

Name	Common Instant-Speed Effects	Cost	Type
Focus Fire	Deals {X} dmg to [t] ATK or BLK [c] where X=2+[#C]+[#Spacecraft] you control.	W	Inst
Squire's Lightblade	Flash. Enters: attach to [tc] you control. Gain first strike until EOT. Equipped gets +1/+0. Equip {3}.	W	Equip
Zealous Display	[C] you control get +2/+0 until EOT. If it's not your turn, untap those [C].	2W	Inst
Radiant Strike	Destroy [t] artifact or tapped [c]. Gain 3 life.	3W	Inst
Illvoi Galeblade	Flash. Flying. {2}, Sacrifice this: Draw 1. 1/1	U	Creat
Divert Disaster	Counter [t] spell unless controller pays {2}. If they do create a Lander token.	1U	Inst
Illvoi Light Jammer	Flash. Enters: attach to [tc] you control. Gain hexproof until EOT. Equipped gets +1/+2. Equip {3}.	1U	Equip
Mental Modulation	Costs {1} less on your turn. Tap [t] artifact or creature. Draw 1.	1U	Inst
Lost in Space	Target artifact or creature's controller puts it on top/bot of library. Surveil 1.	3U	Inst
Dark Endurance	Costs {1} less if [t] is BLK [c]. [Tc] gets +2/+0 and indestructible until EOT.	1B	Inst
Depressurize	[Tc] gets -3/-0 until EOT. If that creature's power is 0 or less, destroy it.	1B	Inst
Gravkill	Exile [t] creature or spacecraft.	3B	Inst
Drill too Deep	Choose One - Put 5 charge counters on [t] Spacecraft/Planet you own OR Destroy [t] artifact.	1R	Inst
Rig for War	[TC] gets +3/+0 and gains first strike and reach until EOT.	1R	Inst
Bombard	Deals 4 to [tc].	2R	Inst
Biosynthetic Burst	Put a +1/+1 counter on [tc] you control. It gains reach, trample, and indestructible until EOT. Untap it.	1G	Inst
Diplomatic Relations	[TC] you control gets +1/+0 and gains vigilance until EOT. It deals damage equal to its power to [tc] an opponent controls.	2G	Inst

Legend:

- [t] Target
- [c] Creature
- [tc] Target Creature
- Red text deals direct damage
- Blue text destroys/exiles a target

<u>Name</u>	<u>Rare and Uncommon Instant-Speed Effects</u>	<u>Cost</u>	<u>Type</u>
Reroute Systems	Choose 1 - [T] art or [c] gains Indestructible until EOT OR Deal 2 dmg to [t] tapped [c].	W	Inst
Dual-Sun Technique	[Tc] you control gains dbl strike until EOT. If it has a +1/+1 counter on it, draw 1.	1W	Inst
Emergency Eject	Destroy [t] nonland permanent. Its controller creates a Lander token.	2W	Inst
Annul	Counter [t] artifact or enchantment spell.	U	Inst
Desculping Blast	Return [t] nonland permanent to its owner's hand. If it was attacking, create a 1/1 Drone token.	1U	Inst
Unravel	Counter [t] spell. If the amount of mana spent to cast that spell was < mana value, draw 1.	1UU	Inst
Archenemy's Charm (R)	Choose one - Exile [tc] or [t] pw OR Return 1 or 2 [tc] or [t] pw from GY to hand OR Put 2 +1/+1 counters on [tc] you control, it gains lifelink until EOT.	BBB	Inst
Dubious Delicacy	Flash. Enters: up to one [tc] gets -3/-3 until EOT. {2},{T},Sac: Gain 3 life. {2},{T},Sac: [t] opp loses 3 life.	2B	Art Food
Full Bore	[Tc] you control gets +3/+2 until EOT. If that [c] was cast for its warp cost, it also gains trample and haste until EOT	R	Inst
Invasive Maneuvers	Deal 3 damage to [tc]. Deal 5 instead if you control a spacecraft.	1R	Inst
Cut Propulsion	[Tc] deals damage to itself equal to its power. If that creature has flying, it deals twice as much instead.	2R	Inst
Lithobraking	Create a Lander token. Then you may sacrifice an artifact. When you do, deal 2 damage to each [c].	2R	Inst
Close Encounter	As an add'l cost to cast this, choose a creature you control or a warped creature card you own in exile. Deal damage equal to the chosen card's power to [tc].	1G	Inst
Seedship Impact	Destroy [t] artifact or enchantment. If its mana value was <= 2, create a Lander token.	1G	Inst

Legend:

- [t] Target
- [c] Creature
- [tc] Target Creature
- Red text deals direct damage
- Blue text destroys/exiles a target
- Bold text is Rare or Mythic Rare