Wastes
Basic Land
183/184 C
OGW • EN
Jason Felix
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Wastes

Basic Land

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Wastes

Basic Land

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All Is Dust 7

Tribal Sorcery — Eldrazi

Each player sacrifices all colored permanents they control.

"The emergence of the Eldrazi isn't necessarily a bad thing, as long as you've already lived a fulfilling and complete life without regrets."
—Javad Nasrin, Ondu relic hunter

001/254 R
UMA • EN ► Jason Felix
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Ancient Tomb

Land

{T}: Add {C}{C}. Ancient Tomb deals 2 damage to you.

There is no glory to be gained in the kingdom of the dead.
—Vec tomb inscription

236/254 R
UMA • EN ► Yeong-Hao Han
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Arch of Orazca

Land

Ascend *(If you control ten or more permanents, you get the city's blessing for the rest of the game.)*

{T}: Add {C} to your mana pool.

5, {T}: Draw a card. Activate this ability only if you have the city's blessing.

185/196 R
RIX • EN ► Titus Lunter
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Artisan of Kozilek 9

Creature — Eldrazi

When you cast this spell, you may return target creature card from your graveyard to the battlefield.

Annihilator 2 *(Whenever this creature attacks, defending player sacrifices two permanents.)*

10/9

002/254 U
UMA • EN ► Jason Felix
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Ash Barrens

Land

{T}: Add {C}.

Basic landcycling 1 *(1, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.)*

235/312 C
CM2 • EN ► Ionas De Ro
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Basalt Monolith 3

Artifact

Basalt Monolith doesn't untap during your untap step.

{T}: Add {C}{C}{C}.

3: Untap Basalt Monolith.

173/312 U
CM2 • EN ► Yeong-Hao Han
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Blightsteel Colossus 12

Artifact Creature — Golem

Trample, infect

Blightsteel Colossus is indestructible.

If Blightsteel Colossus would be put into a graveyard from anywhere, reveal Blightsteel Colossus and shuffle it into its owner's library instead.

11/11

Chris Rahn
™ & © 1993-2011 Wizards of the Coast LLC 99/155

Blinkmoth Urn 5

Artifact

At the beginning of each player's precombat main phase, if Blinkmoth Urn is untapped, that player adds ◇ for each artifact they control.

The vedalken embed such urns in their living artifact creations.

197/307 R
C18 • EN ► David Martin
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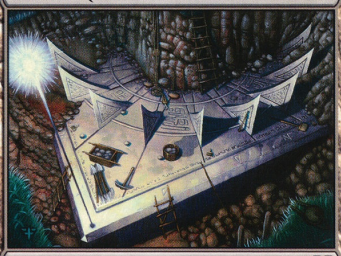
Buried Ruin



Land

⟳: Add ◇.

2, ⟳, Sacrifice Buried Ruin: Return target artifact card from your graveyard to your hand.

History has buried its treasures deep.

239/307 U
C18 • EN ► Franz Vohwinkel
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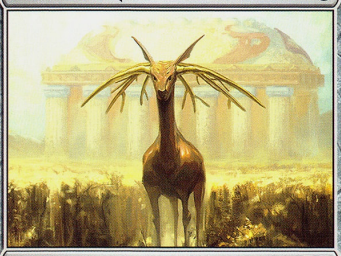
Burnished Hart 3



Artifact Creature — Elk

3, Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Forged by divine hands to wander mortal realms.

2/2

248/342 U
C15 • EN ► Yeong-Hao Han
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Conduit of Ruin 6

Creature — Eldrazi

When you cast Conduit of Ruin, you may search your library for a colorless creature card with converted mana cost 7 or greater, reveal it, then shuffle your library and put that card on top of it.

The first creature spell you cast each turn costs 2 less to cast.

5/5

004/274 R
BFZ • EN ► Slawomir Maniak
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Darksteel Citadel

Artifact Land

Indestructible

⟳: Add ◇.

Structures built from darksteel yield to neither assault nor age.

241/307 U
C18 • EN ► John Avon
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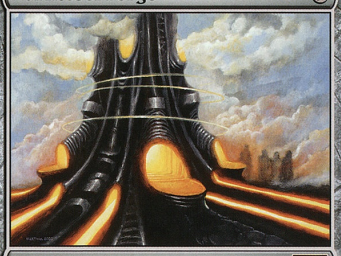
Darksteel Forge 9



Artifact

Artifacts you control have indestructible. *(Effects that say "destroy" don't destroy them. Artifact creatures with indestructible can't be destroyed by damage.)*

"It is as if this world has been expecting our blessings."
—Elesh Norn, Grand Cenobite

Martina Pilcerova
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Dreamstone Hedron 6

Artifact

⟳: Add ◇◇◇.

