

### Blast Zone



27-28 April 2019

**Land**

Blast Zone enters the battlefield with a charge counter on it.

☞: Add ☞.

X X, ☞: Put X charge counters on Blast Zone.

3, ☞, Sacrifice Blast Zone: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Blast Zone.

244/264 R  
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### Forest



**Basic Land** **Forest**

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### Ghost Quarter



**Land**

☞: Add 1 to your mana pool.

☞, Sacrifice Ghost Quarter: Destroy target land. Its controller may search his or her library for a basic land card, put it onto the battlefield, then shuffle his or her library.

*Deserted, but not uninhabited.*

Peter Mohrbacher

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### Sanctum of Ugin



**Land**

☞: 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.

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### Urza's Mine



**Land**

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.

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

Illus. © Anson Maddocks

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*Artifact construction required immense resources.*

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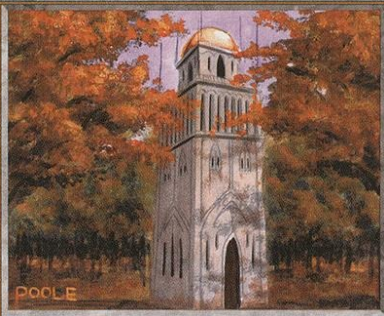


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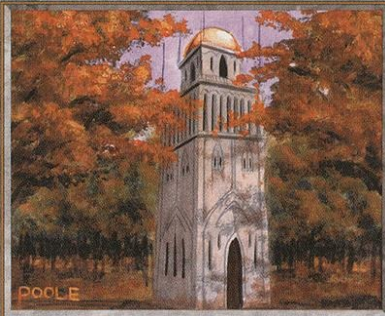


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*Urza always put Tocasia's lessons on resource-gathering to effective use.*

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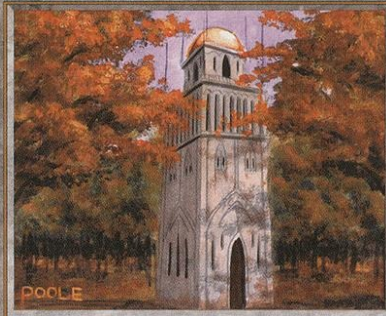


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Ulamog, the Ceaseless Hunger 10



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.*

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Walking Ballista



Artifact Creature — Construct

Walking Ballista enters the battlefield with X +1/+1 counters on it.  
4: Put a +1/+1 counter on Walking Ballista.  
Remove a +1/+1 counter from Walking Ballista: It deals 1 damage to target creature or player.

181/184 R  
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Wurmcoil Engine 6



Artifact Creature — Wurm

Deathtouch, lifelink  
When Wurmcoil Engine is put into a graveyard from the battlefield, put a 3/3 colorless Wurm artifact creature token with deathtouch and a 3/3 colorless Wurm artifact creature token with lifelink onto the battlefield.

Raymond Swanland  
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Raymond Swanland 6/6

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**Ancient Stirrings**



**Sorcery**

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. *(Cards with no colored mana in their mana costs are colorless. Lands are also colorless.)*

Vincent Proce

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**Sylvan Scrying** 1



**Sorcery**

Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

*One glimpse of an elf's home lasts her weeks away in the wild.*

Scott M. Fischer

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**Chromatic Sphere** 1



Artifact

1, ☞, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

*"Let insight and energy be your guides."*  
—The Blind Seer, to Gerrard

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**Chromatic Star** 1



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1, ☞, Sacrifice Chromatic Star: Add one mana of any color to your mana pool. When Chromatic Star is put into a graveyard from play, draw a card.

*"This item is not from . . . now. It reflects a sky no longer ours and gleams with hope that does not exist."*  
—Tavalus, acolyte of Korlis

Alex Horley-Orlandelli  
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**Expedition Map** 1



Artifact

2, ☞, 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

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**Karn Liberated** 7



**Planeswalker — Karn**

**+4** : Target player exiles a card from his or her hand.

**-3** : Exile target permanent.

Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated.

**-14** : Then put those cards onto the battlefield under your control.

—Jason Chan  
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**Oblivion Stone** 3



**Artifact**

4, ♣: Put a fate counter on target permanent.

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

—Sam Wood  
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**Relic of Progenitus** 1



**Artifact**

☹: Target player removes a card in his or her graveyard from the game.

1, Remove Relic of Progenitus from the game: Remove all graveyards from the game. Draw a card.

*Elves believe the hydra-god Progenitus sleeps beneath Naya, feeding on forgotten magics.*

— Jean-Sébastien Rossbach  
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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.

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**Dismember** 1 ☹ ☹



**Instant**

(☹ can be paid with either ☹ or 2 life.)

Target creature gets -5/-5 until end of turn.

*"You serve Phyrexia. Your pieces would better serve Phyrexia elsewhere."  
— Azax-Azog, the Demon Thane*

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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  
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**Leyline of the Void** 2 ☹ ☹



**Enchantment**

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

— Rob Alexander  
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**Leyline of the Void** 2



**Enchantment**

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

Rob Alexander

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**Enchantment**

If Leyline of the Void is in your opening hand, you may begin the game with it on the battlefield.

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**Nature's Claim**



**Instant**

Destroy target artifact or enchantment. Its controller gains 4 life.

*"On this plane, the use of magic can provoke a ferocious reprisal from nature. Whoever the Eldrazi were, their relics left Zendikar forever enraged."*

—Jace Beleren

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**Spatial Contortion** 1



**Instant**

( represents colorless mana.)

Target creature gets +3/-3 until end of turn.

*"For those without the Planeswalker spark, the merest touch of the Blind Eternities can kill."*

—Ugin

008/184 U  
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**Thragtusk** 4



**Creature — Beast**

When Thragtusk enters the battlefield, you gain 5 life.

When Thragtusk leaves the battlefield, put a 3/3 green Beast creature token onto the battlefield.

*"Always carry two spears."*

—Mokgar, Kalonian hunter

Nils Hamm

5/3

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5/3

198/280 U  
M20 • EN LAKE HURWITZ

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**Veil of Summer**



**Instant** M20

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (*You and they can't be the targets of blue or black spells or abilities your opponents control.*)

198/280 U  
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**Warping Wail** 1



**Instant**

(♦ represents colorless mana.)

Choose one —

- Exile target creature with power or toughness 1 or less.
- Counter target sorcery spell.
- Put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has "Sacrifice this creature: Add ♦ to your mana pool."

012/184 U  
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