

**Guivre carnassière**

{1}{G}



Créature : guivre

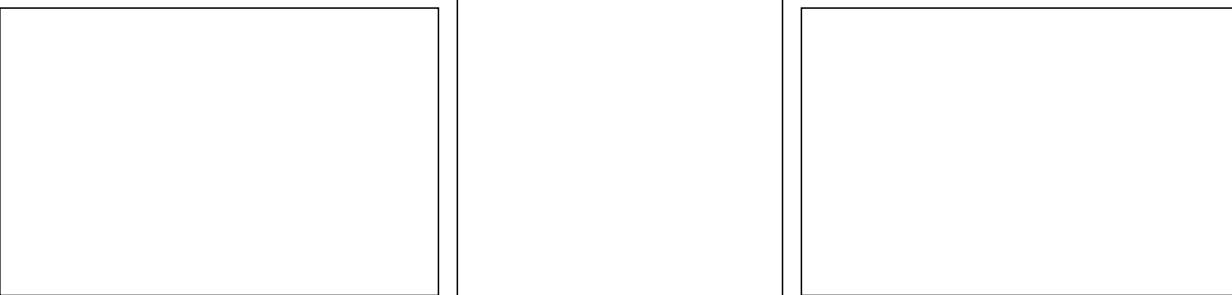
U

La Guivre carnassière arrive sur le champ de bataille avec X marqueurs +1/+1 sur elle, X étant le nombre de points de vie que vous avez gagnés ce tour-ci.

2/2

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## {3}{W}{W}

**Ange de Serra**

Créature : ange

U

Vol  
Vigilance (Attaquer avec cette créature ne la fait pas s'engager.)

4/4

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**Guivre carnassière**

{1}{G}



Créature : guivre

U

La Guivre carnassière arrive sur le champ de bataille avec X marqueurs +1/+1 sur elle, X étant le nombre de points de vie que vous avez gagnés ce tour-ci.