3, ⟳, Sacrifice Dreamstone Hedron: Draw three cards.

Only the Eldrazi mind thinks in the warped paths required to open the hedrons and tap the power within.

204/307 U
C18 • EN ► Eric Deschamps
™ & © 2018 Wizards of the Coast

Drownyard Temple

Land

⟳: Add ◇ to your mana pool.

3: Return Drownyard Temple from your graveyard to the battlefield tapped.

"This is it! All the cryptoliths point here!"
—Jace Beleren

271/297 R
SOI • EN ► John Avon
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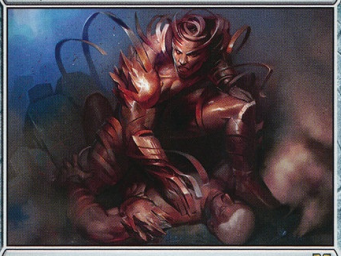
Duplicant 6



Artifact Creature — Shapeshifter

Imprint — When Duplicant enters the battlefield, you may exile target nontoken creature.

As long as a card exiled with Duplicant is a creature card, Duplicant has the power, toughness, and creature types of the last creature card exiled with Duplicant. It's still a Shapeshifter.

2/4

205/307 R
C18 • EN ► Marco Nelor
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Eldrazi Conscription 8

Tribal Enchantment — Eldrazi Aura

Enchant creature
Enchanted creature gets +10/+10 and has trample and annihilator 2. *(Whenever it attacks, defending player sacrifices two permanents.)*

The barest taste of Eldrazi power shatters both realms and identities.

003/254 R
UMA • EN ► Jaime Jones
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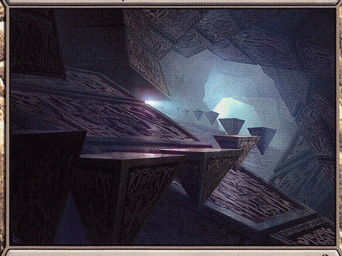
Eldrazi Temple



Land

T: Add 1 to your mana pool.
T: Add 2 to your mana pool. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

Each temple is a door to a horrible future.

068/080 U
DDP • EN ► James Paick
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Emrakul, the Promised End 13

Legendary Creature — Eldrazi

Emrakul, the Promised End costs 1 less to cast for each card type among cards in your graveyard.
When you cast Emrakul, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.
Flying, trample, protection from instants

An enigma as vexing as life itself.

13/13

006/205 M
EMN • EN ► Jaime Jones
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Endbringer 5

Creature — Eldrazi

Untap Endbringer during each other player's untap step.
T: Endbringer deals 1 damage to target creature or player.
◇, T: Target creature can't attack or block this turn.
◇◇, T: Draw a card.

5/5

003/184 R
OGW • EN ► Vincent Proce
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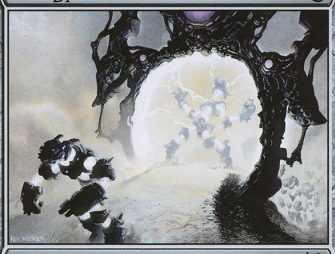
Energy Chamber 2



Artifact

At the beginning of your upkeep, choose one — Put a +1/+1 counter on target artifact creature; or put a charge counter on target noncreature artifact.

— Key Walker
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Everflowing Chalice 0

Artifact

Multikicker 2 *(You may pay an additional 2 any number of times as you cast this spell.)*
Everflowing Chalice enters the battlefield with a charge counter on it for each time it was kicked.
T: Add ◇ for each charge counter on Everflowing Chalice.

