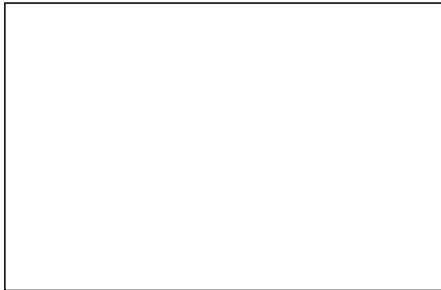


Plaine

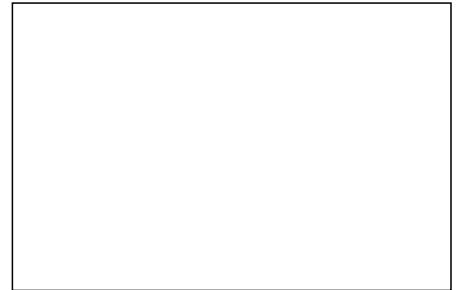


Terrain de base : plaine

<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



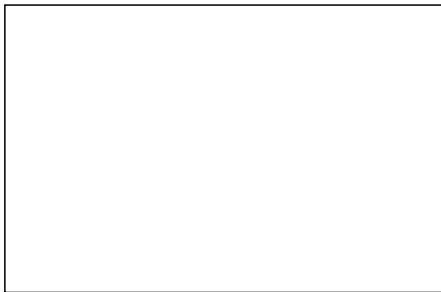
Terrain de base : plaine

<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



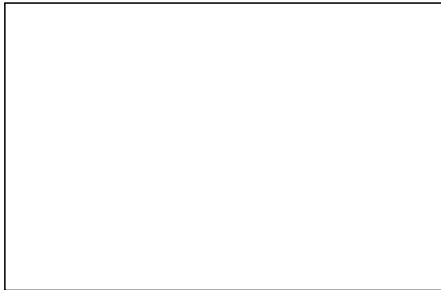
Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

Plaine

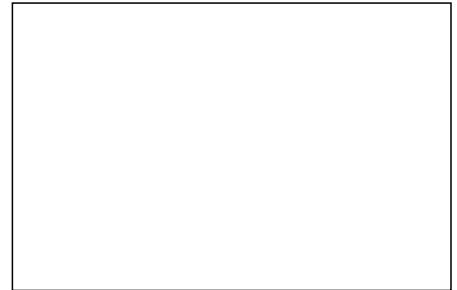


Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine



Terrain de base : plaine

<center>

Magic the Gathering © Wizards of the Coast

Plaine

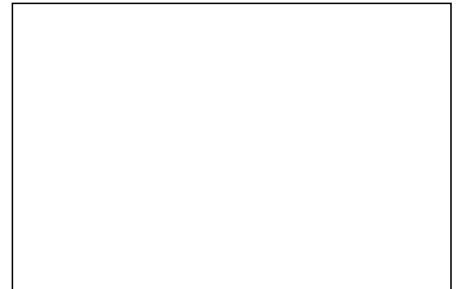


Terrain de base : plaine

<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

Parchemin maudit

{1}

Artifact**R**

{3}, {T} : Choisissez un nom de carte, puis révèle une carte au hasard de votre main. Si cette carte a le nom choisi, le Parchemin maudit inflige 2 blessures à n'importe quelle cible.

Magic the Gathering © Wizards of the Coast

Parchemin maudit

{1}

Artifact**R**

{3}, {T} : Choisissez un nom de carte, puis révèle une carte au hasard de votre main. Si cette carte a le nom choisi, le Parchemin maudit inflige 2 blessures à n'importe quelle cible.