2/2

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## {3}{W}{W}

**Ange de Serra**

Créature : ange

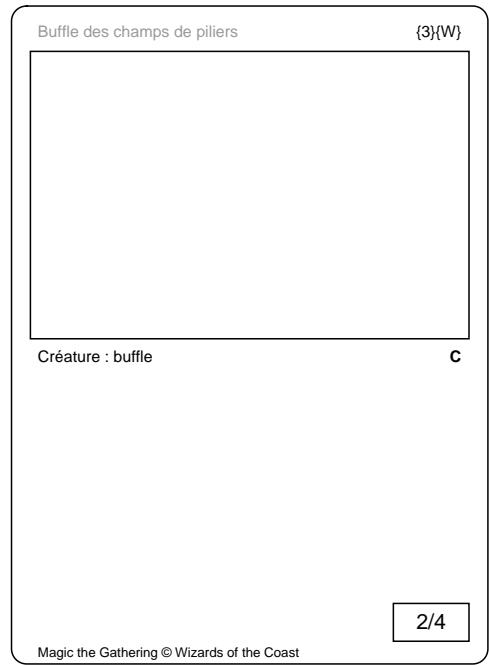
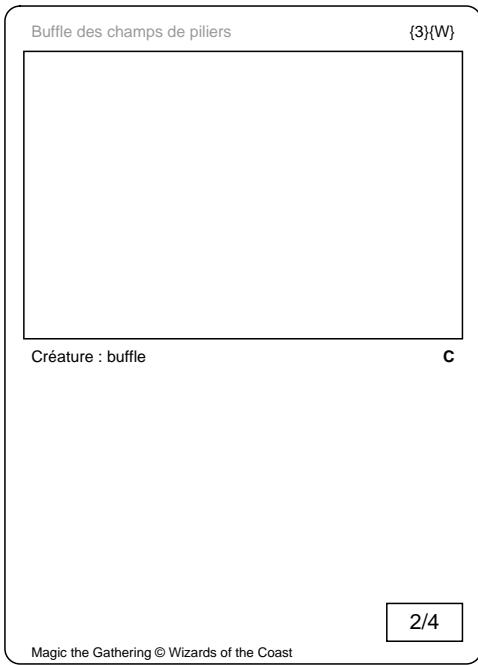
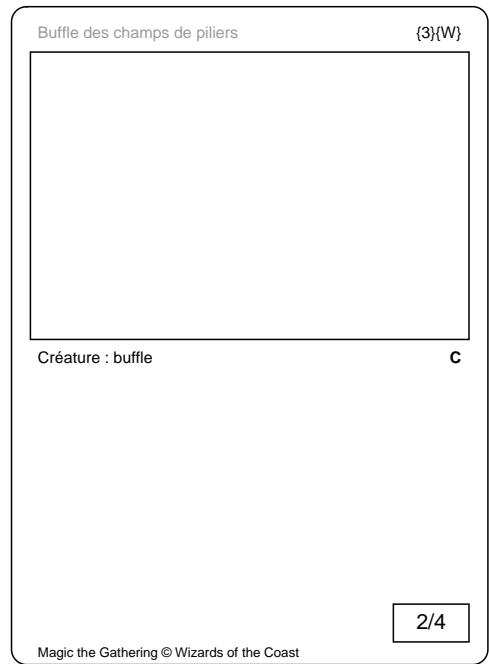
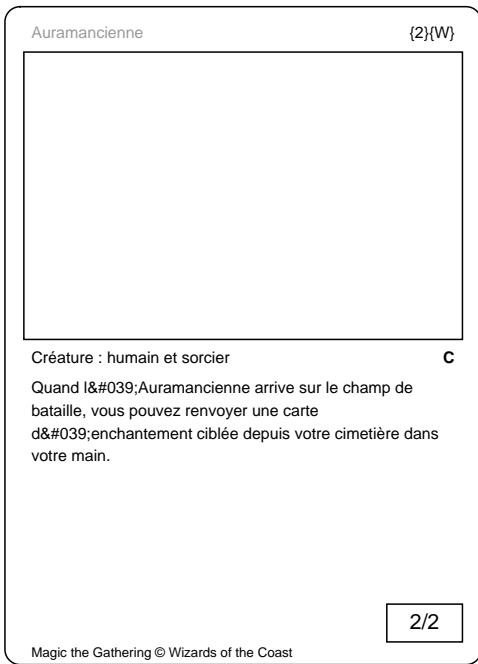
