

Time Spiral “Timeshifted”

Expansion subset for Magic: The Gathering

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 This card list was created by Eric DeWall, based on a template originated by Stephen D’Angelo.

Time Spiral (expansion code: TSP) is the 1st set in the Time Spiral block. It was released on October 6, 2006. The expansion symbol is an hourglass.

The “Timeshifted” subset contains reprints of various cards printed prior to the Mirrodin expansion. Its cards are all at the same rarity level (1 per booster pack) despite varying rarities in prior sets. The “Timeshifted” subset cards use a purple hourglass expansion symbol.

The “Timeshifted” subset contains 121 cards, distributed as follows:

Land	Artifact	Multicolor	Split	Black	Blue	Green	Red	White	
5	10	15	1	18	18	18	18	18	121

Prior Set 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.

Land

Card Name	Card Type	Ability	Prior Set(s)
Arena	Land	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.	Promo set for Gatherer
Desert	Land - Desert	T: Add 1 to your mana pool. ; T: Desert deals 1 damage to target attacking creature. Play this ability only during the end of combat step.	Arabian Nights
Gemstone Mine	Land	Gemstone Mine comes into play with three mining counters on it. ; T, 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, sacrifice it.	<i>Weatherlight</i>
Pendelhaven	Legendary Land	T: Add G to your mana pool. ; T: Target 1/1 creature gets +1/+2 until end of turn.	<i>Legends</i>
Safe Haven	Land	2, T: Remove target creature you control from the game. ; At the beginning of your upkeep, you may sacrifice Safe Haven. If you do, return each card removed from the game with Safe Haven to play under its owner's control.	The Dark Chronicles

Artifacts

Card Name	Card Type	Cost	Ability	Prior Set(s)
Claws of Gix	Artifact	0	1, Sacrifice a permanent: You gain 1 life.	<i>Urza's Saga</i>
Dodecapod	Artifact Creature - Golem	4	3/3. If a spell or ability an opponent controls causes you to discard Dodecapod, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.	<i>Apocalypse</i>
Feldon's Cane	Artifact	1	T, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.	<i>Antiquities Chronicles Fifth Edition</i>
Grinning Totem	Artifact	4	2, T, Sacrifice Grinning Totem: Search target opponent's library for a card and remove it from the game. Then that player shuffles his or her library. Until the beginning of your next upkeep, you may play that card. At the beginning of your next upkeep, if you haven't played it, put it into its owner's graveyard.	Mirage Classic Sixth Edition
Mindless Automaton	Artifact Creature - Construct	4	0/0. Mindless Automaton comes into play with two +1/+1 counters on it. ; 1, Discard a card: Put a +1/+1 counter on Mindless Automaton. ; Remove two +1/+1 counters from Mindless Automaton: Draw a card.	Exodus
Mirari	Legendary Artifact	5	Whenever you play an instant or sorcery spell, you may pay 3. If you do, copy that spell. You may choose new targets for the copy.	Odyssey
Serrated Arrows	Artifact	4	Serrated Arrows comes into play with three arrowhead counters on it. ; At the beginning of your upkeep, if there are no arrowhead counters on Serrated Arrows, sacrifice it. ; T, Remove an arrowhead counter from Serrated Arrows: Put a -1/-1 counter on target creature.	Homelands
The Rack	Artifact	1	As The Rack comes into play, choose an opponent. ; At the beginning of the chosen player's upkeep, The Rack deals X damage to that player, where X is 3 minus the number of cards in his or her hand.	<i>Antiquities Revised Edition Fourth Edition</i>
Tormod's Crypt	Artifact	0	T, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.	<i>The Dark Chronicles</i>
War Barge	Artifact	4	3: Target creature gains islandwalk until end of turn. When War Barge leaves play this turn, destroy that creature. A creature destroyed this way can't be regenerated.	<i>The Dark</i>