188/312 U
CM2 • EN ► Steve Argyle
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Expedition Map 1

Artifact

2, T, Sacrifice Expedition Map: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

"I use maps to find out where explorers have already been. Then I go the other way."
—Javad Nasrin, Ondu relic hunter

213/249 U
MM2 • EN ► Franz Vohwinkel
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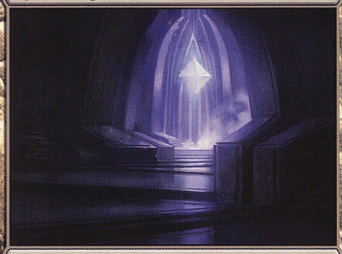
Eye of Ugin



Legendary Land

Colorless Eldrazi spells you cast cost 2 less to cast.
7, T: Search your library for a colorless creature card, reveal it, and put it into your hand. Then shuffle your library.

An eye closes. A race awakens.

242/249 R
MM2 • EN ► James Paick
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Field of Ruin

Land

T: Add ◇ to your mana pool.
2, T, Sacrifice Field of Ruin: Destroy target nonbasic land an opponent controls. Each player searches his or her library for a basic land card, puts it onto the battlefield, then shuffles his or her library.

254/279 U
XLN • EN ► Dimitar
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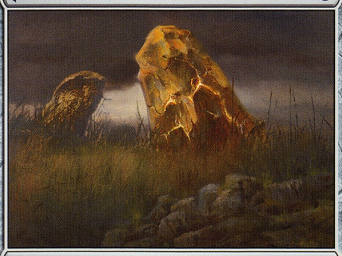
Fractured Powerstone 2



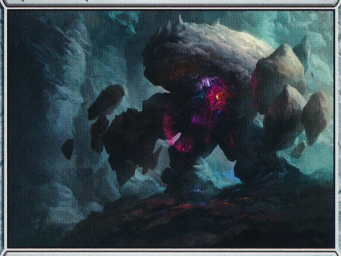
Artifact

: Add ◇ to your mana pool.
: Roll the planar die. Activate this ability only any time you could cast a sorcery.

The Thran learned to capture mana, but power inevitably escapes its bonds.

111/156 C ™ & © 2016 Wizards of the Coast
PCA • EN ✎ Rob Alexander

Geode Golem 5



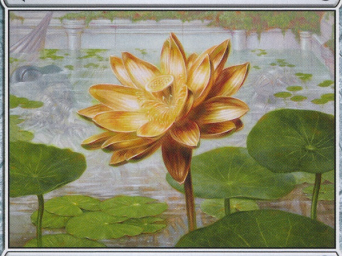
Artifact Creature — Golem

Trample
Whenever Geode Golem deals combat damage to a player, you may cast your commander from the command zone without paying its mana cost. *(You still pay any additional costs.)*

5/3

056/307 U ™ & © 2018 Wizards of the Coast
C18 • EN ✎ Yeong-Hao Han

Gilded Lotus 5



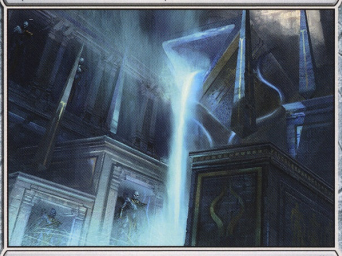
Artifact

: Add three mana of any one color.

"The perfection of the lotus reminds me of my hopes for this world . . . and my failures. I will not rest until I've atoned for them."
—Karn

215/269 R ™ & © 2018 Wizards of the Coast
DOM • EN ✎ Volkan Baga

God-Pharaoh's Gift 7



Artifact

At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn.

161/199 R ™ & © 2017 Wizards of the Coast
HOU • EN ✎ Titus Lunter

Haven of the Spirit Dragon

Land

: Add ◇ to your mana pool.
: Add one mana of any color to your mana pool. Spend this mana only to cast a Dragon creature spell.
2, , Sacrifice Haven of the Spirit Dragon: Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand.

255/309 R ™ & © 2017 Wizards of the Coast
C17 • EN ✎ Raymond Swanland

Hedron Archive 4

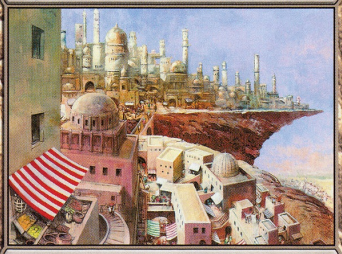
Artifact

: Add ◇◇.
2, , Sacrifice Hedron Archive: Draw two cards.

"You've begun to understand the hedrons' true purpose," said Ugin. "The Eldrazi can be imprisoned."
"And how did that work out last time?" asked Jace.