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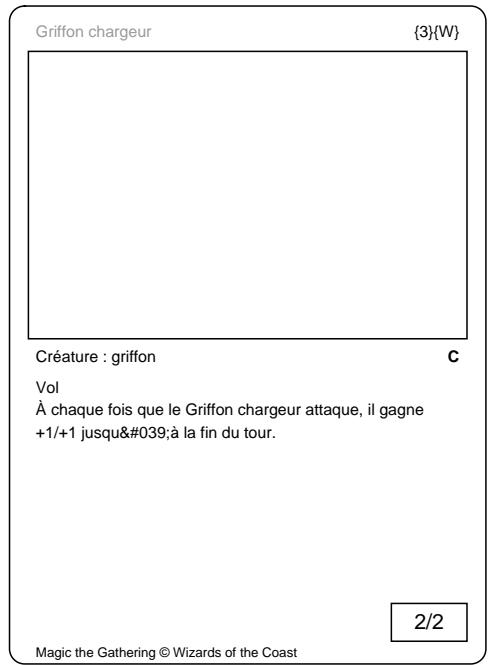
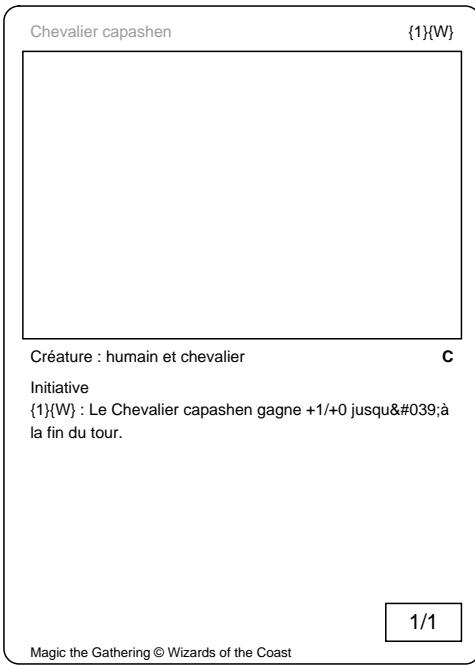
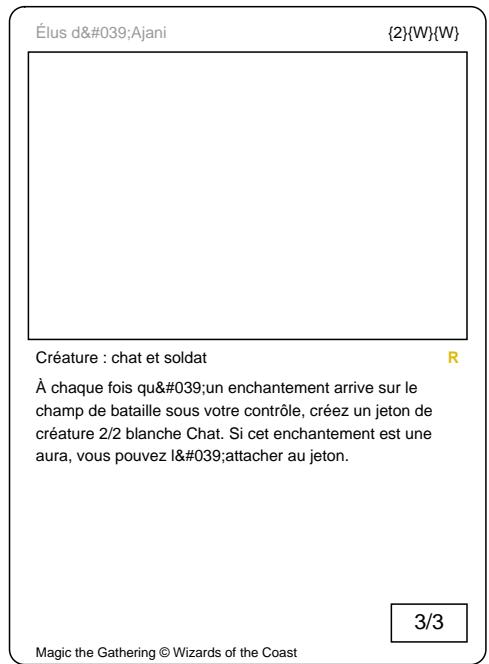
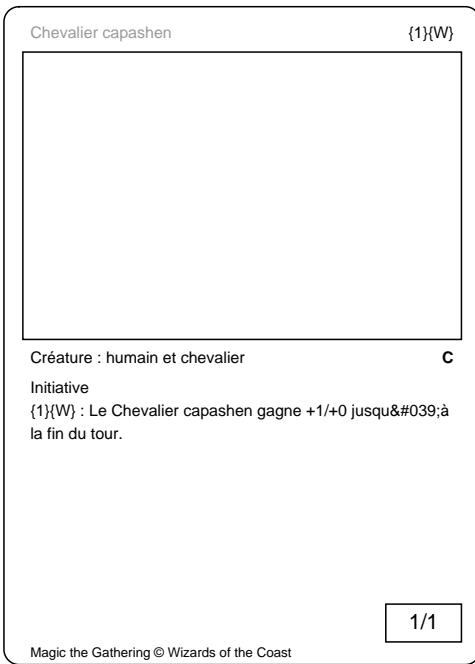
Vol  
Vigilance (Attaquer avec cette créature ne la fait pas s'engager.)