Magic the Gathering © Wizards of the Coast

Désenchantement

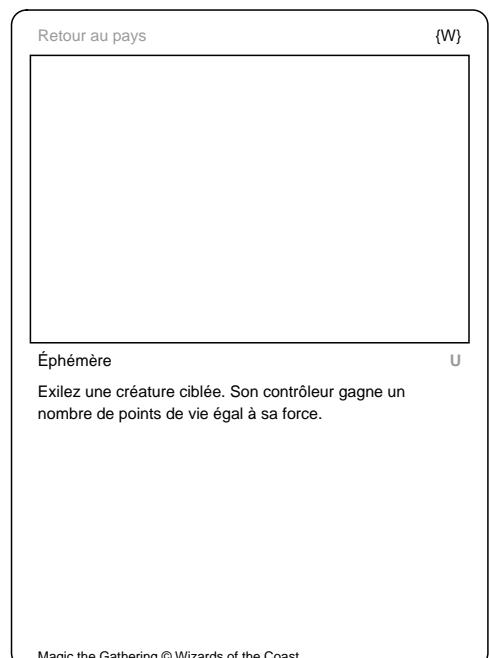
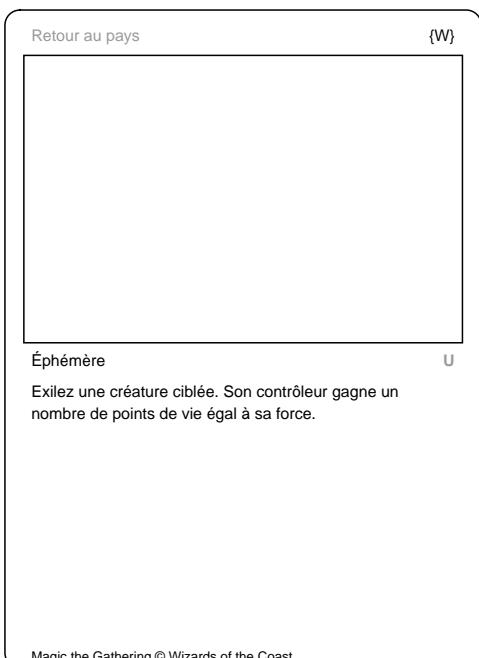
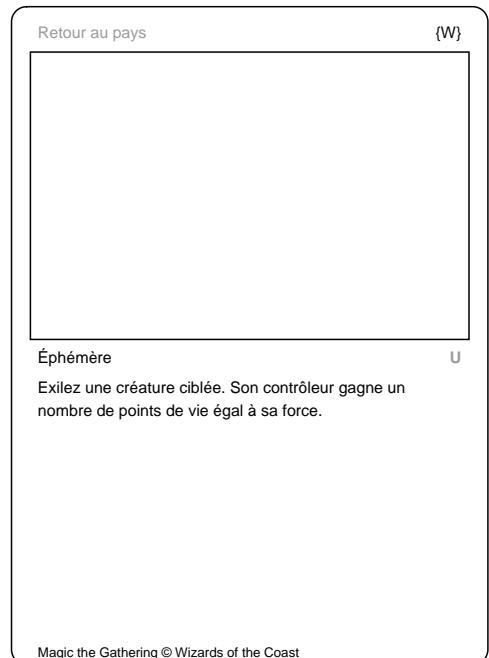
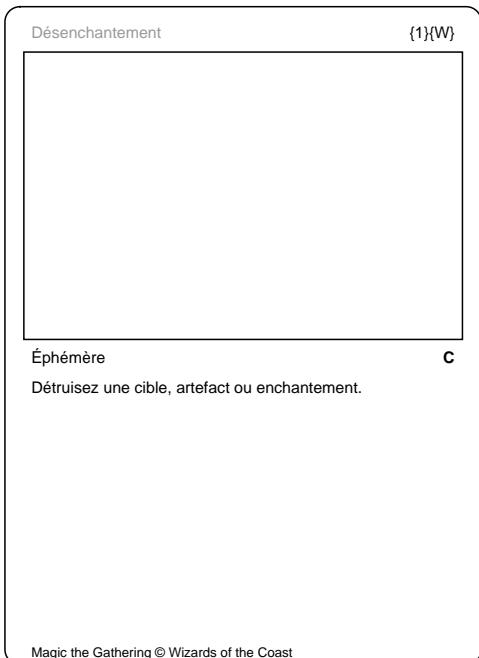
{1}{W}

