

# Planar Chaos

## Expansion set for Magic: The Gathering

This card list is copyrighted, but may be distributed freely in unmodified form at no more than cost of duplication.  
 It is an original work with exact text card descriptions provided to assist players and collectors.  
 It is not approved by Wizards of the Coast, but it should not violate the rights and protection that they are entitled to.  
 This card list was created by Eric DeWall, based on a template originated by Stephen D'Angelo.

Planar Chaos (expansion code: PLC) is the 2nd set in the Time Spiral block. It was released on February 2, 2007. The expansion symbol is a Möbius strip.

Planar Chaos features a special "Timeshifted" subset of cards. The subset contains 'alternate-reality' reprints of various cards from prior expansions, with modifications to card name, color, color/land references, and creature type. Timeshifted cards are printed on a modified version of the current card frame style and use the Planar Chaos expansion symbol.

Planar Chaos booster packs contain 1 non-timeshifted rare card, 2 non-timeshifted uncommon cards, and 8 non-timeshifted common cards. Additionally, they contain 1 timeshifted uncommon or rare card (in a 3:1 ratio between boosters), and 3 timeshifted common cards.

The set (including the "Timeshifted" subset) contains 165 cards, distributed as follows:

	Land	Multicolor	Split	Black	Blue	Green	Red	White	
Rare (non-timeshifted)	1	6	1	6	6	6	6	6	38
Rare (timeshifted)	-	-	-	2	2	2	2	2	10
Uncommon (non-timeshifted)	-	5	1	7	7	7	7	7	41
Uncommon (timeshifted)	-	-	-	3	3	3	3	3	15
Common (non-timeshifted)	-	-	1	8	8	8	8	8	41
Common (timeshifted)	-	-	-	4	4	4	4	4	20
	1	11	3	30	30	30	30	30	<b>165</b>

Key: **Rare** cards (R) are shown in bold text.  
*Uncommon* cards (U) are shown in italicized text.  
 Common cards (C) are shown in normal text.  
 Timeshifted cards are indicated by a superscripted "TS", with the original card name noted in the ability area.

## Nonbasic Land

Card Name	Spell Type	Ability
<b>Urborg, Tomb of Yawgmoth</b>	Legendary Land	Each land is a Swamp in addition to its other land types.

# Multicolor Spells

Card Name	Spell Type	Cost	Ability
<b>Intet, the Dreamer</b>	Legendary Creature - Dragon	3URG	6/6, Flying. Whenever Intet, the Dreamer deals combat damage to a player, you may pay 2U. If you do, remove the top card of your library from the game face down. You may look at that card as long as it remains removed from the game. You may play that card without paying its mana cost as long as Intet remains in play.
<b>Numot, the Devastator</b>	Legendary Creature - Dragon	3RWU	6/6, Flying. Whenever Numot, the Devastator deals combat damage to a player, you may pay 2R. If you do, destroy up to two target lands.
<b>Oros, the Avenger</b>	Legendary Creature - Dragon	3WBR	6/6, Flying. Whenever Oros, the Avenger deals combat damage to a player, you may pay 2W. If you do, Oros deals 3 damage to each nonwhite creature.
<b>Radha, Heir to Keld</b>	Legendary Creature - Elf Warrior	RG	2/2. Whenever Radha, Heir to Keld attacks, you may add RR to your mana pool ; T: Add G to your mana pool.
<b>Teneb, the Harvester</b>	Legendary Creature - Dragon	3BGW	6/6, Flying. Whenever Teneb, the Harvester deals combat damage to a player, you may pay 2B. If you do, put target creature card in a graveyard into play under your control.
<b>Vorosh, the Hunter</b>	Legendary Creature - Dragon	3GUB	6/6, Flying. Whenever Vorosh, the Hunter deals combat damage to a player, you may pay 2G. If you do, put six +1/+1 counters on Vorosh.
<i>Cautery Sliver</i>	Creature - Sliver	RW	2/2. All Slivers have "1, Sacrifice this creature: This creature deals 1 damage to target creature or player." ; All Slivers have "1, Sacrifice this creature: Prevent the next 1 damage that would be dealt to target Sliver or player this turn."
<i>Darkheart Sliver</i>	Creature - Sliver	BG	2/2. All Slivers have "Sacrifice this creature: You gain 3 life."
<i>Dormant Sliver</i>	Creature - Sliver	2GU	2/2. All Slivers have defender and "When this creature comes into play, draw a card."
<i>Frenetic Sliver</i>	Creature - Sliver	1UR	2/2. All Slivers have "0: If this creature is in play, flip a coin. If you win the flip, remove this creature from the game and return it to play under its owner's control at end of turn. If you lose the flip, sacrifice it."
<i>Necrotic Sliver</i>	Creature - Sliver	1WB	2/2. All Slivers have "3, Sacrifice this creature: Destroy target permanent."