206/307 U ™ & © 2018 Wizards of the Coast
C18 • EN ✎ Craig J Spearing

High Market



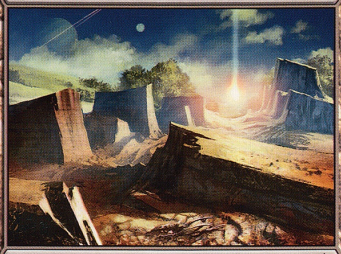
Land

: Add ◇ to your mana pool.
, Sacrifice a creature: You gain 1 life.

If it can't be had here, it can't be had on any world.

257/320 R ™ & © 2017 Wizards of the Coast
CMA • EN ✎ Carl Critchlow

Homeward Path



Land

: Add ◇ to your mana pool.
: Each player gains control of all creatures he or she owns.

"Let your heels point you home."
—Ancient blessing

301/351 R ™ & © 2016 Wizards of the Coast
C16 • EN ✎ Tomasz Jedruszek

Inventors' Fair

Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.
: Add ◇ to your mana pool.
4, , Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle your library. Activate this ability only if you control three or more artifacts.

247/264 R Story Spotlight 1/5 mtgstory.com
KLD • EN ✎ Jonas De Ro ™ & © 2016 Wizards of the Coast

It That Betrays 12

Creature — Eldrazi

Annihilator 2 *(Whenever this creature attacks, defending player sacrifices two permanents.)*

Whenever an opponent sacrifices a nontoken permanent, put that card onto the battlefield under your control.

Your pleas for death shall go unheard.

11/11

043/080 R
DDP • EN ▶ Tomasz Jedruszek
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Karn, Scion of Urza 4

Legendary Planeswalker — Karn

+1: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

−1: Put a card you own with a silver counter on it from exile into your hand.

−2: Create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

5

001/269 M
DOM • EN ▶ Chase Stone
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Karn Liberated 7

Legendary Planeswalker — Karn

+4: Target player exiles a card from their hand.

−3: Exile target permanent.

−14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

005/254 M
UMA • EN ▶ Jason Chan
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Kozilek's Channeler 5

Creature — Eldrazi

: Add 2 to your mana pool.

"In the dark places of our world, something horrible is growing. I fear our foes may be more numerous than we had imagined."
—Nissa Revane

4/4

010/274 C
BFZ • EN ▶ Jason Felix
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Kozilek, Butcher of Truth 10

Legendary Creature — Eldrazi

When you cast this spell, draw four cards.

Annihilator 4 *(Whenever this creature attacks, defending player sacrifices four permanents.)*

When Kozilek, Butcher of Truth is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

12/12

006/254 M
UMA • EN ▶ Michael Komarck
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Kozilek, the Great Distortion 8

Legendary Creature — Eldrazi

When you cast Kozilek, the Great Distortion, if you have fewer than seven cards in hand, draw cards equal to the difference.

Menace

Discard a card with converted mana cost X: Counter target spell with converted mana cost X.

A void as cryptic as reality itself.

12/12

004/184 M
OGW • EN ▶ Aleksi Briclot
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Lightning Greaves 2

Artifact — Equipment

Equipped creature has haste and shroud. *(It can't be the target of spells or abilities.)*

Equip 0

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

196/312 U
CMZ • EN ▶ Jeremy Jarvis
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Lux Cannon 4

Artifact

: Put a charge counter on Lux Cannon.

, Remove three charge counters from Lux Cannon: Destroy target permanent.

There are few problems that can't be solved by putting a hole in the world.

— Martina Pilcerova

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Meteor Golem 7

Artifact Creature — Golem

When Meteor Golem enters the battlefield, destroy target nonland permanent an opponent controls.

The impact sent the soldiers scattering—then something came out of the crater.

3/3

241/280 U
M19 • EN ▶ Lake Hurwitz
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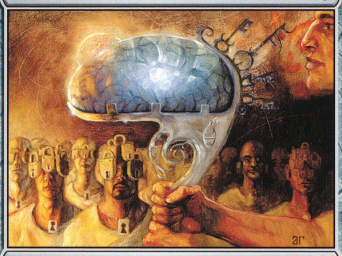
Mind Stone 2



Artifact

{T}: Add {C}.