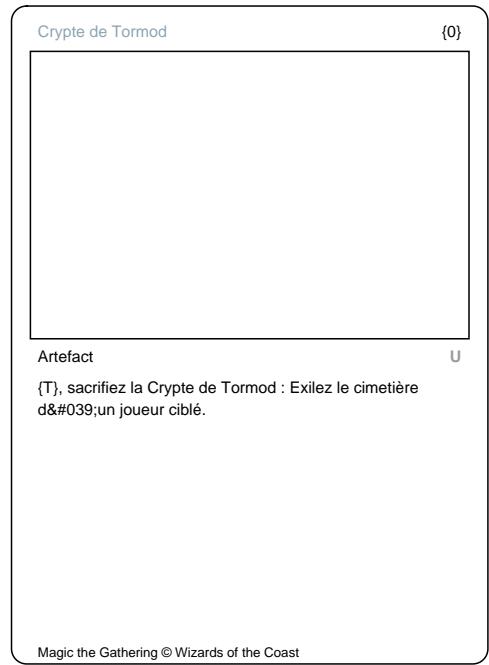
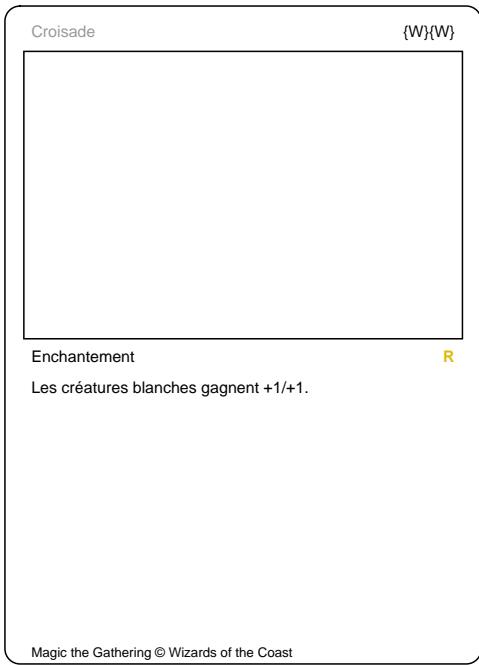
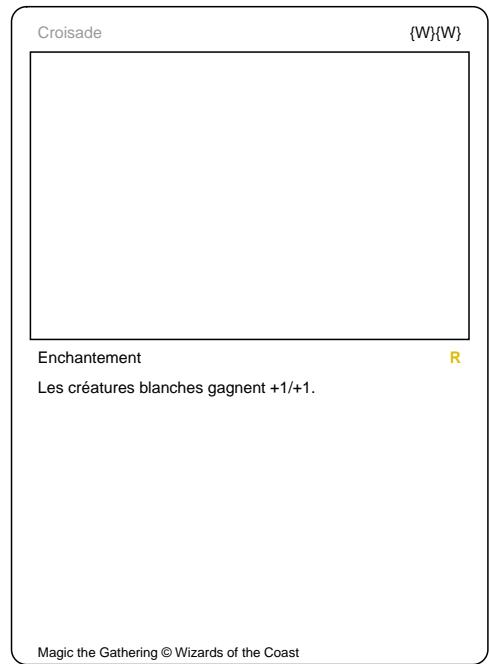
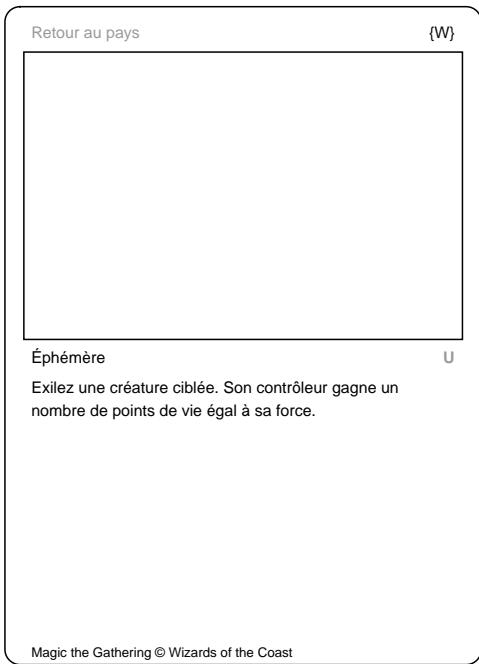
Éphémère**C**