Multicolor Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)
Coalition Victory	Sorcery	3WUBRG	You win the game if you control a land of each basic land type and a creature of each color.	Invasion
Fiery Justice	Sorcery	RGW	Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players. Target opponent gains 5 life.	Ice Age
Jasmine Boreal	Legendary Creature - Human	3GW	4/5.	<i>Legends</i>
Lightning Angel	Creature - Angel	1RWU	3/4, Flying, Vigilance, Haste.	Apocalypse
Merieke Ri Berit	Legendary Creature - Human	WUB	1/1. Merieke Ri Berit doesn't untap during your untap step. ; T: Gain control of target creature as long as you control Merieke Ri Berit. ; When Merieke Ri Berit leaves play or becomes untapped, destroy that creature. It can't be regenerated.	Ice Age
Mystic Enforcer	Creature - Human Nomad Mystic	2GW	3/3, Protection from black. <i>Threshold</i> - Mystic Enforcer gets +3/+3 and has flying as long as seven or more cards are in your graveyard.	Odyssey
Mystic Snake	Creature - Snake	1GUU	2/2. Flash (<i>You may play this spell any time you could play an instant.</i>) When Mystic Snake comes into play, counter target spell.	Apocalypse
Nicol Bolas	Legendary Creature - Elder Dragon	2UUBRR	7/7, Flying. At the beginning of your upkeep, sacrifice Nicol Bolas unless you pay UBR. ; Whenever Nicol Bolas deals damage to an opponent, that player discards his or her hand.	Legends Chronicles
Shadowmage Infiltrator	Creature - Human Wizard	1UB	1/3, Fear. Whenever Shadowmage Infiltrator deals combat damage to a player, you may draw a card.	Odyssey
Sol'kanar the Swamp King	Legendary Creature - Demon	2UBR	5/5, Swampwalk. Whenever a player plays a black spell, you gain 1 life.	Legends Chronicles
Spined Sliver	Creature - Sliver	RG	2/2. Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.	<i>Stronghold</i>
Stormbind	Enchantment	1RG	2, Discard a card at random: Stormbind deals 2 damage to target creature or player.	Ice Age
Teferi's Moat	Enchantment	3WU	As Teferi's Moat comes into play, choose a color. ; Creatures of the chosen color without flying can't attack you.	Invasion
Vhati il-Dal	Legendary Creature - Human Warrior	2BG	3/3. T: Target creature's power or toughness becomes 1 until end of turn.	Tempest
Void	Sorcery	3BR	Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards all nonland cards with converted mana cost equal to the number.	Invasion

Split Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)	
Assault // Battery	Assault	Sorcery	R	Assault deals 2 damage to target creature or player.	<i>Invasion</i>
	Battery	Sorcery	3G	Put a 3/3 green Elephant creature token into play.	