{1}, {T}, Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"
—Jhoira, master artificer

210/307 C
C18 • EN ▶ Adam Rex
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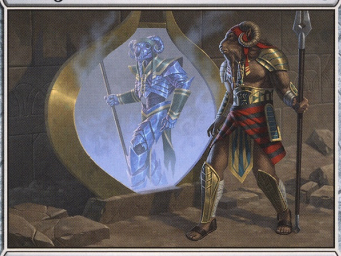
Mirage Mirror 3



Artifact

{2}: Mirage Mirror becomes a copy of target artifact, creature, enchantment, or land until end of turn.

Most mirrors show your reflection. Others show your potential.

165/199 R
HOU • EN ▶ Craig J Spearing
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Mirrorpool

Land

Mirrorpool enters the battlefield tapped.

{T}: Add {C} to your mana pool.

{2}{C}, {T}, Sacrifice Mirrorpool: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

{4}{C}, {T}, Sacrifice Mirrorpool: Put a token onto the battlefield that's a copy of target creature you control.

174/184 M
OGW • EN ▶ Cliff Childs
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Myr Battlesphere 7

Artifact Creature — Myr Construct

When Myr Battlesphere enters the battlefield, create four 1/1 colorless Myr artifact creature tokens.

Whenever Myr Battlesphere attacks, you may tap X untapped Myr you control. If you do, Myr Battlesphere gets +X/+0 until end of turn and deals X damage to the player or planeswalker it's attacking.

4/7

212/307 R
C18 • EN ▶ Franz Vohwinkel
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Nevinyrral's Disk 4

Artifact

Nevinyrral's Disk enters the battlefield tapped.

{1}, {T}: Destroy all artifacts, creatures, and enchantments.

217/309 R
C17 • EN ▶ Steve Argyle
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Oblivion Sower 6

Creature — Eldrazi

When you cast Oblivion Sower, target opponent exiles the top four cards of his or her library, then you may put any number of land cards that player owns from exile onto the battlefield under your control.

The Eldrazi hunger without limit and consume without pause.

5/8

011/274 M
BFZ • EN ▶ Jaime Jones
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Oblivion Stone 3

Artifact

{4}, {T}: Put a fate counter on target permanent.

{5}, {T}, Sacrifice Oblivion Stone: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

205/312 R
CM2 • EN ▶ Sam Wood
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Oracle's Vault 4

Artifact

{2}, {T}: Exile the top card of your library. Until end of turn, you may play that card. Put a brick counter on Oracle's Vault.

{T}: Exile the top card of your library. Until end of turn, you may play that card without paying its mana cost. Activate this ability only if there are three or more brick counters on Oracle's Vault.

234/269 R
AKH • EN ▶ Jonas De Ro
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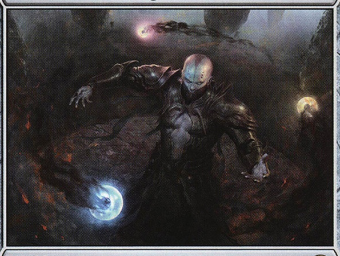
Orbs of Warding 5



Artifact

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

If a creature would deal damage to you, prevent 1 of that damage.

One orb to guard the body, one to protect the mind, and one to shield the soul.

234/272 R
ORI • EN ▶ Johann Bodin
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Paradox Engine 5

Legendary Artifact

Whenever you cast a spell, untap all nonland permanents you control.

"One look at this glorious item convinced me that Kaladesh deserved my full attention. Sure enough, my time here has yielded exquisite fruit."
—Tezzeret

169/184 M
AER • EN ✎ Christine Choi
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Pathrazer of Ulamog 11

Creature — Eldrazi

Annihilator 3 *(Whenever this creature attacks, defending player sacrifices three permanents.)*

Pathrazer of Ulamog can't be blocked except by three or more creatures.

No thought but hunger. No strategy but destruction.

9/9

✎ Austin Hsu
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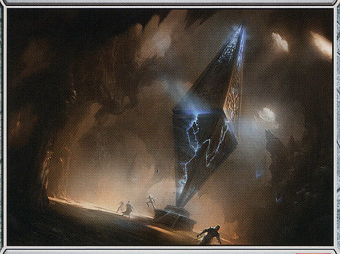
Perilous Vault 4



Artifact

5, ⟳, Exile Perilous Vault: Exile all nonland permanents.

The spirit dragon Ugin arranged the hedrons of Zendikar to direct leylines of energy. To disrupt one is to unleash devastation and chaos.

