

Abbrev.	field	©	¢	dmg.	sac.	tar.
Meaning	Battlefield	Card	Creature	Damage	Sacrifice	Target






































RTR Block Instants				
Color	CMC	Card	Mana Cost (Overload cost)	Brief Card Text
White	1	Beckon Apparition		Exile target © from graveyard. Put BW 1/1 flyer onto field
		Shielded Passage		Prevent all dmg dealt to tar. ¢
		Smite		Destroy tar. blocked ¢
		Swift Justice		Tar. ¢ gets +1/+0, first strike, lifelink
		Wear // Tear (Tear)		Destroy tar. enchantment
	2	Aerial Maneuver		Tar. ¢ gets +1/+1, first strike, flying
		Profit // Loss (Profit)		¢ you control get +1/+1
		Renounce the Guilds		Each player sac. multicolored permanent
		Shattering Blow		Exile tar. artifact
		Sundering Growth		Destroy tar. artifact or enchantment, populate
	3	Arrows of Justice		Deal 4 dmg. to tar. blocking or attacking ¢
		Avenging Arrow		Destroy tar. ¢ that dealt dmg.
		Protect // Serve (Protect)		Tar. ¢ gets +2/+4
		Riot Control		Gain 1 life for each ¢ opponent. Controls, prevent all dmg. dealt to you
		Rootborn Defenses		Populate, ¢ you control are indestructible
4	Eyes in the Skies		Put 1/1 W flyer onto battlefield, populate	
6	Trostani's Judgment		Exile tar. ¢, populate	
Blue	1	Bioshift		Move any # of +1/+1 counters from tar. ¢ to another under same controller
		Blustersquall		Tap tar. ¢ you don't control
		Dispel		Counter tar. instant spell
		Downsize		Tar. ¢ you don't control get -4/-0
		Gridlock		Tap X nonland permanents
		Mizzium Skin		Tar. ¢ you control gets +0/+1 and hexproof
		Rapid Hybridization		Destroy tar. ¢, can't regenerate, put G 3/3 onto battlefield
		Syncopate		Counter tar. spell (exile) unless controller pays X

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Blue	2	Biomass Mutation		¢ you control become X/X
		Cyclonic Rift		Bounce tar. nonland permanent you don't control
		Far // Away (Far)		Bounce tar. ¢
		Protect // Serve (Serve)		Tar. ¢ gets -6/-0
		Spell Rupture		Counter tar. spell unless controller pays X where X is highest power among ¢ you control
	3	Cancel		Counter tar. spell
		Turn // Burn (Turn)		Tar. ¢ loses all abilities and becomes an 0/1
	4	Ætherize		Bounce all attacking ¢
		Inspiration		Tar. player draws 2 ©
		Mindstatic		Counter tar. spell unless controller pays 6
		Scatter Arc		Counter tar. Non ¢ spell, draw a ©
	5	Psychic Spiral		Shuffle all cards from your graveyard into library, tar. player mills that many cards
		Totally Lost		Put tar. nonland permanent on top of library
	Black	1	Beckon Apparition	
Cremate				Exile tar. © from a graveyard, draw a ©
Killing Glare				Destroy tar. ¢ with power X or less
2		Devour Flash		Tar. player sac. ¢, then gains life = toughness
		Ultimate Price		Destroy tar. monocolored ¢
3		Crypt Incursion		Exile all ¢ from tar. player's yard, gain 3 life for each ¢ exiled
		Far // Away (Away)		Tar. player sac. ¢
		Profit // Loss (Loss)		¢ opponents control get -1/-1
4		Fatal Fumes		Tar. ¢ gets -4/-2
		Grisly Spectacle		Destroy tar. non artifact creature, mill controller = to ¢ power
	Launch Party		Sac. ¢, destroy tar. ¢, controller loses 2 life	