Black Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)
Avatar of Woe	Creature - Avatar	6BB	6/5, Fear. If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play. ; T: Destroy target creature. It can't be regenerated.	Prophecy
Bad Moon	Enchantment	1B	Black creatures get +1/+1.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Fifth Edition
Conspiracy	Enchantment	3BB	As Conspiracy comes into play, choose a creature type. ; Creature cards you own that aren't in play, creature spells you control, and creatures you control are the chosen type.	Mercadian Masques
Darkness	Instant	B	Prevent all combat damage that would be dealt this turn.	Legends
Dauthi Slayer	Creature - Dauthi Soldier	BB	2/2. Shadow (<i>This creature can block or be blocked by only creatures with shadow.</i>) ; Dauthi Slayer attacks each turn if able.	Tempest
Evil Eye of Orms-by-Gore	Creature - Eye	4B	3/6. Non-Eye creatures you control can't attack. ; Evil Eye of Orms-by-Gore can't be blocked except by Walls.	Legends Fifth Edition Classic Sixth Edition
Faceless Butcher	Creature - Nightmare Horror	2BB	2/3. When Faceless Butcher comes into play, remove target creature other than Faceless Butcher from the game. ; When Faceless Butcher leaves play, return the removed card to play under its owner's control.	Torment
Funeral Charm	Instant	B	Choose one - Target player discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.	Visions
Sengir Autocrat	Creature - Human	3B	2/2. When Sengir Autocrat comes into play, put three 0/1 black Serf creature tokens into play. ; When Sengir Autocrat leaves play, remove all Serf tokens from the game.	Homelands Fifth Edition Classic Sixth Edition
Shadow Guildmage	Creature - Human Wizard	B	1/1. U, T: Put target creature you control on top of its owner's library. ; R, T: Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you.	Mirage
Soul Collector	Creature - Vampire	3BB	3/4, Flying. Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control. ; Morph BBB (<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>)	Scourge Promo set for Gatherer
Stupor	Sorcery	2B	Target opponent discards a card at random, then discards a card.	Mirage Classic Sixth Edition
Swamp Mosquito	Creature - Insect	1B	0/1, Flying. Whenever Swamp Mosquito attacks and isn't blocked, defending player gets a poison counter. (<i>A player with ten or more poison counters loses the game.</i>)	Alliances
Twisted Abomination	Creature - Zombie Mutant	5B	5/3. B: Regenerate Twisted Abomination. ; Swampcycling 2 (2, <i>Discard this card: Search your library for a Swamp card, reveal it, and put it into your hand. Then shuffle your library.</i>)	Scourge
Uncle Istvan	Creature - Human	1BBB	1/3. Prevent all damage that would be dealt to Uncle Istvan by creatures.	The Dark Fourth Edition
Undead Warchief	Creature - Zombie	2BB	1/1. Zombie spells you play cost 1 less to play. ; Zombies you control get +2/+1.	Scourge
Undertaker	Creature - Human Spellshaper	1B	1/1. B, T, Discard a card: Return target creature card from your graveyard to your hand.	Mercadian Masques
Withered Wretch	Creature - Zombie Cleric	BB	2/2. 1: Remove target card in a graveyard from the game.	Legions

Blue Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)
Dandân	Creature - Fish	UU	4/1. Dandan can't attack unless defending player controls an Island. ; When you control no Islands, sacrifice Dandan.	Arabian Nights Chronicles Fifth Edition
Flying Men	Creature - Human	U	1/1, Flying	Arabian Nights
Ghost Ship	Creature - Spirit	2UU	2/4, Flying. UUU: Regenerate Ghost Ship.	The Dark Fourth Edition
Giant Oyster	Creature - Oyster	2UU	0/3. You may choose not to untap Giant Oyster during your untap step. ; T: As long as Giant Oyster remains tapped, target tapped creature doesn't untap during its controller's untap step, and at the beginning of each of your draw steps, put a -1/-1 counter on that creature. ; When Giant Oyster leaves play or becomes untapped, remove all -1/-1 counters from the creature.	Homelands
Leviathan	Creature - Leviathan	5UUUU	10/10, Trample. Leviathan comes into play tapped and doesn't untap during your untap step. ; At the beginning of your upkeep, you may sacrifice two Islands. If you do, untap Leviathan. ; Leviathan can't attack unless you sacrifice two Islands.	The Dark Fourth Edition Fifth Edition Beatdown Box Set
Lord of Atlantis	Creature - Merfolk Lord	UU	2/2. Other Merfolk get +1/+1 and have islandwalk.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Fifth Edition Classic Sixth Edition Seventh Edition
Merfolk Assassin	Creature - Merfolk Assassin	UU	1/2. T: Destroy target creature with islandwalk.	The Dark
Mistform Ultimus	Legendary Creature - Illusion	3U	3/3. Mistform Ultimus is every creature type (even if this card isn't in play).	Legions
Ovinomancer	Creature - Human Wizard	2U	0/1. When Ovinomancer comes into play, sacrifice it unless you return three basic lands you control to their owner's hand. T, Return Ovinomancer to its owner's hand: Destroy target creature. It can't be regenerated. That creature's controller puts a 0/1 green Sheep creature token into play.	Visions
Pirate Ship	Creature - Human Pirate	4U	4/3. Pirate Ship can't attack unless defending player controls an Island. ; T: Pirate Ship deals 1 damage to target creature or player. ; When you control no Islands, sacrifice Pirate Ship.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Fifth Edition
Prodigal Sorcerer	Creature - Human Wizard	2U	1/1. T: Prodigal Sorcerer deals 1 damage to target creature or player.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Fifth Edition Classic Sixth Edition Battle Royale Box Set Starter 2000 Seventh Edition
Psionic Blast	Instant	2U	Psionic Blast deals 4 damage to target creature or player and 2 damage to you.	Limited Edition Alpha Limited Edition Beta Unlimited Edition
Sindbad	Creature - Human	1U	1/1. T: Draw a card and reveal it. If it isn't a land card, discard it.	Arabian Nights Fourth Edition
Stormscape Familiar	Creature - Bird	1U	1/1, Flying. White spells and black spells you play cost 1 less to play.	Planeshift
Unstable Mutation	Enchantment - Aura	U	Enchant creature. Enchanted creature gets +3/+3. At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on that creature.	Arabian Nights Revised Edition Fourth Edition Fifth Edition
Voidmage Prodigy	Creature - Human Wizard	UU	2/1. UU, Sacrifice a Wizard: Counter target spell. ; Morph U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)	Onslaught
Whispers of the Muse	Instant	U	Buyback 5 (You may pay an additional 5 as you play this spell. If you do, put this card into your hand as it resolves.) ; Draw a card.	Tempest
Willbender	Creature - Human Wizard	1U	1/2. Morph 1U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) ; When Willbender is turned face up, change the target of target spell or ability with a single target.	Legions