224/269 M
M15 • EN ✎ Sam Burley
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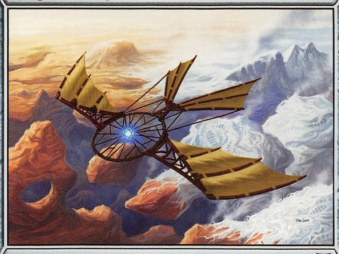
Pilgrim's Eye 3



Artifact Creature — Thopter

Flying
When Pilgrim's Eye enters the battlefield, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

Each time it is sent to find a safe haven, it takes longer to return.

1/1

055/068 U
GNT • EN ✎ Dan Scott
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Planar Bridge 6

Legendary Artifact

8, ⟳: Search your library for a permanent card, put it onto the battlefield, then shuffle your library.

"It is finished. Now the real work can begin."
—Tezzeret

171/184 M
AER • EN ✎ Chase Stone
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Platinum Angel 7

Artifact Creature — Angel

Flying
You can't lose the game and your opponents can't win the game.

She is the apex of the artificer's craft, the spirit of the divine called out of base metal.

4/4

214/221 M
CN2 • EN ✎ Brom
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Quicksilver Amulet 4

Artifact

4, ⟳: You may put a creature card from your hand onto the battlefield.

Those who examine the amulet too closely have been known to become part of its ornate carvings.

044/047 R
E02 • EN ✎ Brad Rigney
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Radiant Fountain

Land

When Radiant Fountain enters the battlefield, you gain 2 life.
⟳: Add ✧ to your mana pool.

"All peoples treasure a place where the weary traveler may drink in peace."
—Ajani Goldmane

244/249 C
IMA • EN ✎ Adam Paquette
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Reliquary Tower

Land

You have no maximum hand size.
⟳: Add ✧.

The most holy treasures are kept far from unclean soil.

254/280 U
M19 • EN ✎ Jesper Ejsing
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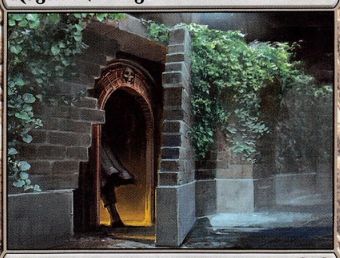
Rogue's Passage



Land

{T}: Add {C}.

{4}, {T}: Target creature can't be blocked this turn.

Rumors quickly spread among thieves about a labyrinth without walls and a prize beyond all measures of worth.

250/254 U
UMA • EN ▶ Christine Choi
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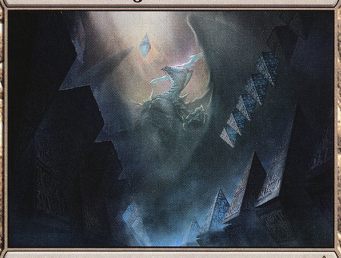
Sanctum of Ugin



Land

{T}: Add {1} to your mana pool.

Whenever you cast a colorless spell with converted mana cost 7 or greater, you may sacrifice Sanctum of Ugin. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle your library.

242/274 R
BFZ • EN ▶ James Paick
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Scour from Existence {7}

Instant

Exile target permanent.

"Our people and our very lands disappear as if they never were. We no longer fight for glory, or honor. We battle now for the right to exist."
—General Tazri, allied commander

013/274 C
BFZ • EN ▶ Clint Cearley
™ & © 2015 Wizards of the Coast

Sea Gate Wreckage

Land

{T}: Add {C} to your mana pool.
({C} represents colorless mana.)

{2}{C}, {T}: Draw a card. Activate this ability only if you have no cards in hand.

Once a center for knowledge, Sea Gate now serves as a reminder of what was lost.

177/184 R
OGW • EN ▶ Zack Stella
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Shrine of the Forsaken Gods

Land

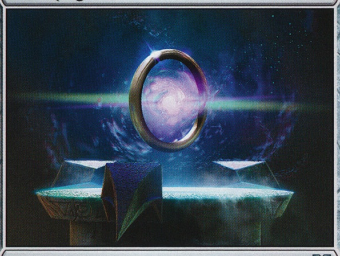
{T}: Add {1} to your mana pool.

{T}: Add {2} to your mana pool. Spend this mana only to cast colorless spells. Activate this ability only if you control seven or more lands.