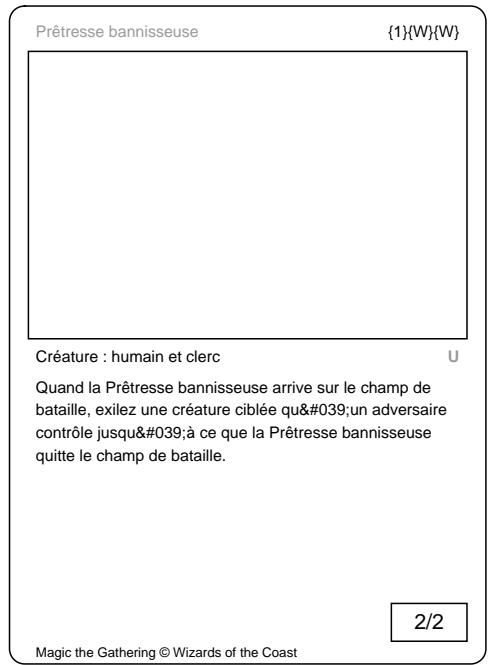
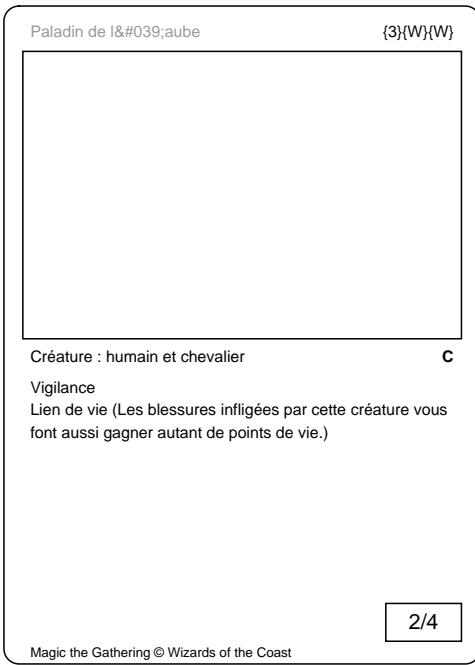
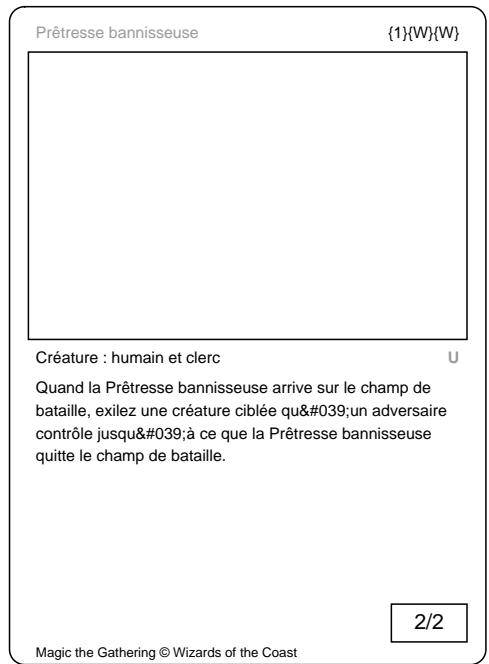
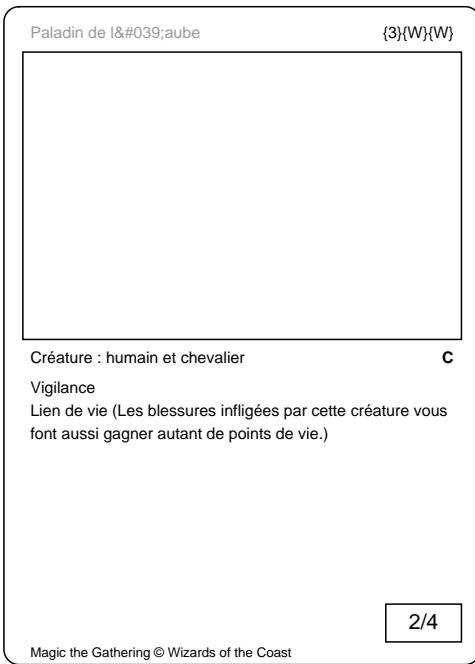
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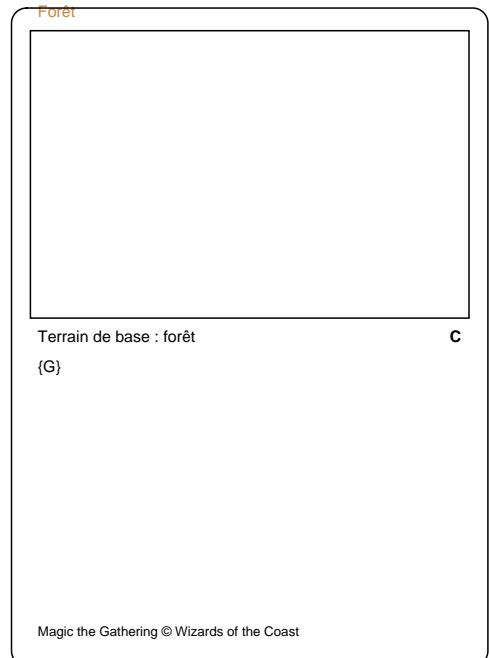
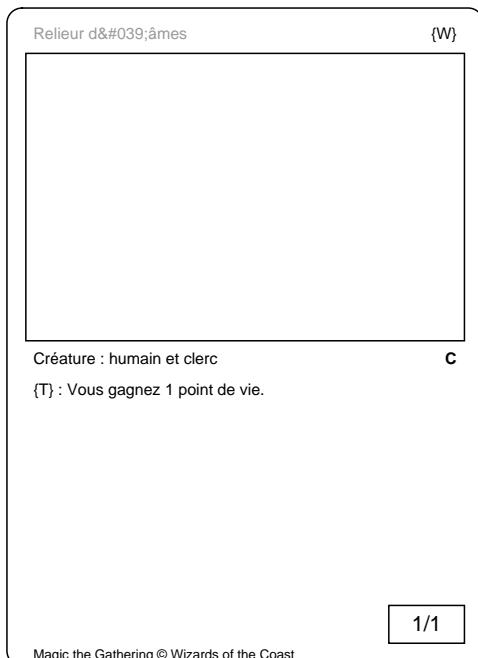
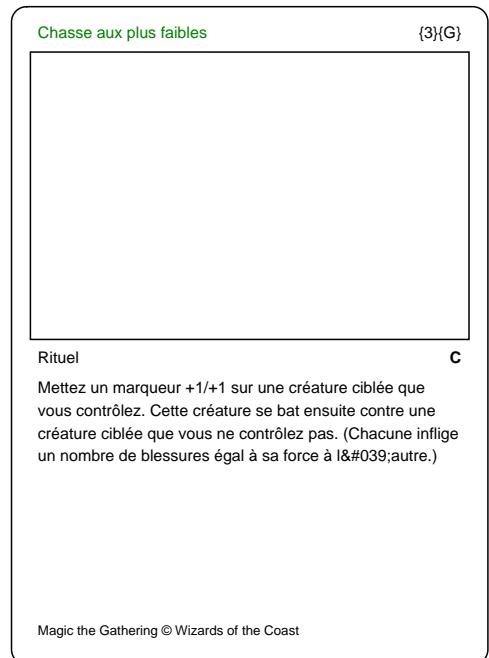
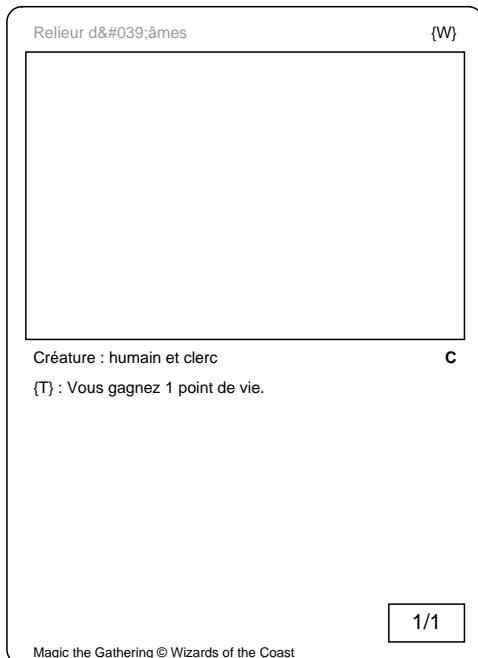
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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Forêt