Green Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)
Avoid Fate	Instant	G	Counter target instant or Aura spell that targets a permanent you control.	Legends
Call of the Herd	Sorcery	2G	Put a 3/3 green Elephant creature token into play. ; Flashback 3G (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)	Odyssey
Cockatrice	Creature - Cockatrice	3GG	2/4, Flying. Whenever Cockatrice blocks or becomes blocked by a non-Wall creature, destroy that creature at end of combat.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Fifth Edition
Craw Giant	Creature - Giant	3GGGG	6/4, Trample. Rampage 2 (Whenever this creature becomes blocked, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)	Legends Chronicles Fifth Edition
Gaea's Blessing	Sorcery	1G	Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card. ; When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.	Weatherlight
Gaea's Liege	Creature - Avatar	3GGG	*/*. As long as Gaea's Liege isn't attacking, its power and toughness are each equal to the number of Forests you control. ; As long as Gaea's Liege is attacking, its power and toughness are each equal to the number of Forests defending player controls. ; T: Target land becomes a Forest until Gaea's Liege leaves play.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition
Hail Storm	Instant	1GG	Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.	Alliances
Hunting Moa	Creature - Bird	2G	3/2. Echo 2G (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.) ; When Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.	Urza's Destiny
Jolrael, Empress of Beasts	Legendary Creature - Human Spellshaper	3GG	3/3. 2G, T, Discard two cards: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.	Prophecy
Krosan Cloudscrapper	Creature - Beast Mutant	7GGG	13/13. At the beginning of your upkeep, sacrifice Krosan Cloudscrapper unless you pay GG. ; Morph 7GG (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)	Legions
Scragnoth	Creature - Beast	4G	3/4, Protection from blue. Scragnoth can't be countered.	Tempest
Spike Feeder	Creature - Spike	1GG	0/0. Spike Feeder comes into play with two +1/+1 counters on it. ; 2, Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature. ; Remove a +1/+1 counter from Spike Feeder: You gain 2 life.	Stronghold Battle Royale Box Set
Spitting Slug	Creature - Slug	1GG	2/4. Whenever Spitting Slug blocks or becomes blocked, you may pay 1G. If you do, Spitting Slug gains first strike until end of turn. Otherwise, each creature blocking or blocked by Spitting Slug gains first strike until end of turn.	The Dark
Thallid	Creature - Fungus	G	1/1. At the beginning of your upkeep, put a spore counter on Thallid. ; Remove three spore counters from Thallid: Put a 1/1 green Saproling creature token into play.	Fallen Empires
Thornscape Battlemage	Creature - Elf Wizard	2G	2/2. Kicker R and/or W. ; When Thornscape Battlemage comes into play, if the R kicker cost was paid, it deals 2 damage to target creature or player. When Thornscape Battlemage comes into play, if the W kicker cost was paid, destroy target artifact.	Planeshift
Verdeloth the Ancient	Legendary Creature - Treefolk	4GG	4/7. Kicker X (You may pay an additional X as you play this spell.) ; All other Treefolk and all Saprolings get +1/+1. ; When Verdeloth the Ancient comes into play, if the kicker cost was paid, put X 1/1 green Saproling creature tokens into play.	Invasion
Wall of Roots	Creature - Plant Wall	1G	0/5, Defender. Put a -0/-1 counter on Wall of Roots: Add G to your mana pool. Play this ability only once each turn.	Mirage
Whirling Dervish	Creature - Human Monk	GG	1/1, Protection from black. At end of turn, if Whirling Dervish dealt damage to an opponent this turn, put a +1/+1 counter on it.	Legends Fourth Edition Fifth Edition