# Split Spells

Card Name	Spell Type	Cost	Ability
<b>Boom // Bust</b>	Boom	Sorcery	1R Destroy target land you control and target land you don't control.
	Bust	Sorcery	5R Destroy all lands.
<i>Rough // Tumble</i>	Rough	Sorcery	1R Rough deals 2 damage to each creature without flying.
	Tumble	Sorcery	5R Tumble deals 6 damage to each creature with flying.
Dead // Gone	Dead	Instant	R Dead deals 2 damage to target creature.
	Gone	Instant	2R Return target creature you don't control to its owner's hand.

# Black Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Damnation</b> <sup>TS</sup>	Sorcery	2BB	Destroy all creatures. They can't be regenerated. <i>Timeshifted from Wrath of God.</i>
<b>Extirpate</b>	Instant	B	Split second ( <i>As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.</i> ) ; Choose target card in a graveyard other than a basic land. Search its owner's graveyard, hand, and library for all cards with the same name as that card and remove them from the game. Then that player shuffles his or her library.
<b>Imp's Mischief</b>	Instant	1B	Change the target of target spell with a single target. You lose life equal to that spell's converted mana cost.
<b>Magus of the Coffers</b>	Creature – Human Wizard	4B	4/4. 2, T: Add B to your mana pool for each Swamp you control.
<b>Mirri the Cursed</b>	Legendary Creature – Vampire Cat	2BB	3/2, Flying, First strike, Haste. Whenever Mirri the Cursed deals combat damage to a creature, put a +1/+1 counter on Mirri the Cursed.
<b>Null Profusion</b> <sup>TS</sup>	Enchantment	4BB	Skip your draw step. ; Whenever you play a card, draw a card. ; Your maximum hand size is two. <i>Timeshifted from Recycle.</i>
<b>Roiling Horror</b>	Creature – Horror	3BB	<sup>*/*</sup> . Roiling Horror's power and toughness are each equal to your life total minus the life total of an opponent with the most life. ; Suspend X – XBBB. X can't be 0. ; Whenever a time counter is removed from Roiling Horror while it's removed from the game, target player loses 1 life and you gain 1 life.
<b>Temporal Extortion</b>	Sorcery	BBBB	When you play Temporal Extortion, any player may pay half his or her life, rounded up. If a player does, counter Temporal Extortion. ; Take an extra turn after this one.
<i>Big Game Hunter</i>	Creature – Human Rebel Assassin	1BB	1/1. When Big Game Hunter comes into play, destroy target creature with power 4 or greater. It can't be regenerated. ; Madness B ( <i>If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.</i> )
<i>Circle of Affliction</i>	Enchantment	1B	As Circle of Affliction comes into play, choose a color. ; Whenever a source of the chosen color deals damage to you, you may pay 1. If you do, target player loses 1 life and you gain 1 life.
<i>Dunerider Outlaw</i> <sup>TS</sup>	Creature – Human Rebel Rogue	BB	1/1, Protection from green. At end of turn, if Dunerider Outlaw dealt damage to an opponent this turn, put a +1/+1 counter on it. <i>Timeshifted from Whirling Dervish.</i>
<i>Enslave</i>	Enchantment – Aura	4BB	Enchant creature. You control enchanted creature. ; At the beginning of your upkeep, enchanted creature deals 1 damage to its owner.
<i>Kor Dirge</i> <sup>TS</sup>	Instant	2B	All damage that would be dealt this turn to target creature you control by a source of your choice is dealt to another target creature instead. <i>Timeshifted from Kor Chant.</i>
<i>Muck Drubb</i>	Creature – Beast	3BB	3/3. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; When Muck Drubb comes into play, change the target of target spell that targets only a single creature to Muck Drubb. ; Madness 2B ( <i>If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.</i> )
<i>Phantasmagorian</i>	Creature – Horror	5BB	6/6. When you play Phantasmagorian, any player may discard three cards. If a player does, counter Phantasmagorian. ; Discard three cards: Return Phantasmagorian from your graveyard to your hand.
<i>Shrouded Lore</i> <sup>TS</sup>	Sorcery	B	Target opponent chooses a card in your graveyard. You may pay B. If you do, repeat this process except that opponent can't choose a card already chosen for Shrouded Lore. Then put the last chosen card into your hand. <i>Timeshifted from Forgotten Lore.</i>
<i>Treacherous Urge</i>	Instant	4B	Target opponent reveals his or her hand. You may put a creature card from it into play under your control. That creature has haste. Sacrifice it at end of turn.
<i>Waning Wurm</i>	Creature – Zombie Wurm	3B	7/6. Vanishing 2 ( <i>This permanent comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> )