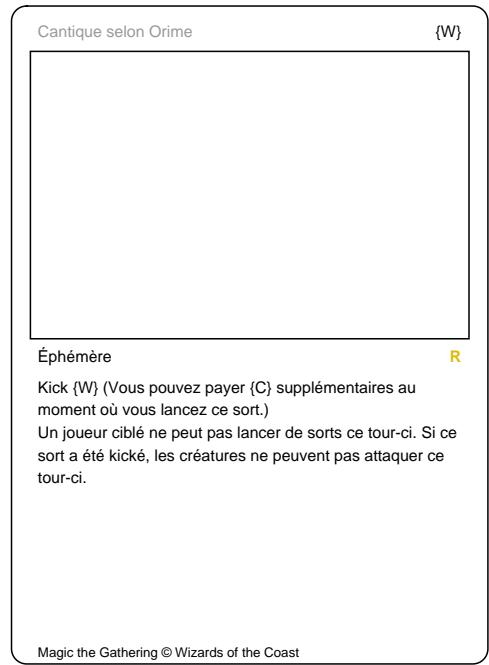
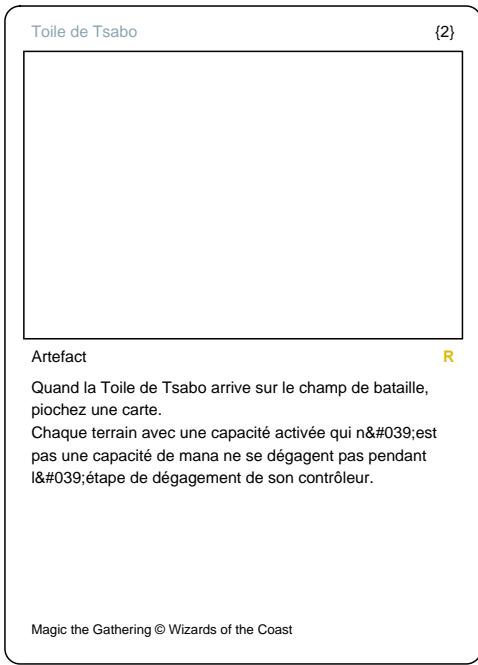
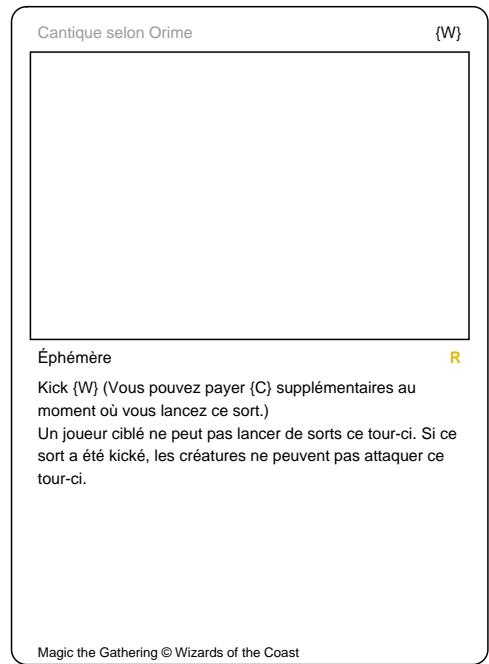
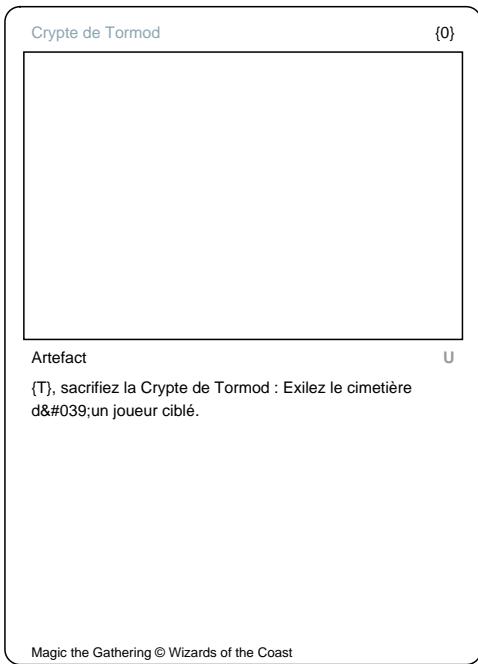
Détruissez une cible, artefact ou enchantement.

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast







Représailles

{1}{W}



Éphémère

U

Détruissez la créature ciblée de force supérieure ou égale à 4. Elle ne peut pas être régénérée.

Magic the Gathering © Wizards of the Coast

Aura de silence

{1}{W}{W}



Enchantement

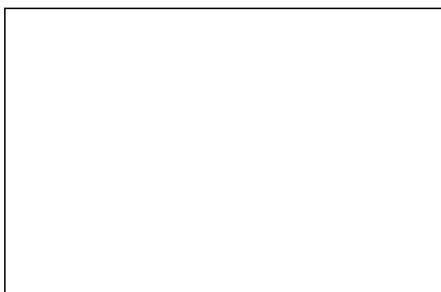
U

Les sorts d'artefact et d'enchantement que vos adversaires lancent coûtent {2} de plus à lancer. Sacrifiez l'Aura de silence : Détruisez un artefact ciblé ou un enchantement ciblé.

Magic the Gathering © Wizards of the Coast

Adoration

{3}{W}



Enchantement

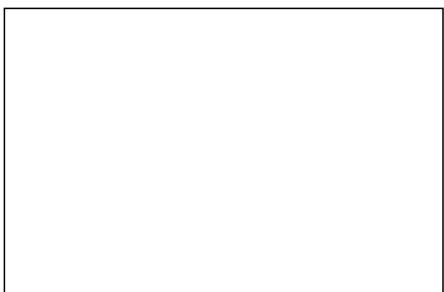
R

Si vous contrôlez une créature, les blessures qui devraient réduire votre total de points de vie à moins de 1 le réduisent à 1 à la place.

Magic the Gathering © Wizards of the Coast

Douce chaleur

{1}{W}



Enchantement

U

À chaque fois qu'un adversaire lance un sort rouge, vous gagnez 2 points de vie.

Magic the Gathering © Wizards of the Coast

Magic the Gathering © Wizards of the Coast