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Red	1	Dynacharge	 (2)	Tar. ¢ you control gets +2/+0
		Electrickery	 (1)	Deal 1 dmg to tar. ¢ you don't control
		Furious Resistance		Tar. blocking ¢ gets +3/+0, first strike
		Street Spasm	X  (X X  )	Deal X dmg to tar. ¢ without flying you don't control
		Weapon Surge	 (1)	Tar. ¢ you control gets +1/+0, first strike
	2	Pit Fight	1  	Tar. ¢ you control fights another
		Shattering Blow	1  *	Exile tar. artifact
		Skullcrack	1 	Players can't gain life, dmg can't be prevented, deal 3 dmg. to tar. player
		Turn // Burn (Burn)	1 	Deal 2 dmg. to tar. ¢ or player
		Wear // Tear (Wear)	1 	Destroy tar. artifact
	3	Annihilating Fire	1   	Deal 3 dmg. to tar. ¢ or player, exile it
		Arrows of Justice	2  *	Deal 4 dmg. to tar. blocking or attacking ¢
		Massive Raid	1   	Deal dmg. to tar. ¢ or player equal to the # of ¢ you control
	4	Homing Lightning	2  	Deal 4 dmg. to tar. ¢, all same name
5	Punish the Enemy	4 	Deal 3 dmg. to tar. player, tar. ¢	
6	Explosive Impact	5 	Deal 5 dmg. to tar. player or ¢	
Green	1	Bioshift		Move any # of +1/+1 counters from tar. ¢ to another with same controller
		Burst of Strength		Put a +1/+1 counter on tar. ¢, untap it
		Giant Growth		Tar. ¢ gets +3/+3
		Mending Touch		Regenerate tar. ¢
		Mutants Prey		Tar. ¢ you control with +1/+1 counter fights tar. ¢ opponent controls
	2	Biomass Mutation	X   	¢ you control become X/X
		Druid's Deliverance	1 	Prevent all combat dmg, populate
		Naturalize	1 	Destroy tar. artifact or enchantment
		Pit Fight	1  	Tar. ¢ you control fights another
Savage Surge		1 	Tar. ¢ gets +2/+2, untap it	

RTR Block Instants				
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Green	2	Sundering Growth		Destroy tar. artifact or enchantment, populate		
		Tower Defense		¢ you control get +0/+5, reach		
		Wildwood Rebirth		Return tar. ¢ from your graveyard to hand		
	3	Aerial Predation		Destroy tar. ¢ with flying, gain 2 life		
		Hindervines		Prevent combat dmg. deal by all ¢ without +1/+1 counters		
		Predator's Rapport		Gain life equal to power plus toughness of tar. ¢ you control		
4	Chorus of Might		Tar. ¢ gets +1/+1 for each ¢ you control, trample			
Azorius	2	Azorius Charm		¢ you control gain lifelink; draw a ©; put tar. attacking/blocking ¢ on top of library		
		Dramatic Rescue		Bounce tar. ¢, gain 2 life		
	3	Render Silent		Counter tar. spell, controller can't cast anymore		
		Restore the Peace		Bounce each ¢ that dealt dmg.		
		Sphinx's Revelation		Draw X ©, gain X life		
5	Fall of the Gavel		Counter tar. spell, gain 5 life			
Dimir	2	Dimir Charm		Counter tar. sorcery; destroy tar. ¢ power two or less; look at top three © of tar. players library, return 1 and discard the rest		
		Warped Physique		Tar. ¢ gets +X/-X where X is # of © in your hand		
	3	Psychic Strike		Counter tar. spell, controller mills two		
Rakdos	2	Rakdos Charm		Exile all © from tar. players yard; destroy tar. artifact; each ¢ deals 1 dmg. to its controller		
	3	Auger Spree		Tar. ¢ gets +4/-4		
		Showstopper		¢ you control gain, when this ¢ dies it deals 2 dmg. to tar. ¢ opponent controls		
Gruul	2	Gruul Charm		¢ without flying can't block; gain control of permanents you own; deal 3 dmg. to each flyer		
		Signal the Clans		Search library for three ¢, if all have different names, choose one at random and put in hand, shuffle rest into library		
RTR Block Instants						
Guild	CMC	Card	Mana Cost (Overload cost)	Brief Card Text		
Selesnya	2	Heroes' Reunion		Tar. player gains 7 life		
		Selesnya Charm		Tar. ¢ gets +2/+2, trample; exile tar. ¢ with power ≥5; put W 2/2 vigilant knight onto battlefield		
	3	Common Bond		Put +1/+1 counter on tar. ¢, repeat		
		Ready // Willing (Ready)		¢ you control are indestructible, untap them		
4	Advent of the Wurm		Put G 5/5 with trample onto battlefield			