## Black Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Blightspeaker	Creature – Human Rebel Cleric	1B	1/1. T: Target player loses 1 life. ; 4, T: Search your library for a Rebel card with converted mana cost 3 or less and put it into play. Then shuffle your library.
Bog Serpent <sup>TS</sup>	Creature – Serpent	5B	5/5. Bog Serpent can't attack unless defending player controls a Swamp. ; When you control no Swamps, sacrifice Bog Serpent. <i>Timeshifted from Sea Serpent.</i>
Brain Gorgers	Creature – Zombie	3B	4/2. When you play Brain Gorgers, any player may sacrifice a creature. If a player does, counter Brain Gorgers. ; Madness 1B (If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.)
Cradle to Grave	Instant	1B	Destroy target nonblack creature that came into play this turn.
Dash Hopes	Instant	BB	When you play Dash Hopes, any player may pay 5 life. If a player does, counter Dash Hopes. ; Counter target spell.
Deadly Grub	Creature – Insect	2B	3/1. Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) ; When Deadly Grub is put into a graveyard from play, if it had no time counters on it, put a 6/1 green Insect creature token into play with "This creature can't be the target of spells or abilities."
Melancholy <sup>TS</sup>	Enchantment – Aura	2B	Enchant creature. When Melancholy comes into play, tap enchanted creature. ; Enchanted creature doesn't untap during its controller's untap step. ; At the beginning of your upkeep, sacrifice Melancholy unless you pay B. <i>Timeshifted from Thirst.</i>
Midnight Charm	Instant	B	Choose one – Midnight Charm deals 1 damage to target creature and you gain 1 life; or target creature gains first strike until end of turn; or tap target creature.
Rathi Trapper <sup>TS</sup>	Creature – Human Rebel Rogue	1B	1/2. B, T: Tap target creature. <i>Timeshifted from Master Decoy.</i>
Ridged Kusite	Creature – Horror Spellshaper	B	1/1. 1B, T, Discard a card: Target creature gets +1/+0 and gains first strike until end of turn.
Spitting Sliver	Creature – Sliver	4B	3/3. All Slivers have first strike.
Vampiric Link <sup>TS</sup>	Enchantment – Aura	B	Enchant creature. Whenever enchanted creature deals damage, you gain that much life. <i>Timeshifted from Spirit Link.</i>

## Blue Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Aeon Chronicler</b>	Creature - Avatar	3UU	*/*. Aeon Chronicler's power and toughness are each equal to the number of cards in your hand. ; Suspend X - X3U. X can't be 0. ; Whenever a time counter is removed from Aeon Chronicler while it's removed from the game, draw a card.
<b>Body Double</b>	Creature - Shapeshifter	4U	0/0. As Body Double comes into play, you may choose a creature card in a graveyard. If you do, Body Double comes into play as a copy of that card.
<b>Braids, Conjurer Adept</b>	Legendary Creature - Human Wizard	2UU	2/2. At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.
<b>Chronozoa</b>	Creature - Illusion	3U	3/3, Flying. Vanishing 3 ( <i>This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> ) ; When Chronozoa is put into a graveyard from play, if it had no time counters on it, put two tokens into play that are copies of it.
<b>Dichotomy</b>	Sorcery	7UU	For each tapped nonland permanent target opponent controls, search that player's library for a card with the same name as that permanent and put it into play under your control. Then that player shuffles his or her library. ; Suspend 3 - 1UU
<b>Magus of the Bazaar</b>	Creature - Human Wizard	1U	0/1. T: Draw two cards, then discard three cards.
<b>Serendib Sorcerer</b> <sup>TS</sup>	Creature - Human Wizard	1UU	1/1. T: Target creature other than Serendib Sorcerer becomes 0/2 until end of turn. <i>Timeshifted from Sorceress Queen.</i>
<b>Serra Sphinx</b> <sup>TS</sup>	Creature - Sphinx	3UU	4/4, Flying, Vigilance. <i>Timeshifted from Serra Angel.</i>
<b>Spellshift</b>	Instant	3U	Counter target instant or sorcery spell. Its controller reveals cards from the top of his or her library until he or she reveals an instant or sorcery card. That player may play that card without paying its mana cost. Then he or she shuffles his or her library.
<i>Auramancer's Guise</i>	Enchantment - Aura	2UU	Enchant creature. Enchanted creature gets +2/+2 for each Aura attached to it and has vigilance.
<i>Dismal Failure</i>	Instant	2UU	Counter target spell. Its controller discards a card.
<i>Frozen Aether</i> <sup>TS</sup>	Enchantment	3U	Artifacts, creatures, and lands your opponents control come into play tapped. <i>Timeshifted from Kismet.</i>
<i>Jodah's Avenger</i>	Creature - Shapeshifter	5U	4/4, 0: Until end of turn, Jodah's Avenger gets -1/-1 and gains your choice of double strike, protection from red, vigilance, or shadow. ( <i>A creature with shadow can block or be blocked by only creatures with shadow.</i> )
<i>Ovinize</i> <sup>TS</sup>	Instant	1U	Target creature loses all abilities and becomes 0/1 until end of turn. <i>Timeshifted from Humble.</i>
<i>Pongify</i>	Instant	U	Destroy target creature. It can't be regenerated. That creature's controller puts a 3/3 green Ape creature token into play.
<i>Riptide Pilferer</i> <sup>TS</sup>	Creature - Merfolk Rogue	1U	1/1. Whenever Riptide Pilferer deals combat damage to a player, that player discards a card. ; Morph U ( <i>You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.</i> ) <i>Timeshifted from Headhunter.</i>
<i>Tidewalker</i>	Creature - Elemental	2U	*/*. Tidewalker comes into play with a time counter on it for each Island you control. ; Vanishing ( <i>At the beginning of your upkeep, remove a time counter from this permanent. When the last is removed, sacrifice it.</i> ) ; Tidewalker's power and toughness are each equal to the number of time counters on it.
<i>Timebender</i>	Creature - Human Wizard	U	1/1. Morph U ( <i>You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.</i> ) ; When Timebender is turned face up, choose one - Remove two time counters from target permanent or suspended card; or put two time counters on target permanent with a time counter on it or suspended card.
<i>Venarian Glimmer</i>	Instant	XU	Target player reveals his or her hand. Choose a nonland card with converted mana cost X or less from it. That player discards that card.

