Kaladesh Instants

Color	Mana Cost	Card	Rarity	Brief Card Text
White	☀	Built to Last	C	Tar. creature gets +2/+2. If it's an artifact, it gains indestructible
	1☀	Impeccable Timing	C	Deal 3 damage to tar. attacking or blocking creature
		Pressure Point	C	Tap tar. creature. Draw a card
	2☀	Acrobatic Maneuver	C	Exile tar. creature you control, then return it to the battlefield. Draw a card
		Skywhaler's Shot	U	Destroy tar. creature with power 3 or greater. Scry 1
	2☀☀	Inspired Charge	C	Creatures you control get +2/+1
Blue	💧	Ceremonious Rejection	U	Counter tar. colorless spell
		Select for Inspection	C	Return tar. tapped creature to its owner's hand. Scry 1
	1💧	Dramatic Reversal	C	Untap all nonland permanents you control
		Revolutionary Rebuff	C	Counter tar. nonartifact spell unless its controller pays ②
	1💧💧	Disappearing Act	U	As an additional cost to cast, return tar. permanent you control to hand. Counter tar. spell
	2💧	Aether Tradewinds	C	Return tar. permanent you control and don't control to their owners hands
	3💧	Glimmer of Genius	U	Scry 2, then draw 2 cards. You get 2 Energy
		Paradoxal Outcome	R	Return any number of tar. nonland, nontoken permanents you control to owner's hand. Draw a card for each card returned to your hand this way
	2💧💧	Failed Inspection	C	Counter tar. spell. Draw a card, then discard
		Insidious Will	R	Choose 1 - Counter tar. spell OR choose new targets for tar. spell OR copy tar. instant or sorcery spell, you may choose new targets
Black	1💀	Subtle Strike	C	Choose one or both – tar. creature gets -1/-1; put a +1/+1 counter on tar. creature
		Rush of Vitality	C	Tar. creature gets +1/+0 and gains lifelink and indestructible.
	2💀	Make Obsolete	U	Creatures your opponents control get -1/-1
	1💀💀	Essence Extraction	U	Deal 3 damage to tar. creature and you gain 3 life
	3💀💀	Tidy Conclusion	C	Destroy tar. creature. You gain 1 life for each artifact you control.

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Red	🔴	Built to Smash	C	Tar. attacking creature gets +3/+3. If it's an artifact it gains trample
	1🔴	Chandra's Pyrohelix	C	Deal 2 damage divided among one or two tar. creatures or players
		Harnessed Lightning	U	Choose tar. creature. You get 3 Energy, then you may pay any amount of Energy. Deal that much damage to that creature
	2🔴	Welding Sparks	C	Deal X damage to tar. creature, where X is 3 plus the number of artifacts you control
	2🔴🔴	Incendiary Sabotage	U	As an additional cost to cast, sacrifice an artifact. Deal 3 to each creature
		Fateful Showdown	R	Deal damage to tar. creature or player equal to the number of cards in your hand. Discard all the cards in your hand, then draw that many
Green	🟢	Blossoming Defense	U	Tar. creature you control gets +2/+2 and gains hexproof
		Ornamental Courage	C	Untap tar. creature. It gets +1/+3
	1🟢	Commencement of Festivities	C	Prevent all combat damage that would be dealt to players
	2🟢	Appetite for the Unnatural	C	Destroy tar. artifact or enchantment. You gain 2 life
Gold	1🔴💀	Unlicensed Distintegration	U	Destroy tar. creature. If you control an artifact, deal 3 to that creature's controller
Flash Spells	1🔵	Aether Meltdown	U	Enchantment or Vehicle- When it enters the battlefield, get 2 energy. Enchanted permanent gets -4/-0
	4🔵🔵	Torrential Gearhulk	M	5/6; When it enters the battlefield, you may cast tar. instant from your graveyard without paying and exile it