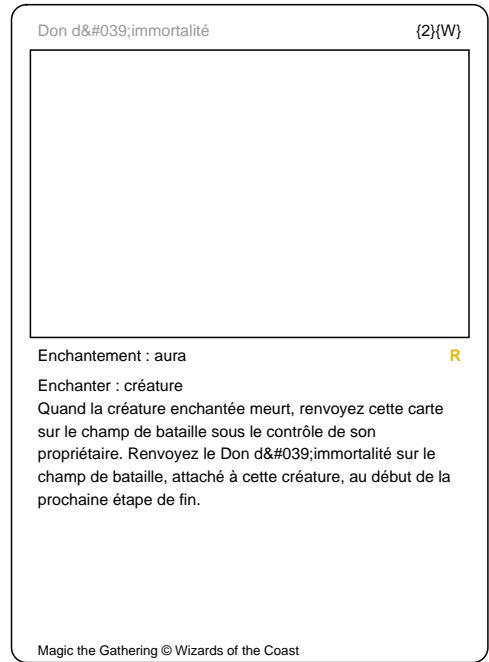
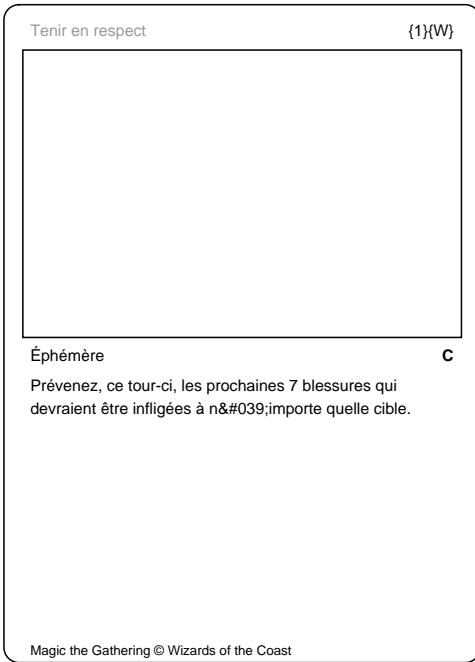


Éphémère

Mettez une créature ciblée au-dessus de la bibliothèque de son propriétaire.

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Épreuve d'Héliode

{1}{W}



Enchantement : aura

U

Enchanter : créature

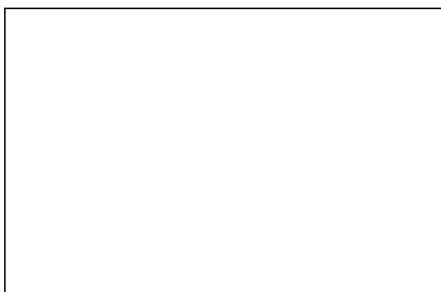
À chaque fois que la créature enchantée attaque, mettez un marqueur +1/+1 sur elle. Ensuite, si elle a au moins trois marqueurs +1/+1 sur elle, sacrifiez l'Épreuve d'Héliode.

Quand vous sacrifiez l'Épreuve d'Héliode, vous gagnez 10 points de vie.

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Lien solaire

{3}{W}



Enchantement : aura

U

Enchanter : créature

La créature enchantée a « À chaque fois que vous gagnez des points de vie, mettez autant de marqueurs +1/+1 sur cette créature. »

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