## Blue Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Aquamorph Entity	Creature - Shapeshifter	2UU	*/*/. As Aquamorph Entity comes into play or is turned face up, it becomes your choice of 5/1 or 1/5. ; Morph 2U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)
Dreamscape Artist	Creature - Human Spellshaper	1U	1/1. 2U, T, Discard a card, Sacrifice a land: Search your library for up to two basic land cards and put them into play. Then shuffle your library.
Erratic Mutation	Instant	2U	Choose target creature. Reveal cards from the top of your library until you reveal a nonland card. That creature gets +X/-X until end of turn, where X is that card's converted mana cost. Put all cards revealed this way on the bottom of your library in any order.
Gossamer Phantasm <sup>TS</sup>	Creature - Illusion	1U	2/1, Flying. When Gossamer Phantasm becomes the target of a spell or ability, sacrifice it. <i>Timeshifted from Skulking Ghost.</i>
Merfolk Thaumaturgist <sup>TS</sup>	Creature - Merfolk Wizard	2U	1/2. T: Switch target creature's power and toughness until end of turn. <i>Timeshifted from Dwarven Thaumaturgist.</i>
Piracy Charm <sup>TS</sup>	Instant	U	Choose one - Target creature gains islandwalk until end of turn; or target creature gets +2/-1 until end of turn; or target player discards a card. <i>Timeshifted from Funeral Charm.</i>
Primal Plasma <sup>TS</sup>	Creature - Elemental Shapeshifter	3U	*/*/. As Primal Plasma comes into play, it becomes your choice of a 3/3 creature, a 2/2 creature with flying, or a 1/6 creature with defender. <i>Timeshifted from Primal Clay.</i>
Reality Acid	Enchantment - Aura	2U	Enchant permanent. Vanishing 3 (This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) ; When Reality Acid leaves play, enchanted permanent's controller sacrifices it.
Shaper Parasite	Creature - Illusion	1UU	2/3. Morph 2U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) ; When Shaper Parasite is turned face up, target creature gets +2/-2 or -2/+2 until end of turn.
Synchronous Sliver	Creature - Sliver	4U	3/3. All Slivers have vigilance.
Veiling Oddity	Creature - Illusion	3U	2/3. Suspend 4 - 1U (Rather than play this card from your hand, you may pay 1U and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.) ; When the last time counter is removed from Veiling Oddity while it's removed from the game, creatures are unblockable this turn.
Wistful Thinking	Sorcery	2U	Target player draws two cards, then discards four cards.