Red Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)
Avalanche Riders	Creature - Human Nomad	3R	2/2, Haste. 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 Avalanche Riders comes into play, destroy target land.	<i>Urza's Legacy</i>
Browbeat	Sorcery	2R	Any player may have Browbeat deal 5 damage to him or her. If no one does, target player draws three cards.	<i>Judgment</i>
Desolation Giant	Creature - Giant	2RR	3/3. Kicker WW (<i>You may pay an additional WW as you play this spell.</i>); When Desolation Giant comes into play, destroy all other creatures you control. If the kicker cost was paid, destroy all other creatures instead.	Apocalypse
Disintegrate	Sorcery	XR	Disintegrate deals X damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Fifth Edition
Dragon Whelp	Creature - Dragon	2RR	2/3, Flying. R: Dragon Whelp gets +1/+0 until end of turn. At end of turn, if this ability has been played four or more times this turn, sacrifice Dragon Whelp.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition
Dragonstorm	Sorcery	8R	Search your library for a Dragon card and put it into play. Then shuffle your library. ; Storm (<i>When you play this spell, copy it for each spell played before it this turn.</i>)	Scourge
Eron the Relentless	Legendary Creature - Human Rogue	3RR	5/2, Haste. RRR: Regenerate Eron the Relentless.	<i>Homelands</i>
Fiery Temper	Instant	1RR	Fiery Temper deals 3 damage to target creature or player. ; Madness R (<i>If you discard this card, you may play it for its madness cost instead of putting it into your graveyard.</i>)	Torment
Fire Whip	Enchantment - Aura	1R	Enchant creature you control. Enchanted creature has "T This creature deals 1 damage to target creature or player." ; Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.	Weatherlight
Goblin Snowman	Creature - Goblin	3R	1/1. Whenever Goblin Snowman blocks, prevent all combat damage that would be dealt to and dealt by it this turn. ; T: Goblin Snowman deals 1 damage to target creature it's blocking.	<i>Ice Age</i>
Kobold Taskmaster	Creature - Kobold	1R	1/2. Other Kobolds you control get +1/+0.	<i>Legends</i>
Orcish Librarian	Creature - Orc	1R	1/1. R, T: Look at the top eight cards of your library. Remove four of them at random from the game, then put the rest on top of your library in any order.	Ice Age
Orgg	Creature - Orgg	3RR	6/6, Trample. Orgg can't attack if defending player controls an untapped creature with power 3 or greater. ; Orgg can't block creatures with power 3 or greater.	Fallen Empires Fifth Edition
Pandemonium	Enchantment	3R	Whenever a creature comes into play, that creature's controller may have it deal damage equal to its power to target creature or player of his or her choice.	Exodus
Suq'Ata Lancer	Creature - Human Knight	2R	2/2, Haste. Flanking (<i>Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.</i>)	Visions
Tribal Flames	Sorcery	1R	Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.	Invasion
Uthden Troll	Creature - Troll	2R	2/2. R: Regenerate Uthden Troll.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Battle Royale Box Set
Wildfire Emissary	Creature - Efreet	3R	2/4, Protection from white. 1R: Wildfire Emissary gets +1/+0 until end of turn.	<i>Mirage Battle Royale Box Set</i>