The gods known to the merfolk as Ula, Emeria, and Cosi were nothing more than false memories of a monstrous trinity: the Eldrazi titans Ulamog, Emrakul, and Kozilek.

245/274 R
BFZ • EN ▶ Daniel Ljunggren
™ & © 2015 Wizards of the Coast

Sol Ring {1}



Artifact

{T}: Add {C}{C}.

Lost to time is the artificer's art of trapping light from a distant star in a ring of purest gold.

222/307 U
C18 • EN ▶ Mike Bierek
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Solemn Simulacrum {4}

Artifact Creature — Golem

When Solemn Simulacrum enters the battlefield, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle your library.

When Solemn Simulacrum dies, you may draw a card.

2/2

218/312 R
CM2 • EN ▶ Greg Staples
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Spawning Bed

Land

{T}: Add {1} to your mana pool.

{6}, {T}, Sacrifice Spawning Bed: Put three 1/1 colorless Eldrazi Scion creature tokens onto the battlefield. They have "Sacrifice this creature: Add {1} to your mana pool."

Young Eldrazi crawl forth from the dust, compelled by a greater will.

248/274 U
BFZ • EN ▶ Jason Felix
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Staff of Nin {6}

Artifact

At the beginning of your upkeep, draw a card.

{T}: Staff of Nin deals 1 damage to any target.

"I have attuned the staff to your screams so that only I may benefit from your pain."
—Volux, disciple of Nin

221/312 R
CM2 • EN ▶ Dan Scott
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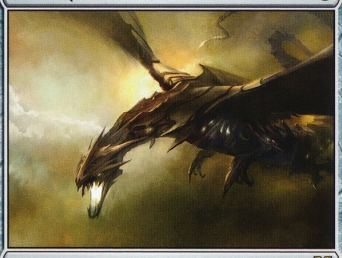
Steel Hellkite 6



Artifact Creature — Dragon

Flying

2: Steel Hellkite gets +1/+0 until end of turn.

X: Destroy each nonland permanent with converted mana cost X whose controller was dealt combat damage by Steel Hellkite this turn. Activate this ability only once each turn.

5/5

224/307 R
C18 • EN ► James Paick
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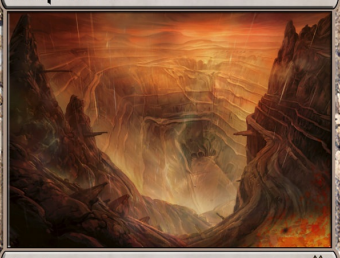
Strip Mine



Land

: Add 1 to your mana pool.

, Sacrifice Strip Mine: Destroy target land.

Unlike previous conflicts, the war between Urza and Mishra made Dominaria itself a casualty of war.

316/325 R
VMA • EN ► John Avon
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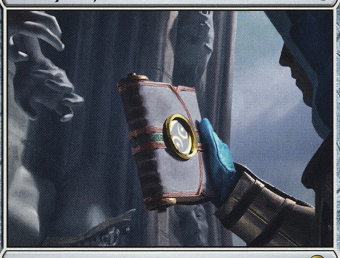
Tamiyo's Journal 5



Legendary Artifact

At the beginning of your upkeep, investigate. *(Put a colorless Clue artifact token onto the battlefield with "2, Sacrifice this artifact: Draw a card.")*

, Sacrifice three Clues: Search your library for a card and put that card into your hand. Then shuffle your library.

Entry 434: There's more to Avacyn's madness . . .

265/297 R
SOI • EN ► Chase Stone
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Temple of the False God

Land

: Add ◇◇. Activate this ability only if you control five or more lands.

"When gods become apathetic, the people will worship anyone who answers their pleas."
—Kiora

285/307 U
C18 • EN ► James Zapata
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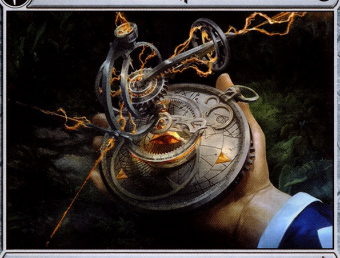
Thaumatic Compass 2



Artifact

3, : Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

At the beginning of your end step, if you control seven or more lands, transform Thaumatic Compass.

"Clearly, it indicates the aetheric azimuth of . . ."
—Jace Beleren

249/279 R Story Spotlight 4/5
XLN • EN ► Yeong-Hao Han
mtgstory.com
™ & © 2017 Wizards of the Coast

Tomb of the Spirit Dragon

Land

: Add 1 to your mana pool.