## Green Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Fungal Behemoth</b>	Creature – Fungus	3G	*/*. Fungal Behemoth's power and toughness are each equal to the number of +1/+1 counters on creatures you control. ; Suspend X – XGG. X can't be 0. ; Whenever a time counter is removed from Fungal Behemoth while it's removed from the game, you may put a +1/+1 counter on target creature.
<b>Gaea's Anthem</b> <sup>TS</sup>	Enchantment	1GG	Creatures you control get +1/+1. <i>Timeshifted from Glorious Anthem.</i>
<b>Groundbreaker</b> <sup>TS</sup>	Creature – Elemental	GGG	6/1, Trample, Haste. At end of turn, sacrifice Groundbreaker. <i>Timeshifted from Ball Lightning.</i>
<b>Jedit Ojanen of Efrava</b>	Legendary Creature – Cat Warrior Lord	3GGG	5/5, Forestwalk. Whenever Jedit Ojanen of Efrava attacks or blocks, put a 2/2 green Cat Warrior creature token with forestwalk into play.
<b>Life and Limb</b>	Enchantment	3G	All Forests and all Saprolings are 1/1 green Saproling creatures and Forest lands in addition to their other types.
<b>Magus of the Library</b>	Creature – Human Wizard	GG	1/1. T: Add 1 to your mana pool. ; T: Draw a card. Play this ability only if you have exactly seven cards in hand.
<b>Timbermare</b>	Creature – Elemental	3G	5/5, Haste. Echo 5G ( <i>At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.</i> ) ; When Timbermare comes into play, tap all other creatures.
<b>Wild Pair</b>	Enchantment	4GG	Whenever a creature comes into play, if you played it from your hand, you may search your library for a creature card with the same total power and toughness and put it into play. If you do, shuffle your library.
<i>Ana Battlemage</i>	Creature – Human Wizard	2G	2/2. Kicker 2U and/or 1B ; When Ana Battlemage comes into play, if the 2U kicker cost was paid, target player discards three cards. ; When Ana Battlemage comes into play, if the 1B kicker cost was paid, tap target untapped creature and that creature deals damage equal to its power to its controller.
<i>Deadwood Treefolk</i>	Creature – Treefolk	5G	3/6. Vanishing 3 ( <i>This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> ) ; When Deadwood Treefolk comes into play or leaves play, return another target creature card from your graveyard to your hand.
<i>Harmonize</i> <sup>TS</sup>	Sorcery	2GG	Draw three cards. <i>Timeshifted from Concentrate.</i>
<i>Hunting Wilds</i>	Sorcery	3G	Kicker 3G ( <i>You may pay an additional 3G as you play this spell.</i> ) ; Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library. ; If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.
<i>Kavu Predator</i>	Creature – Kavu	1G	2/2, Trample. Whenever an opponent gains life, put that many +1/+1 counters on Kavu Predator.
<i>Keen Sense</i> <sup>TS</sup>	Enchantment – Aura	G	Enchant creature. Whenever enchanted creature deals damage to an opponent, you may draw a card. <i>Timeshifted from Curiosity.</i>
<i>Hedge Troll</i> <sup>TS</sup>	Creature – Troll Cleric	2G	2/2. Hedge Troll gets +1/+1 as long as you control a Plains. ; W: Regenerate Hedge Troll. <i>Timeshifted from Sedge Troll.</i>
<i>Mire Boa</i>	Creature – Snake	1G	2/1, Swampwalk. G: Regenerate Mire Boa.
<i>Pouncing Wurm</i>	Creature – Wurm	3G	3/3. Kicker 2G ( <i>You may pay an additional 2G as you play this spell.</i> ) ; If the kicker cost was paid, Pouncing Wurm comes into play with three +1/+1 counters on it and with haste.
<i>Psychotrope Thallid</i>	Creature – Fungus	2G	1/1. At the beginning of your upkeep, put a spore counter on Psychotrope Thallid. ; Remove three spore counters from Psychotrope Thallid: Put a 1/1 green Saproling creature token into play. ; 1, Sacrifice a Saproling: Draw a card.
<i>Sophic Centaur</i>	Creature – Centaur Spellshaper	3G	1/1. 2GG, T, Discard a card: You gain 2 life for each card in your hand.