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Orzhov	2	Executioner's Swing		Tar. ¢ that dealt dmg. gets -5/-5
		Orzhov Charm		Bounce tar. ¢ you control along with auras; destroy tar. ¢ and lose life = toughness; return tar ¢ with CMC one or less from your graveyard to battlefield
	3	Ready // Willing (Willing)		¢ you control have deathtouch, lifelink
Boros	2	Aurelia's Fury		Deals X dmg. divided down to any # of tar. ¢ or players, tap them, players death dmg. can't cast non ¢ spells
		Boros Charm		Deals 4 dmg. to tar. player; permanents you control are indestructible; tar. ¢ gains double strike
		Martial Glory		Tar. ¢ gets +3/+0, tar. ¢ gets +0/+3
	4	Warleader's Helix		Deals 4 dmg. to tar. ¢ or player, gain 4 life
Izzet	2	Chemister's Trick		Tar. ¢ you don't control gets -2/-0 and attacks if able
		Izzet Charm		Counter tar. non creature spell unless controller pays two; deal 2 dmg. to tar. ¢; draw two © then discard two ©
	3	Counterflux		Can't be countered, counter tar. spell you don't control
		Dragonshift		Tar. ¢ you control become UR 4/4 flyer, loses all abilities
	4	Essence Backlash		Counter tar. ¢ spell, deal dmg. equal to power to controller
	5	Thoughtflare		Draw four © then discard two ©
7	Fireminds Foresight		Search library for instants with CMC three, two, and one	
RTR Block Instants				
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Simic	2	Hydroform		Tar. land becomes 3/3 flyer
		Simic Charm		Tar. ¢ gets +3/+3; permanents you control gain hexproof; bounce tar. ¢
	4	Plasm Capture		Counter tar. spell, add X mana to pool during next main phase where X equals spells CMC
	5	Mystic Genesis		Counter tar. Spell, put X/X ooze on battlefield were X equals spells CMC
Golgari	2	Abrupt Decay		Can't be countered, destroy tar. nonland permanent CMC ≤ 3
		Golgari Charm		All ¢ get -1/-1; destroy tar. enchantment; regenerate each ¢ you control
		Grisly Salvage		Reveal top five cards of library, put ¢ or land from them in hand, rest in graveyard
	3	Putrefy		Destroy tar. ¢ or artifact, cant be regenerated

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RTR Block Bloodrush Creatures			
Color	Card	Bloodrush Cost	Ability
Green	Wasteland Viper		+1/+2, deathtouch
	Slaughterhorn	2	+3/+2
	Scab-Clan Charger	3	+2/+4
	Skarrg Goliath	5	+9/+9, trample
Red	Rubblebelt Maaka		+3/+3
	Skinbrand Goblin		+2/+1
	Pyrewild Shaman	1	+3/+1, if ¢ you control deals damage to player, pay three, return shaman to hand
	Scorchwalker	1	+5/+1
	Viashino Shanktail	2	+3/+1, first strike
	Wrecking Ogre	3	+3/+3, double strike
Gruul	Ghor-Clan Rampager		+4/+4, trample
	Rubblehulk	1	+X/+X where X is # of lands you control
	Zhur-Taa Swine	1	+5/+4

RTR Block Flash Creatures			
CMC	Creature	Cost	Power/Toughness; Abilities
2	Deputy of Acquittals		2/2; bounce tar. ¢ you control
	Shambleshark		2/1; evolve
	Skylasher	1	2/2; reach, protection from blue, can't be countered
3	Izzet Staticaster	1	0/3; haste, tap to deal 1 dmg. to tar. ¢ and each with the same name
4	Hussar Patrol	2	2/4; vigilance
	Notion Thief	2	3/1; if opponent draws © after draw step, you draw instead
6	Merfolk of the Depths	4	4/2
	Skyline Predator	4	3/4; flying