2, : You gain 1 life for each colorless creature you control.

"The voice calls me here, yet I see only bones. Is this more dragon trickery?"
—Sarkhan Vol

245/269 U
KTK • EN ► Sam Burley
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Ugin's Nexus 5

Legendary Artifact

If a player would begin an extra turn, that player skips that turn instead.

If Ugin's Nexus would be put into a graveyard from the battlefield, instead exile it and take an extra turn after this one.

All at once Sarkhan's mind fell silent.

227/269 M
KTK • EN ► Sam Burley
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Ugin, the Spirit Dragon 8

Planeswalker — Ugin

+2: Ugin, the Spirit Dragon deals 3 damage to target creature or player.

−X: Exile each permanent with converted mana cost X or less that's one or more colors.

−10: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

7

001/185 M
FRF • EN ► Raymond Swanland
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Ulamog, the Ceaseless Hunger 10

Legendary Creature — Eldrazi

When you cast Ulamog, the Ceaseless Hunger, exile two target permanents.

Indestructible

Whenever Ulamog attacks, defending player exiles the top twenty cards of his or her library.

A force as voracious as time itself.

10/10

015/274 M
BFZ • EN ► Michael Komarck
™ & © 2015 Wizards of the Coast

Ulamog, the Infinite Gyre

Legendary Creature — Eldrazi

When you cast this spell, destroy target permanent.

Indestructible

Annihilator 4 *(Whenever this creature attacks, defending player sacrifices four permanents.)*

When Ulamog, the Infinite Gyre is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

10/10

007/254 M
UMA • EN ► Aleksi Briclot
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Unstable Obelisk

Artifact

: Add .

7, , Sacrifice Unstable Obelisk: Destroy target permanent.

Its collapse is like the lashing out of a long-dead civilization that resents being forgotten.

227/307 U
C18 • EN ► William Wu
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Unwinding Clock

Artifact

Untap all artifacts you control during each other player's untap step.

"The partisans have unearthed a strange artifact. None know its origin, but it gives them hope of a life beyond."
—Elspeth's journal

228/307 R
C18 • EN ► Mike Bierek
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Urza's Mine

Land — Urza's Mine

: Add 1 to your mana pool. If you control an Urza's Power-Plant and an Urza's Tower, add 2 to your mana pool instead.

Mines became common as cities during the days of the artificers.

Illus. Anson Maddocks
™ & © 1993-2011 Wizards of the Coast LLC 257/260

Urza's Power Plant

Land — Urza's Power-Plant

: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Tower, add 2 to your mana pool instead.

Artifact construction requires immense resources.

Illus. Mark Tedin
™ & © 1993-2011 Wizards of the Coast LLC 258/260

Urza's Tower

Land — Urza's Tower

: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Power-Plant, add 3 to your mana pool instead.

Urza always put Tocasia's lessons on resource-gathering to effective use.

Illus. Mark Poole
™ & © 1993-2011 Wizards of the Coast LLC 259/260

Vesuva

Land

As Vesuva comes into play, you may choose a land in play. If you do, Vesuva comes into play tapped as a copy of the chosen land.

It is everywhere you've ever been.

Zoltan Boros & Gabor Szikszai
™ & © 1993-2006 Wizards of the Coast, Inc. 281/301

Void Winnower

Creature — Eldrazi

Your opponents can't cast spells with even converted mana costs. *(Zero is even.)*

Your opponents can't block with creatures with even converted mana costs.

"Have you ever seen a world fall to its knees? Watch, and learn."
—Ob Nixilis

11/9

017/274 M
BFZ • EN ► Chase Stone
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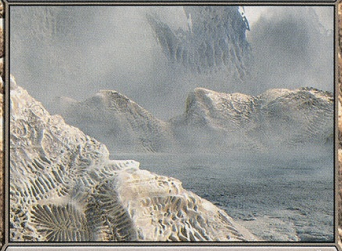
Wastes



Basic Land

183/184 C
OGW • EN ► Jason Felix
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Worn Powerstone
3
Artifact
Worn Powerstone enters the battlefield tapped.
: Add .
Even a fragment of a powerstone contains within it not just energy, but space—vast dimensions trapped in fragile crystal.
230/307 U
C18 • EN
Henry G. Higginbotham
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