Terrain de base : forêt

C

{G}

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Plaine



Terrain de base : plaine

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Plaine



Terrain de base : plaine

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Plaine



Terrain de base : plaine

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Plaine



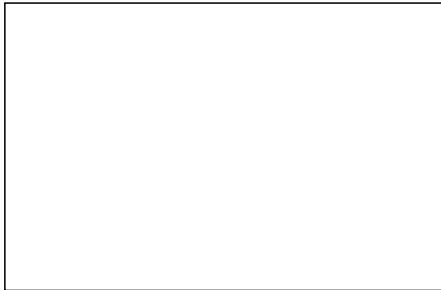
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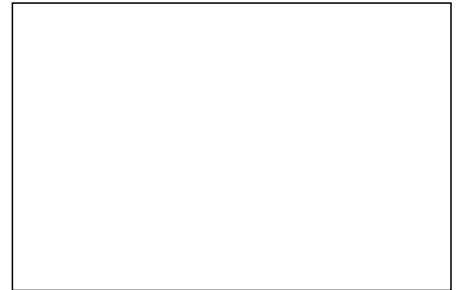


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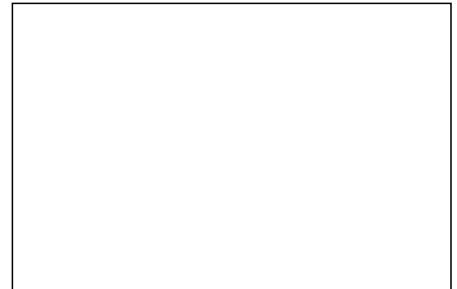


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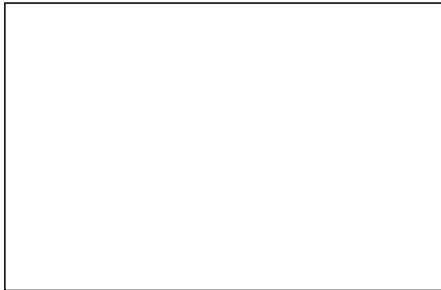
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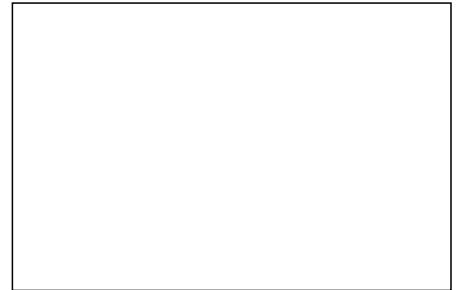


