

Blast Zone



27-28 April 2019

Land

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

☞: Add ☞.

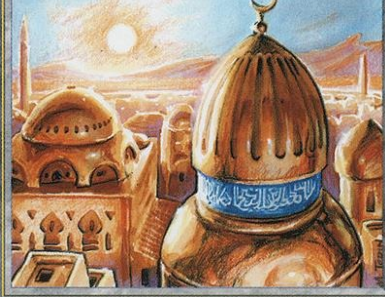
X X, ☞: Put X charge counters on Blast Zone.

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
WAR • EN • CHRIS OSTROWSKI

Illus. © Mark Tedin

City of Brass



Land

Tap to add 1 mana of any color to your mana pool. You suffer 1 damage whenever City of Brass becomes tapped.

Illus. © Mark Tedin

Darkslick Shores



Land

Darkslick Shores enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♣ to your mana pool.

Where the Mephidross leaches into the Quicksilver Sea, the waves writhe with necrogen.

Charles Urbach

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Gemstone Mine



Land

When Gemstone Mine comes into play, put three mining counters on it.

☞, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, bury it.

Illus. Brom

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Plains



Basic Land  **Plains** 

John Avon
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Seachrome Coast



Land 

Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.
 ☾: Add  or  to your mana pool.

Where the Quicksilver Sea laps over the Razor Fields, the landscape reflects the suns' fading hope.

Lars Grant-West
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Silent Clearing



Land 

☾, Pay 1 life: Add  or .

1, ☾, Sacrifice Silent Clearing: Draw a card.

The expedition's end began the marsh's story.

246/254 R
MH1 • EN • SEB MCKINNON
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Swamp



Basic Land  **Swamp** 

Jung Park
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Temple of Deceit



Land 

Temple of Deceit enters the battlefield tapped.

When Temple of Deceit enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

☾: Add  or  to your mana pool.

Raymond Swanland
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— Raymond Swanland

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Temple of Enlightenment



Land

Temple of Enlightenment enters the battlefield tapped.

When Temple of Enlightenment enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

☞: Add  or  to your mana pool.

— Svetlin Velinov

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Simian Spirit Guide 



Creature — Ape Spirit 

Remove Simian Spirit Guide in your hand from the game: Add  to your mana pool.

"All my spells smell like burnt hair lately."
— Jaya Ballard, task mage

2/2

— Dave DeVries

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Ad Nauseam 



Instant 

Reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost. You may repeat this process any number of times.

When the task spilled over into undeath, he stopped calling it his life's work.

— Jeremy Jarvis

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Ad Nauseam 3



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Angel's Grace



Instant

Split second (*As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.*)

You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.

—Mark Zug

™ & © 1993–2006 Wizards of the Coast, Inc. 3/301

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Echoing Truth 1



Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

A single lie unleashes a tide of disbelief.

—Greg Staples

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Lightning Storm 1



Instant

Lightning Storm deals X damage to target creature or player, where X is 3 plus the number of charge counters on it. Discard a land card: Put two charge counters on Lightning Storm. You may choose a new target for it. Any player may play this ability but only if Lightning Storm is on the stack.

—Luca Zortini

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Serum Visions



Sorcery

Draw a card.

Scry 2 (*Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.*)

—Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 36/165

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Ben Thompson
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Silence



Instant

Your opponents can't cast spells this turn. (*Spells cast before this resolves are unaffected.*)

*"All the wizardry in the world has to pass through one small and easily sealed door."
 —Ajani Goldmane*

Wayne Reynolds
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Sleight of hand



Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

Illus. Phil Foglio
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Spoils of the Vault



Instant

Name a card. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game, and you lose 1 life for each of the removed cards.

Thomas M. Baxa
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Jace, Wielder of Mysteries 1   



27–28 April 2019

Legendary Planeswalker – Jace 

If you would draw a card while your library has no cards in it, you win the game instead.

+1 Target player puts the top two cards of their library into their graveyard. Draw a card.

–8 Draw seven cards. Then if your library has no cards in it, you win the game.

054/264 R
WAR • EN ANNA STEINBAUER
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Lotus Bloom



Artifact 

Suspend 3—0 (Rather than play this card from your hand, pay 0 and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

 Sacrifice Lotus Bloom: Add three mana of any one color to your mana pool.

Mark Zug
TM & © 1993–2006 Wizards of the Coast, Inc. 259/301

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Pentad Prism 2 



Artifact 

Sunburst (This enters the battlefield with a charge counter on it for each color of mana spent to cast it.)

Remove a charge counter from Pentad Prism: Add one mana of any color to your mana pool.

David Martin
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Phyrexian Unlife 2*



Enchantment

You don't lose the game for having 0 or less life.

As long as you have 0 or less life, all damage is dealt to you as though its source had infect. (Damage is dealt to you in the form of poison counters.)

Jason Chan
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Bontu's Last Reckoning 1



Sorcery

Destroy all creatures. Lands you control don't untap during your next untap step.

To the last, Bontu wanted only to be first among the God-Pharaoh's subjects.

060/199 R
HOU • EN • VICTOR ADAME MINGUEZ
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Engineered Explosives



Artifact

Sunburst (This enters the battlefield with a charge counter on it for each color of mana spent to cast it.)

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

227/254 R
UMA • EN • LARS GRANT-WEST
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Godhead of Awe



Creature — Spirit Avatar

Flying

Other creatures are 1/1.

"What she saw crawling upon this world repulsed her. Yet she could not tear her gaze away."
—The Seer's Parables

Mark Zug
TM & © 1993-2008 Wizards of the Coast, Inc. 142/301

4/4

Grave Titan 4



Creature — Giant

Deathtouch
Whenever Grave Titan enters the battlefield or attacks, put two 2/2 black Zombie creature tokens onto the battlefield.

Death in form and function.

Nils Hamm 6/6

048/249 R
MM2 • EN RALPH HORSLEY

Hurkyl's Recall 1



Instant

Return all artifacts target player owns to his or her hand.

Hurkyl's research at the College of Lat-Nam wasn't enough to stop the two brothers, but for centuries thereafter her spellcraft taught artificers restraint.

048/249 R
MM2 • EN RALPH HORSLEY

Leyline of Sanctity 2



Enchantment

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

You can't be the target of spells or abilities your opponents control.

Ryan Pancoast

048/249 R
MM2 • EN RALPH HORSLEY

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048/249 R
MM2 • EN RALPH HORSLEY

Path to Exile



Instant

Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

017/249 U
MM3 • EN TODD LOCKWOOD

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017/249 U
MM3 • EN TODD LOCKWOOD

Sphinx of the Final Word 5



Creature — Sphinx

Sphinx of the Final Word can't be countered.

Flying, hexproof

Instant and sorcery spells you control can't be countered by spells or abilities.

He answers questions as readily as he asks them, but his answer is always "no."

063/184 M
OGW • EN LIUS LASAHIDO

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5/5

063/184 M
OGW • EN • LIUS LASAHIDO

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Thoughtseize 



Sorcery 

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

"Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind."

Aleksis Briclot

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