

WHITE CHAOS

2. Balance

Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

3. Roar of Reclamation

Each player returns all artifact cards from their graveyard to the battlefield.

4. Reverse the Sands

Redistribute any number of players' life totals. (*Each of those players gets one life total back.*)

5. Disenchant

Destroy target artifact or enchantment.

6. Eladamri's Call

Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

7. Rest for the Weary

Target player gains 4 life.

Change the global.

8. Soul Summons

Put the top card of your library onto the battlefield face down as a 2/2 creature. Its controller may look at it and, if it's a creature card, may turn it face up any time by paying its mana cost.

9. Sanguine Sacrament

You gain 2d6 life.

10. Swords to Plowshares

Exile target creature. Its controller gains life equal to its power.

11. Obzedat's Aid

Return target permanent card from your graveyard to the battlefield.

12. Wrath of God

Destroy all creatures. They can't be regenerated.

BLUE CHAOS

2. Time Walk

Take an extra turn after this one.

3. Timetwister

Each player shuffles their hand and graveyard into their library, then draws seven cards.

4. Extract

Each player searches the library of the next player in the turn order for a card and exiles it. Then each player shuffles.

5. Boomerang

Return target permanent to its owner's hand.

6. Twiddle

Tap or untap target permanent.

7. Opt

Scry 1, then draw a card.

Change the global.

8. Glimpse the Unthinkable

Target player mills 2d6 cards.

9. Stolen Identity

Create a token that's a copy of target artifact or creature.

10. Fact or Fiction

Reveal the top 1d6 cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

11. Evacuation

Return all creatures to their owners' hands.

12. Show and Tell

Starting with you, each player may put a permanent card from their hand onto the battlefield.

BLACK CHAOS

2. Pox

Each player loses a third of their life, then discards a third of the cards in their hand, then sacrifices a third of the creatures they control, then sacrifices a third of the lands they control. Round up each time.

3. Buried Alive

Each player searches their library for three cards, puts them into their graveyard, then shuffles.

4. Exhume

Each player puts a creature card from their graveyard onto the battlefield.

5. Hymn to Tourach

Target player discards two cards at random.

6. Sovereign's Bite

Target player loses 1d6 life and you gain that much life.

7. Sign in Blood

Target player draws two cards and loses 2 life.
Change the global.

8. Blackmail

Target player reveals three cards from their hand and you choose one of them. That player discards that card.

9. Vile Rebirth

Exile target card from a graveyard. Create a 2/2 black Zombie creature token.

10. Diabolic Edict

Target player sacrifices a creature.

11. Darkpact

Exile the top card of your library, then search your exiled cards for a card, reveal it, and put it on top of your library.

12. Living Death

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

RED CHAOS

2. Shatterstorm

Destroy all artifacts. They can't be regenerated.

3. Wheel of Fortune

Each player discards their hand, then draws seven cards.

4. Stone Rain

Destroy target land.

5. Threaten

Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

6. Gamble

Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

7. Sizzle

Sizzle deals 3 damage to each opponent.
Change the global.

8. Act on Impulse

Exile the top three cards of your library. Until end of turn, you may play cards exiled this way. *(If you cast a spell this way, you still pay its costs. You can play a land this way only if you have an available land play remaining.)*

9. Doublecast

When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

10. Blaze

Blaze deals damage equal to the higher of 2d6 to any target.

11. Earthquake

Earthquake deals 1d6 damage to each creature without flying and each player.

12. Warp World

Each player shuffles all permanents they own into their library, then reveals that many cards from the top of their library. Each player puts all artifact, creature, and land cards revealed this way onto the battlefield, then does the same for enchantment cards, then puts all cards revealed this way that weren't put onto the battlefield on the bottom of their library.

GREEN CHAOS

2. Natural Affinity

All lands become 2/2 creatures until end of turn.
They're still lands.

3. Tranquility

Destroy all enchantments.

4. Animal Magnetism

Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card onto the battlefield and the rest into your graveyard.

5. Regrowth

Return target card from your graveyard to your hand.

6. Animate Land

Until end of turn, target land becomes a 3/3 creature that's still a land. It gains haste until end of turn.

7. Growth Spiral

Draw a card. You may put a land card from your hand onto the battlefield.

Change the global.

8. Adventurous Impulse

Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

9. Might of Oaks

Target creature gets +7/+7 until end of turn.

10. Beast Within

Destroy target permanent. Its controller creates a 3/3 green Beast token.

11. Hurricane

Hurricane deals 1d6 damage to each creature with flying and each player.

12. Overrun

Creatures you control get +3/+3 and gain trample until end of turn.

COLORLESS CHAOS

2. Petition the Chaos

Roll a color die, then choose an effect from that chaos chart and put it on the stack. Then roll on Retribution.

3. A Whole New World

Roll a color die, then change the global to a global of your choice from that chart. Then roll on Retribution.

4. Seven Questions

Shuffle your library, then exile the top card of it face down. Your opponents can look at that card as long as it remains exiled. You ask up to seven yes-or-no questions about that card, which an opponent must answer correctly. Then choose a card name. Reveal the exiled card. If it has the chosen name, put that card into your hand and draw a card. Otherwise, that card remains exiled and each opponent draws a card.

5. The Price is Right

Players bid life for control of target permanent. You start the bidding with a bid of 0. In turn order, each player may top the high bid. The bidding ends if the high bid stands. The high bidder loses life equal to the high bid and gains control of the permanent.

6. Sorting Hat

Each player looks at the top four cards of their library, puts one on top of it, one on the bottom of it, one into their graveyard, and exiles the other.

7. Double Global

Change the global, but roll twice and put both into effect. They both cease to exist the next time the global changes.

8. Chaos Vortex

Roll chaos again 1d3 times.

9. Double or Nothing

Choose target permanent. Its controller flips a coin. If they win the flip, they create a token copy of that permanent. Otherwise, exile it.

10. Tour the Planes

Until end of turn, you have “⊗: Change the global. X is the number of times the global has been changed this turn.”

11. Token Army

Choose a color and a creature type, then create 1d6+1 1/1 creature tokens of the chosen color and type.

12. Whir of the Spork

Each player loses all emblems. Turn all planeswalkers face down. *(They're 2/2 creatures.)*