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Plaine



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Plaine



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Plaine



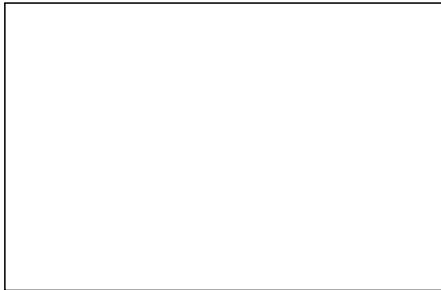
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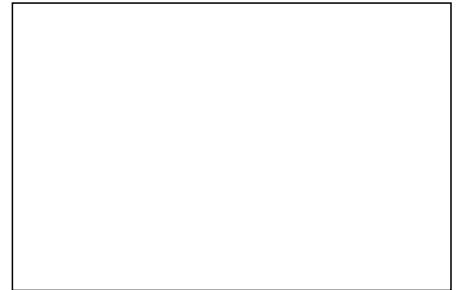


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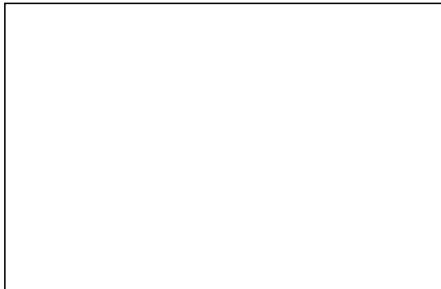


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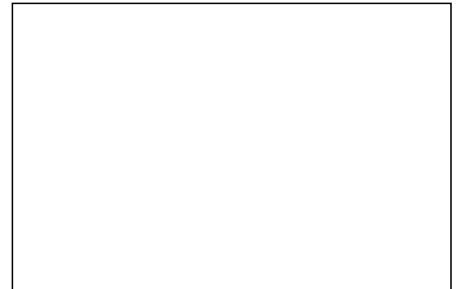


