

INSTANT EFFECT CARD	Color	Devoid?	CMC	Cost	Surge	Rarity	Archetype	Secondary	Notes
Spatial Contortion	C	N/A	2	1C		U	Removal	Buff	+3/-3 'til EOT
Warping Wail	C	N/A	2	1C		U	Modal		Exile if (P or T) <= 1 / Counter Sorcery / Make 1 Scion
Dazzling Reflection	W		2	1W		C	Lifegain	Protection	Gain life = Target's power, prevent the next damage from it
Immolating Glare	W		2	1W		U	Removal	Combat	Destroy target attacking creature
Make a Stand	W		3	2W		U	Team Buff		+1/+0 and Indestructible for Team 'til EOT
Mighty Leap	W		2	1W		C	Buff	Jump	+2/+2 and flying 'til EOT
Searing Light	W		1	W		C	Removal	Combat	Destroy target attacking or blocking creature P <= 2
Abstruse Interference	U	Y	3	2U		C	Counter	Creature	Counter target spell unless pay 1, Make a scion
Comparative Analysis	U		4	3U	2U	C	Draw		Draw 2 cards
Dimensional Infiltrator	U	Y	2	1U		R	Creature	Exile	Flash, 2/1, Flying, 1<>: Exile top of op's deck, if land may bounce
Gift of Tusks	U		1	U		U	Tricky		Creature becomes 3/3 Elephant with no abilities 'til EOT
Grip of the Roil	U		3	2U	1U	U	Removal	Cantrip	Freeze target, Draw a Card
Negate	U		2	1U		C	Counter		Noncreature only
Overwhelming Denial	U		4	2UU	UU	R	Counter		Counter target spell
Sweep Away	U		3	2U		C	Removal	Bounce	Creature to owners hand or top of library
Unity of Purpose	U		4	3U		U	Buff	Counters	Support 2. Untap all creatures w +1/+1 counters.
Void Shatter	U	Y	3	1UU		U	Counter	Exile	Counter target spell, and exile it
Corpse Churn	B		2	1B		C	Yard	Draw	Self Mill 3, return a creature from yard to hand
Grasp of Darkness	B		2	BB		U	Removal		Creature gets -4/-4 'til EOT
Tar Snare	B		3	2B		C	Debuff	Removal	-3/-2 'till EOT
Unnatural Endurance	B	Y	1	B		C	Buff	Protection	+2/+0 'til EOT, and Regenerate
Brute Strength	R		2	1R		C	Buff		+3/+1 and Trample 'til EOT
Consuming Sinkhole	R	Y	4	3R		C	Burn	Removal	Choose: Exile a land creature OR 4 Damage to face
Expedite	R		1	R		C	Haste	Cantrip	A creature gains haste, Draw a Card
Fall of the Titans	R		1	XXR	XR	R	Removal	Burn	X damage to up to two targets
Kozilek's Return	R	Y	3	2R		M	Boardwipe	Damage	2 damage to each creature, exile from yard for 5 to all
Reality Hemorrhage	R	Y	2	1R		C	Burn		2 Damage
Tears of Valakut	R		2	1R		U	Removal	Damage	Can't be countered. 5 Damage to a flier
Elemental Uprising	G		2	1G		C	Creature		A land becomes a 4/4 Haste 'til EOT. It must be blocked.
Lead By Example	G		2	1G		C	Buff		Support 2.
Natural State	G		1	G		C	Removal	Naturalize	Destroy Artifact or Enchantment CMC <= 3
Pulse of Murasa	G		3	2G		C	Lifegain	Draw	Put a creature from the yard to hand, Gain 6 life
Vile Redeemer	G	Y	3	2G		R	Creature		Flash, 3/3, pay <> put X scions, wher X is creatures that died
Vines of the Recluse	G		1	G		C	Buff		+1/+2 Reach 'til EOT, untap
Void Grafter	UG	Y	3	1UG		U	Creature	Protection	Flash, 2/4, Target creature you control gains hexproof

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INSTANT EFFECT CARD	Color	Devoid?	CMC	Cost	Awaken?	Rarity	Archetype	Secondary	Notes
Scour from Existence	C	N/A	7	7		C	Removal	Exile	Exile target permanent
Titan's Presence	C	N/A	3	3		U	Removal	Exile	Dependent on colourless creature in hand
Encircling Fissure	W		3	2W	2-4W	U	1 Side Fog	Creature	
Gideon's Reproach	W		2	1W		C	Removal	Combat	4 Dmg to attacker or blocker
Inspired Charge	W		4	2WW		C	Combat	Buff	+2/+1 to all creatures you control 'til EOT
Lithomancer's Focus	W		1	W		C	Buff	Protection	+2/+2 and prevent damage from colourless sources 'til EOT
Roil's Retribution	W		5	3WW		U	Removal	Combat	Divide 5 damage among any number of attackers or blockers
Smite the Monstrous	W		4	3W		C	Removal		Destroy creature P >= 4
Stasis Snare	W		3	1WW		U	Removal	Exile	Flash, Enchantment. Exile creature 'til this leaves battlefield
Tandem Tactics	W		2	1W		C	Buff	Lifegain	+1/+2 to up to two creatures, gain 2 life
Adverse Conditions	U	Y	4	3U		U	Removal	Ramp	Freeze two creatures, get a scion
Horribly Awry	U	Y	2	1U		U	Counter	Exile	Counter creature spell CMC <= 4, exile spell
Spell Shrivel	U	Y	3	2U		C	Counter	Exile	Counter unless controller pays 4, exile spell
Anticipate	U		2	1U		C	Draw		Look at top three cards, one to hand, two to bottom of deck
Dispel	U		1	U		C	Counter		Counter instant spell
Roilmage's Trick	U		4	3U		C	Debuff	Cantrip	Opponents creatures get -X/-0, X is colours, Draw a card
Scatter to the Winds	U		3	1UU	3-4UU	R	Counter	Creature	Counter target spell
Complete Disregard	B	Y	3	2B		C	Removal	Exile	Exile creature P <= 3
Grave Birthing	B	Y	3	2B		C	Exile	Cantrip	Opponent exiles card from Yard, you get a scion, Draw a card
Grip of Desolation	B	Y	6	4BB		U	Removal	Exile	Exile a land and a creature
Altar's Reap	B		2	1B		C	Draw	Sacrifice	Sac a creature, draw two cards
Turn Against	R	Y	5	4R		U	Tricky		Steal a creature, it has haste and untaps.
Outnumber	R		1	R		C	Removal	Damage	Damage to a creature equal to # of creatures
Stonefury	R		5	3RR		C	Removal	Damage	Damage to a creature equal to # of lands
Sure Strike	R		2	1R		C	Combat	Buff	+3/+0 and first strike 'til EOT
Volcanic Upheaval	R		4	3R		C	Removal	Land	Destroy target Land
Unnatural Aggression	G	Y	3	2G		C	Removal	Fight/Exile	Fight, if op's creature dies exile it.
Infuse with the Elements	G		4	3G		U	Buff	Counters	put X +1/+1 counters where X is colours
Natural Connection	G		3	2G		C	Ramp	Fixing	Basic Land from deck to Battlefield tapped
Plummet	G		2	1G		C	Removal		Destroy Flying Creature
Swell of Growth	G		2	1G		C	Buff	Ramp	+2/+2 'til EOT, put a land from hand to BF
Brutal Expulsion	UR	Y	4	2UR		R	Removal	Exile	Bounce spell or creature AND OR do 2 damage exile if killed
Ulamog's Nullifier	UB	Y	4	2UB		U	Counter	Creature	Flash, process 2: Counter a spell

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