































Abbrev.	field	¢	dmg.	tar.
Meaning	Battlefield	Creature	Damage	Target

Battle for Zendikar Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White		Lithomancer's Focus	/ c	Tar. ¢ gets +2/+2. Prevent all dmg. that would be dealt to that ¢ this turn by colorless sources
	1	Gideon's Reproach	/ c	Deals 4 dmg. to tar. attacking or blocking ¢
		Tandem Tactics	/ c	Up to two tar. ¢'s each get +1/+2. You gain 2 life
	2	Encircling Fissure	/ u	Prevent all combat dmg. that would be dealt by ¢'s tar. opponent controls. Awaken 2- 4
	2	Inspired Charge	/ c	¢'s you control get +2/+1
	3	Smite the Monstrous	/ c	Destroy tar. ¢ with power 4 or greater
3	Roil's Retribution	/ u	Deals 5 dmg. divided as you choose among any number of tar. attacking or blocking ¢'s	
Blue		Dispel	/ c	Counter tar. instant spell
	1	Anticipate	/ c	Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order
		Horribly Awry	/ u	Devoid. Counter tar. ¢ spell with CMC 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard
	2	Spell Shrivel	/ c	Devoid. Counter tar. spell unless its owner pays 4. If that spell is countered this way, exile it instead of putting it into its owner's graveyard
	1	Scatter to the Winds	/ r	Counter tar. spell. Awaken 3- 4
	3	Adverse Conditions	/ u	Devoid. Tap up to two tar. ¢'s. Those ¢'s don't untap during their controller's next untap step. Put a 1/1 colorless Eldrazi Scion ¢ token onto the field. It has "Sac. this ¢: Add 1 to your mana pool"
Roilmage's Trick		/ c	Converge- ¢'s your opponents control get -X/-0 where X is the number of colors of mana spent to cast this. Draw a card	
Black	1	Altar's Reap	/ c	As an additional cost to cast this, sac. a ¢. Draw two cards
	2	Complete Disregard	/ c	Devoid. Exile tar. ¢ with power 3 or less
		Grave Birthing	/ c	Devoid. Tar. opponent exiles a card from their graveyard. You put a 1/1 colorless Eldrazi Scion ¢ token onto the field. It has "Sac. this ¢: Add 1 to your mana pool". Draw a card
	4	Grip of Desolation	/ u	Devoid. Exile tar. ¢ and tar. land

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Battle for Zendikar Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
Red		Outnumber	 / c	Deals dmg. to tar. ¢ equal to the number of ¢ you control
	1 	Sure Strike	 / c	Tar. ¢ gets +3/+0 and gains first strike
	3 	Volcanic Upheaval	 / c	Destroy tar. land
	3  	Stonefury	 / c	Deals dmg. to tar. ¢ equal to the number of lands you control
	4 	Turn Against	 / u	Devoid. Gain control of tar. ¢. Untap that ¢. It gains haste
Green	1 	Plummet	 / c	Destroy tar. ¢ with flying
		Swell of Growth	 / c	Tar. ¢ gets +2/+2. You may put a land card from your hand onto the field
	2 	Natural Connection	 / c	Search your library for a basic land card, put it onto the field tapped, then shuffle your library
		Unnatural Aggression	 / c	Devoid. Tar. ¢ you control fights tar. ¢ an opponent controls. If the ¢ an opponent controls would die this turn, exile it instead
	3 	Infuse with the Elements	 / u	Converge- Put X +1/+1 counters on tar. ¢, where X is the number of colors of mana spent to cast this card. That ¢ gains trample
Colorless	3	Titan's Presence	 / u	As an additional cost to cast, reveal a colorless ¢ card from your hand. Exile tar ¢ if its power is less than or equal to the revealed card's power
	7	Scour from Existence	 / c	Exile tar. permanent
Multi colored	2  	Brutal Explosion	 / r	Devoid. Choose one or both- Return tar. spell or ¢ to its owner's hands. Deals 2 dmg. to tar. ¢ or planeswalker. If that permanent would be put into the graveyard, exile it instead

Battle for Zendikar Flash Spells			
Mana Cost	Card	Rarity	Stats/Abilities
1  	Stasis Snare	 / u	Enchantment; When it enters the field, exile tar. ¢ an opponent controls until it leaves the field
2  	Ulamog's Nullifier	 / u	Devoid, Flying, 2/3; When it enters the field, you may put up to two cards your opponents own from exile into their owner's graveyards. If you do, counter tar. spell