## Green Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Citanul Woodreaders	Creature – Human Druid	2G	1/4. Kicker 2G ( <i>You may pay an additional 2G as you play this spell.</i> ) ; When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.
Essence Warden <sup>TS</sup>	Creature – Elf Shaman	G	1/1. Whenever another creature comes into play, you gain 1 life. <i>Timeshifted from Soul Warden.</i>
Evolution Charm	Instant	1G	Choose one – Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library; or return target creature card from your graveyard to your hand; or target creature gains flying until end of turn.
Fa'adiyah Seer <sup>TS</sup>	Creature – Human Shaman	1G	1/1. T: Draw a card and reveal it. If it isn't a land card, discard it. <i>Timeshifted from Sindbad.</i>
Giant Dustwasp	Creature – Insect	3GG	3/3, Flying. Suspend 4 – 1G ( <i>Rather than play this card from your hand, you may pay 1G and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.</i> )
Healing Leaves <sup>TS</sup>	Instant	G	Choose one – Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn. <i>Timeshifted from Healing Salve.</i>
Reflex Sliver	Creature – Sliver	3G	2/2. All Slivers have haste.
Seal of Primordium <sup>TS</sup>	Enchantment	1G	Sacrifice Seal of Primordium: Destroy target artifact or enchantment. <i>Timeshifted from Seal of Cleansing.</i>
Uktabi Drake	Creature – Drake	G	2/1, Flying, Haste. Echo 1GG ( <i>At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.</i> )
Utopia Vow	Enchantment – Aura	1G	Enchant creature. Enchanted creature can't attack or block. ; Enchanted creature has "T: Add one mana of any color to your mana pool."
Vitaspore Thallid	Creature – Fungus	1G	1/1. At the beginning of your upkeep, put a spore counter on Vitaspore Thallid. ; Remove three spore counters from Vitaspore Thallid: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: Target creature gains haste until end of turn.

# Red Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Akroma, Angel of Fury</b>	Legendary Creature – Angel	5RRR	6/6, Flying, Trample, Protection from white, Protection from blue. ; Akroma, Angel of Fury can't be countered. ; R: Akroma, Angel of Fury gets +1/+0 until end of turn. ; Morph 3RRR ( <i>You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.</i> )
<b>Detritivore</b>	Creature – Lhurgoyf	2RR	*/*, Detritivore's power and toughness are each equal to the number of nonbasic land cards in your opponents' graveyards. Suspend X – X3R. X can't be 0. ; Whenever a time counter is removed from Detritivore while it's removed from the game, destroy target nonbasic land.
<b>Fatal Frenzy</b>	Instant	2R	Until end of turn, target creature you control gains trample and gets +X/+0, where X is its power. Sacrifice it at end of turn.
<b>Magus of the Arena</b>	Creature – Human Wizard	4RR	5/5. 3, T: Tap target creature you control and target creature of an opponent's choice he or she controls. Each of those creatures deals damage equal to its power to the other.
<b>Molten Firebird</b> <sup>TS</sup>	Creature – Phoenix	4R	2/2, Flying. When Molten Firebird is put into a graveyard from play, return it to play under its owner's control at end of turn and you skip your next draw step. ; 4R: Remove Molten Firebird from the game. <i>Timeshifted from Ivory Gargoyle.</i>
<b>Shivan Wumpus</b> <sup>TS</sup>	Creature – Beast	3R	6/6, Trample. When Shivan Wumpus comes into play, any player may sacrifice a land. If a player does, put Shivan Wumpus on top of its owner's library. <i>Timeshifted from Argothian Wurm.</i>
<b>Torchling</b>	Creature – Shapeshifter	3RR	3/3. R: Untap Torchling. ; R: Target creature blocks Torchling this turn if able. ; R: Change the target of target spell that targets only Torchling. ; 1: Torchling gets +1/-1 until end of turn. ; 1: Torchling gets -1/+1 until end of turn.
<b>Volcano Hellion</b>	Creature – Hellion	2RR	6/5. Volcano Hellion has Echo X, where X is your life total. ; When Volcano Hellion comes into play, it deals an amount of damage of your choice to you and target creature. The damage can't be prevented.
<i>Aether Membrane</i>	Creature – Wall	1RR	0/5, Defender. Aether Membrane can block as though it had flying. ; Whenever Aether Membrane blocks a creature, return that creature to its owner's hand at end of combat.
<i>Blood Knight</i> <sup>TS</sup>	Creature – Human Knight	RR	2/2, First strike, Protection from white. <i>Timeshifted from Black Knight.</i>
<i>Hammerheim Deadeye</i>	Creature – Giant Warrior	3R	3/3. Echo 5R ( <i>At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.</i> ) ; When Hammerheim Deadeye comes into play, destroy target creature with flying.
<i>Lavacore Elemental</i>	Creature – Elemental	2R	5/3. Vanishing 1 ( <i>This permanent comes into play with a time counter on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> ) ; Whenever a creature you control deals combat damage to a player, put a time counter on Lavacore Elemental.
<i>Pyrohemia</i> <sup>TS</sup>	Enchantment	2RR	At end of turn, if no creatures are in play, sacrifice Pyrohemia. ; R: Pyrohemia deals 1 damage to each creature and each player. <i>Timeshifted from Pestilence.</i>
<i>Reckless Wurm</i> <sup>TS</sup>	Creature – Wurm	3RR	4/4, Trample. Madness 2R ( <i>If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.</i> ) <i>Timeshifted from Arrogant Wurm.</i>
<i>Shivan Meteor</i>	Sorcery	3RR	Shivan Meteor deals 13 damage to target creature. ; Suspend 2 – 1RR ( <i>Rather than play this card from your hand, you may pay 1RR and remove it from the game with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.</i> )
<i>Sulfur Elemental</i>	Creature – Elemental	2R	3/2. Flash ( <i>You may play this spell any time you could play an instant.</i> ) Split second ( <i>As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.</i> ) ; White creatures get +1/-1.
<i>Timecrafting</i>	Instant	XR	Choose one – Remove X time counters from target permanent or suspended card; or put X time counters on target permanent with a time counter on it or suspended card.