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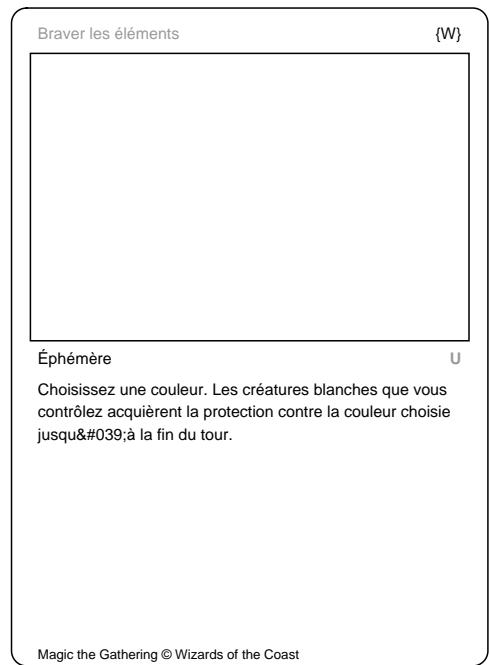
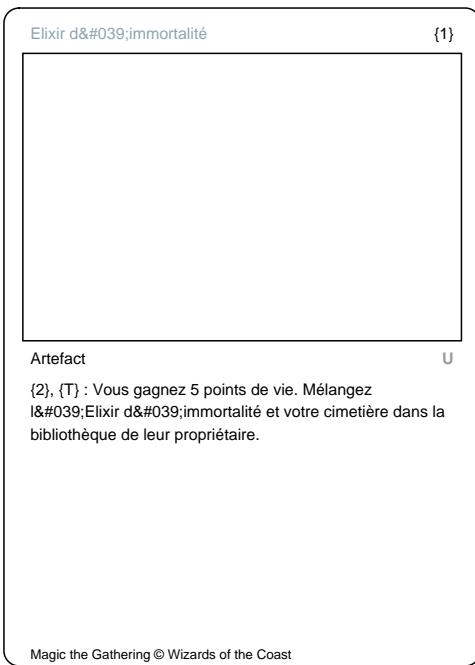
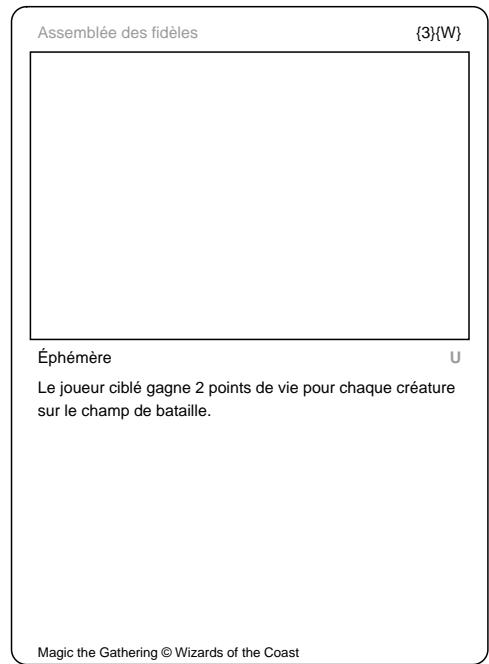
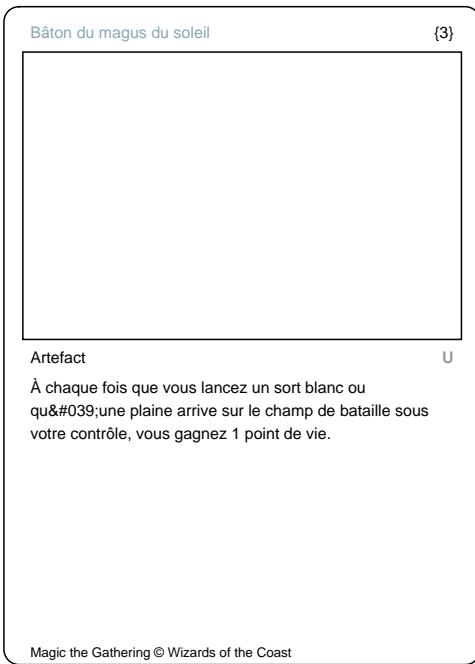


