

Race to Orazca Event Information

Race to Orazca

Event Rules

NodeName	Color	Special Rules	Ribbons (5/2/2)
Clash of Waves and Cannons	Blue	- All Pirates get +2/+0 and “When this creature enters the battlefield, a support you control gains 1 shield and a support your opponent controls loses 1 shield. - All Merfolk gain Unblockable and “Whenever you cast a spell, this creature gets +1/+1 until end of turn.” - At the beginning of every player’s turn, that player draws a card.	Win the Fight! (5) Commander (2) Cast 4 or more creatures in a fight Anti-Magic (2) Cast 5 or less spells during the fight
Through Fasts and High Waters	Black	- All Pirates get +2/+0 and “Whenever this creature dies, the last reinforced creature your opponent controls gets -2/-2” - All Vampires gain flying and “Whenever your opponent loses life, this creature gets +2/+0 until end of turn” - At the beginning of each player’s turn, that player loses 1 life.	Win the Fight! (5) Protector (2) Have 5 or less creatures die Resilient (2) Take 30 or less damage
Visions of Glory and Gold	Red	- All Pirates get Haste and “Whenever this creature attacks, find a treasure.” - All Dinosaurs get “When this creature enters the battlefield, deal 1 damage to the last creature your opponent controls.” While a player controls a human, Dinosaurs cost 3 less. - At the beginning of each player’s turn, that player draws a card. At the end of each player’s turn, that player discards a card.	Win the Fight! (5) Spellcaster (2) Cast more than 4 spells Survivor (2) Have less than 40 HP at end of fight
Blessings of Rivers and Jungles	Green	- All Merfolk get +1/+1 and “When this creature enters the battlefield, increase the cost of the first card in your opponent’s hand by 2” - All Dinosaurs get +1/+1. While a player controls a Human, all Dinosaurs get Regenerate 1. - At the beginning of each player’s turn, convert 3 gems to that player’s Planeswalker colors.	Win the Fight! (5) Destroyer (2) Destroy 4 or more creatures Speed (2) Win within 12 turns
War of Sun and Dusk	White	- All Vampires gain Vigilance. Whenever a player gains life, if that player controls a Vampire, reinforce a creature token that player controls. - All Dinosaurs get +0/+2. While a player controls a Dinosaur, that player’s Humans gain First Strike - Activate 1: Disable your opponent’s first creature until the beginning of your next turn.	Win the fight! (5) Burst (2) Summon 5 or less creatures Comeback (2) Take more than 30 damage

Race to Orazca Event Information

Progression Rewards

Ribbons	Bronze	Silver	Gold	Platinum
10	250 Runes	500 Runes	750 Runes	1000 Runes
25	10 Crystals	20 Crystals	30 Crystals	40 Crystals
30	Origins Booster	XLN Booster	XLN Booster	XLN Booster
75	10 Crystals	20 Crystals	30 Crystals	40 Crystals
100	500 Runes	750 Runes	1000 Runes	1500 Runes
125	20 Crystals	30 Crystals	40 Crystals	60 Crystals
150	XLN Booster	XLN Booster	XLN Booster	XLN Booster

Individual Ranking Rewards

Rank	Bronze	Silver	Gold	Platinum
1-5	XLN Booster 75 Crystals 40 Gems	XLN Booster 100 Crystals 80 Gems	XLN Booster 125 Crystals 150 Gems	XLN Booster 150 Crystals 300 Gems
6-25	XLN Booster 50 Crystals 20 Gems	XLN Booster 75 Crystals 40 Gems	XLN Booster 100 Crystals 80 Gems	XLN Booster 125 Crystals 150 Gems
26-50	XLN Booster 40 Crystals 10 Gems	XLN Booster 50 Crystals 20 Gems	XLN Booster 75 Crystals 40 Gems	XLN Booster 100 Crystals 80 Gems
51-100	XLN Booster 30 Crystals 5 Gems	XLN Booster 40 Crystals 10 Gems	XLN Booster 50 Crystals 20 Gems	XLN Booster 75 Crystals 40 Gems
101-250	XLN Booster 20 Crystals 2 Gems	XLN Booster 30 Crystals 5 Gems	XLN Booster 40 Crystals 10 Gems	XLN Booster 50 Crystals 20 Gems
251-500	10 Crystals	20 Crystals 2 Gems	30 Crystals 5 Gems	40 Crystals 10 Gems
501-3000	250 Runes	500 Runes	750 Runes	1000 Runes

Race to Orazca Event Information

Coalition Ranking Rewards

Rank	Pack	Gems	Crystals	Runes
1-2	XLN	80	120	
3-10	XLN	40	80	
11-25	XLN	50	20	
26-50	XLN	40	10	
51-100	XLN	30	5	
101-250		20	3	
251-500		10	2	
501-1000		10	1	
1001-10000				250

Total Possible Points

Initial Charges: 1		Max Charges: 3		Time between charges: 8 hours	
Number of Charges	Possible Base Points	Possible Bonus Points	Total Possible Points	Time from Start	Time in PDT
1	25	20	45	-START-	1:00 PM
2	50	40	90	+8 Hrs	9:00 PM
3	75	60	135	+16 Hrs	5:00 AM
4	100	80	180	+24 Hrs	1:00 PM
5	125	100	225	+32 Hrs	9:00 PM
6	150	120	270	+40 Hrs	5:00 AM
7	175	140	315	+48 Hrs	1:00 PM
8	200	160	360	+56 Hrs	9:00 PM
9	225	180	405	+64 Hrs	5:00 AM