## Red Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Battering Sliver	Creature - Sliver	5R	4/4. All Slivers have trample.
Brute Force <sup>TS</sup>	Instant	R	Target creature gets +3/+3 until end of turn. <i>Timeshifted from Giant Growth.</i>
Dust Corona	Enchantment - Aura	R	Enchant creature. Enchanted creature gets +2/+0 and can't be blocked by creatures with flying.
Firefright Mage	Creature - Goblin Spellshaper	R	1/1. 1R, T, Discard a card: Target creature can't be blocked this turn except by artifact creatures and/or red creatures.
Fury Charm	Instant	1R	Choose one - Destroy target artifact; or target creature gets +1/+1 and gains trample until end of turn; or remove two time counters from target permanent or suspended card.
Keldon Marauders	Creature - Human Warrior	1R	3/3. Vanishing 2 ( <i>This permanent comes into play with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> ); When Keldon Marauders comes into play or leaves play, it deals 1 damage to target player.
Needlepeak Spider	Creature - Spider	3R	4/2. Needlepeak Spider can block as though it had flying.
Prodigal Pyromancer <sup>TS</sup>	Creature - Human Wizard	2R	1/1. T: Prodigal Pyromancer deals 1 damage to target creature or player. <i>Timeshifted from Prodigal Sorcerer.</i>
Simian Spirit Guide <sup>TS</sup>	Creature - Ape Spirit	2R	2/2. Remove Simian Spirit Guide in your hand from the game: Add R to your mana pool. <i>Timeshifted from Elvish Spirit Guide.</i>
Skirk Shaman <sup>TS</sup>	Creature - Goblin Shaman	1RR	2/2. Skirk Shaman can't be blocked except by artifact creatures and/or red creatures. <i>Timeshifted from Severed Legion.</i>
Stingscourger	Creature - Goblin Warrior	1R	2/2. Echo 3R ( <i>At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.</i> ); When Stingscourger comes into play, return target creature an opponent controls to its owner's hand.