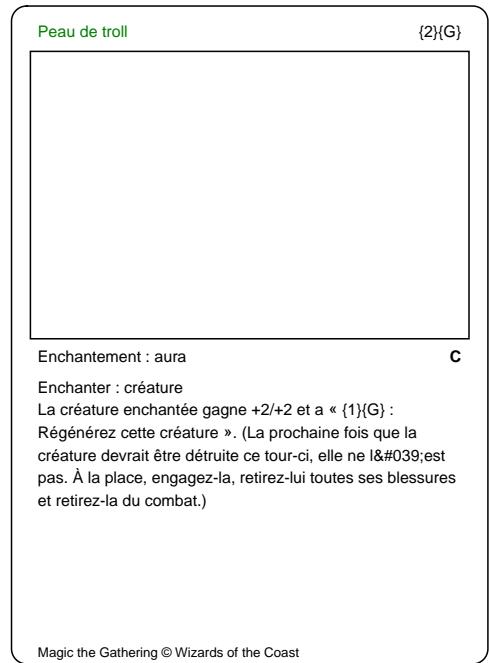
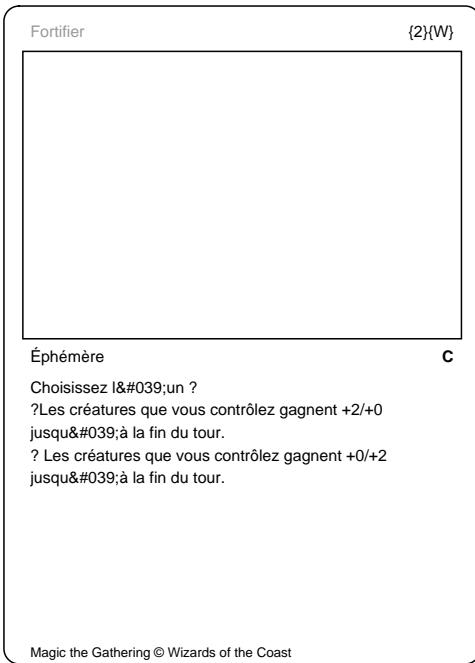
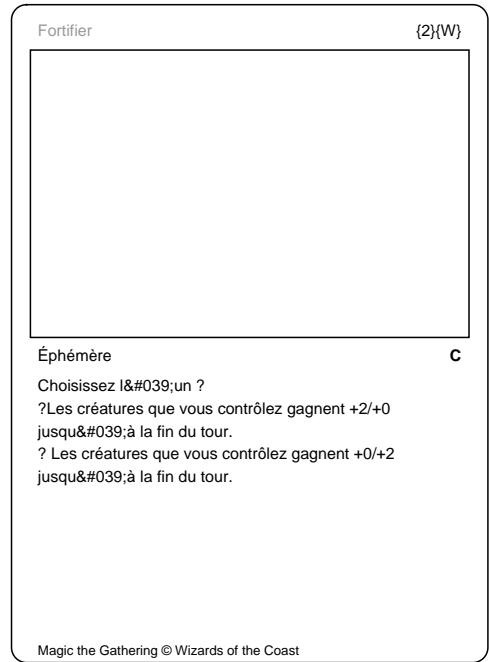
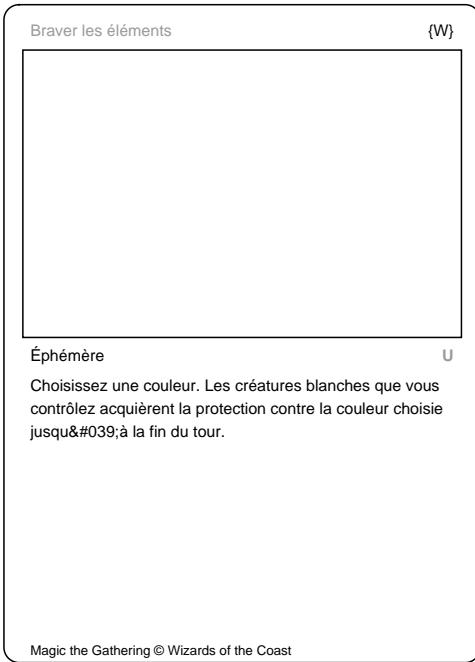
Terrain de base : plaine

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Peau de troll

{2}{G}



Enchantement : aura

C

Enchanter : créature

La créature enchantée gagne +2/+2 et a « {1}{G} : Régénérez cette créature ». (La prochaine fois que la créature devrait être détruite ce tour-ci, elle ne l'est pas. À la place, engagez-la, retirez-lui toutes ses blessures et retirez-la du combat.)

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Accord angélique

{3}{W}



Enchantement

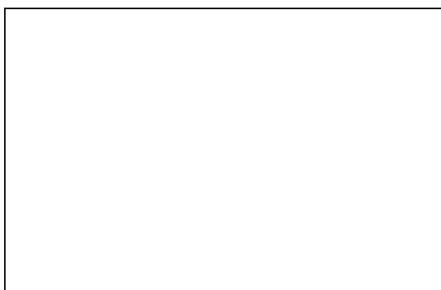
U

Au début de chaque étape de fin, si vous avez gagné au moins 4 points de vie ce tour-ci, créez un jeton de créature 4/4 blanche Ange avec le vol.

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Peau de troll

{2}{G}



Enchantement : aura

C

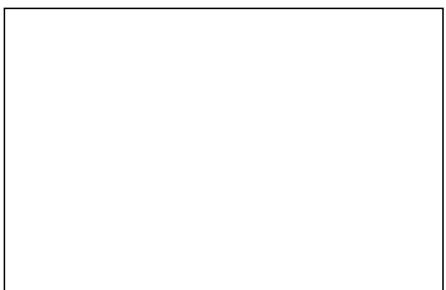
Enchanter : créature

La créature enchantée gagne +2/+2 et a « {1}{G} : Régénérez cette créature ». (La prochaine fois que la créature devrait être détruite ce tour-ci, elle ne l'est pas. À la place, engagez-la, retirez-lui toutes ses blessures et retirez-la du combat.)

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Faveur divine

{1}{W}



Enchantement : aura

C

Enchanter : créature

Quand la Faveur divine arrive sur le champ de bataille, vous gagnez 3 points de vie.

La créature enchantée gagne +1/+3.

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