White Spells

Card Name	Card Type	Cost	Ability	Prior Set(s)
Akroma, Angel of Wrath	Legendary Creature - Angel	5WWW	6/6, Flying, First strike, Vigilance, Trample, Haste, Protection from black, Protection from red	Legions
Auratog	Creature - Atog	1W	1/2. Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.	Tempest
Celestial Dawn	Enchantment	1WW	Lands you control are Plains. ; Nonland cards you own that aren't in play, spells you control, and nonland permanents you control are white. ; You may spend white mana as though it were mana of any color. ; You may spend other mana only as though it were colorless mana.	Mirage Classic Sixth Edition
Consecrate Land	Enchantment - Aura	W	Enchant land. Enchanted land is indestructible and can't be enchanted by other Auras.	Limited Edition Alpha Limited Edition Beta Unlimited Edition
Defiant Vanguard	Creature - Human Rebel	2W	2/2. When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn. ; 5, T Search your library for a Rebel card with converted mana cost 4 or less and put it into play. Then shuffle your library.	Nemesis
Disenchant	Instant	1W	Destroy target artifact or enchantment.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition Fourth Edition Ice Age Mirage Fifth Edition Tempest Urza's Saga Classic Sixth Edition Mercadian Masques Battle Royale Box Set Starter 2000 Seventh Edition
Enduring Renewal	Enchantment	2WW	Play with your hand revealed. ; If you would draw a card, reveal the top card of your library instead. If it's a creature card, put it into your graveyard. Otherwise, draw a card. ; Whenever a creature is put into your graveyard from play, return it to your hand.	Ice Age
Essence Sliver	Creature - Sliver	3W	3/3. Whenever a Sliver deals damage, its controller gains that much life.	Legions
Honorable Passage	Instant	1W	The next time a source of your choice would deal damage to target creature or player this turn, prevent that damage. If damage from a red source is prevented this way, Honorable Passage deals damage equal to the damage prevented this way to the source's controller.	Visions
Icatian Javelineers	Creature - Human Soldier	W	1/1. Icatian Javelineers comes into play with a javelin counter on it. ; T, Remove a javelin counter from Icatian Javelineers: Icatian Javelineers deals 1 damage to target creature or player.	Fallen Empires
Moorish Cavalry	Creature - Human Knight	2WW	3/3, Trample.	Arabian Nights
Resurrection	Sorcery	2WW	Return target creature card from your graveyard to play.	Limited Edition Alpha Limited Edition Beta Unlimited Edition Revised Edition
Sacred Mesa	Enchantment	2W	At the beginning of your upkeep, sacrifice Sacred Mesa unless you sacrifice a Pegasus. ; 1W: Put a 1/1 white Pegasus creature token with flying into play.	Mirage
Soltari Priest	Creature - Soltari Cleric	WW	2/1. Protection from red. Shadow (<i>This creature can block or be blocked by only creatures with shadow.</i>)	Tempest
Squire	Creature - Human Soldier	1W	1/2.	The Dark
Valor	Creature - Incarnation	3W	2/2, First strike. As long as Valor is in your graveyard and you control a Plains, creatures you control have first strike.	Judgment
Witch Hunter	Creature - Human Cleric	2WW	1/1. T: Witch Hunter deals 1 damage to target player. ; 1WW, T Return target creature an opponent controls to its owner's hand.	The Dark Chronicles
Zhalfirin Commander	Creature - Human Knight	2W	2/2. Flanking (<i>Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.</i>) ; 1WW: Target Knight gets +1/+1 until end of turn.	Mirage