# White Spells (Part 1 of 2)

Card Name	Spell Type	Cost	Ability
<b>Benalish Commander</b>	Creature – Human Soldier Lord	3W	*/*. Benalish Commander's power and toughness are each equal to the number of Soldiers you control. ; Suspend X – XWW. X can't be 0. ; Whenever a time counter is removed from Benalish Commander while it's removed from the game, put a 1/1 white Soldier creature token into play.
<b>Crovax, Ascendant Hero</b>	Legendary Creature – Human Lord	4WW	4/4. Other white creatures get +1/+1. Nonwhite creatures get -1/-1. ; Pay 2 life: Return Crovax, Ascendant Hero to its owner's hand.
<b>Dust Elemental</b>	Creature – Elemental	2WW	6/6, Flying, Fear. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; When Dust Elemental comes into play, return three creatures you control to their owner's hand.
<b>Heroes Remembered</b>	Sorcery	6WWW	You gain 20 life. Suspend 10 – W ( <i>Rather than play this card from your hand, you may pay W and remove it from the game with ten time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.</i> )
<b>Magus of the Tabernacle</b>	Creature – Human Wizard	3W	2/6. All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1."
<b>Mesa Enchantress</b> <sup>TS</sup>	Creature – Human Druid	1WW	0/2. Whenever you play an enchantment spell, you may draw a card. <i>Timeshifted from Verduran Enchantress.</i>
<b>Porphyry Nodes</b> <sup>TS</sup>	Enchantment	W	At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. ; If two or more creatures are tied for least power, you choose one of them. ; When there are no creatures in play, sacrifice Porphyry Nodes. <i>Timeshifted from Drop of Honey.</i>
<b>Retether</b>	Sorcery	3W	Return each Aura card from your graveyard to play. Only creatures can be enchanted this way. ( <i>Aura cards that can't enchant a creature in play remain in your graveyard.</i> )
<b>Voidstone Gargoyle</b>	Creature – Gargoyle	3WW	3/3, Flying. As Voidstone Gargoyle comes into play, name a nonland card. ; The named card can't be played. ; Activated abilities of permanents with that name can't be played. ; Activated abilities of cards with that name that aren't in play can't be played.
<b>Calcidern</b> <sup>TS</sup>	Creature – Beast	2WW	5/5. Vanishing 4 ( <i>This permanent comes into play with four time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> ) ; Calcidern can't be the target of spells or abilities. <i>Timeshifted from Blastoderm.</i>
<b>Malach of the Dawn</b> <sup>TS</sup>	Creature – Angel	2WW	2/4, Flying. WWW: Regenerate Malach of the Dawn. <i>Timeshifted from Ghost Ship.</i>
<b>Mantle of Leadership</b>	Enchantment – Aura	1W	Enchant creature. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; Whenever a creature comes into play, enchanted creature gets +2/+2 until end of turn.
<b>Mycologist</b> <sup>TS</sup>	Creature – Human Druid	1W	0/2. At the beginning of your upkeep, put a spore counter on Mycologist. ; Remove three spore counters from Mycologist: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: You gain 2 life. <i>Timeshifted from Elvish Farmer.</i>
<b>Rebuff the Wicked</b>	Instant	W	Counter target spell that targets a permanent you control.
<b>Riftmarked Knight</b>	Creature – Human Rebel Knight	1WW	2/2, Flanking, Protection from black. Suspend 3 – 1WW ; When the last time counter is removed from Riftmarked Knight while it's removed from the game, put a 2/2 black Knight creature token with flanking, protection from white, and haste into play.
<b>Saltblast</b>	Sorcery	3WW	Destroy target nonwhite permanent.
<b>Serra's Boon</b>	Enchantment – Aura	2W	Enchant creature. Enchanted creature gets +1/+2 as long as it's white. Otherwise, it gets -2/-1.
<b>Stonecloaker</b>	Creature – Gargoyle	2W	3/2, Flying. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; When Stonecloaker comes into play, return a creature you control to its owner's hand. ; When Stonecloaker comes into play, remove target card in a graveyard from the game.
<b>Stormfront Riders</b>	Creature – Human Soldier	4W	4/3, Flying. When Stormfront Riders comes into play, return two creatures you control to their owner's hand. ; Whenever Stormfront Riders or another creature is returned to your hand from play, put a 1/1 white Soldier creature token into play.

## White Spells (Part 2 of 2)

Card Name	Spell Type	Cost	Ability
Aven Riftwatcher	Creature - Bird Rebel Soldier	2W	2/3, Flying. Vanishing 3 ( <i>This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.</i> ) ; When Aven Riftwatcher comes into play or leaves play, you gain 2 life.
Dawn Charm	Instant	1W	Choose one - Prevent all combat damage that would be dealt this turn; or regenerate target creature; or counter target spell that targets you.
Ghost Tactician	Creature - Spirit Spellshaper	4W	2/5. W, T, Discard a card: Creatures you control get +1/+0 until end of turn.
Mana Tithe <sup>TS</sup>	Instant	W	Counter target spell unless its controller pays 1. <i>Timeshifted from Force Spike.</i>
Pallid Mycoderm	Creature - Fungus	3W	2/4. At the beginning of your upkeep, put a spore counter on Pallid Mycoderm. ; Remove three spore counters from Pallid Mycoderm: Put a 1/1 green Saproling creature token into play. ; Sacrifice a Saproling: Each Fungus and each Saproling you control gets +1/+1 until end of turn.
Poultice Sliver	Creature - Sliver	2W	2/2. All Slivers have "2, T: Regenerate target Sliver."
Revered Dead <sup>TS</sup>	Creature - Spirit Soldier	1W	1/1. W: Regenerate Revered Dead. <i>Timeshifted from Drudge Skeletons.</i>
Saltfield Recluse	Creature - Human Rebel Cleric	2W	1/2. T: Target creature gets -2/-0 until end of turn.
Shade of Trokair	Creature - Shade	3W	1/2. W: Shade of Trokair gets +1/+1 until end of turn. ; Suspend 3 - W ( <i>Rather than play this card from your hand, you may pay W and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost. It has haste.</i> )
Sinew Sliver <sup>TS</sup>	Creature - Sliver	1W	1/1. All Slivers get +1/+1. <i>Timeshifted from Muscle Sliver.</i>
Sunlance <sup>TS</sup>	Sorcery	W	Sunlance deals 3 damage to target nonwhite creature. <i>Timeshifted from Strafe.</i>
Whitemane Lion	Creature - Cat	1W	2/2. Flash ( <i>You may play this spell any time you could play an instant.</i> ) ; When Whitemane Lion comes into play, return a creature you control to its owner's hand.