














































































## Amonkhet Instant-Speed Tricks

This is a list of all the instant-speed tricks in *Amonkhet*. Each color is sorted by converted mana cost.

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Djeru's Resolve		Instant	Untap target creature. Prevent all damage that would be dealt to it this turn. Cycling {2}.
		Time to Reflect		Instant	Exile target creature that blocked or was blocked by a Zombie this turn.
		Impeccable Timing		Instant	Impeccable Timing deals 3 damage to target attacking or blocking creature.
		In Oketra's Name		Instant	Zombies you control get +2/+1 until end of turn. Other creatures you control get +1/+1 until end of turn.
		Mighty Leap		Instant	Target creature gets +2/+2 and gains flying until end of turn.
		Renewed Faith (cycle)		Instant	You gain 6 life. Cycling {1}{W}. When you cycle Renewed Faith, you may gain 2 life.
		Prepare // Fight		Instant	Untap target creature. It gets +2/+2 and gains lifelink until end of turn.
		Aven Mindcensor		Creature	Flash. Flying. If an opponent would search a library, that player searches the top four cards of that library instead.
		Forsake the Worldly		Instant	Exile target artifact or enchantment. Cycling {2}.
		Renewed Faith		Instant	You gain 6 life. Cycling {1}{W}. When you cycle Renewed Faith, you may gain 2 life.
		Start // Finish		Instant	Create two 1/1 white Warrior creature tokens with vigilance.
		Vizier of Deferment		Creature	Flash. When Vizier of Deferment enters the battlefield, you may exile target creature if it attacked or blocked this turn. Return that card to the battlefield under its owner's control at the beginning of the next end step.
		Cast Out		Enchantment	Flash. When Cast Out enters the battlefield, exile target nonland permanent an opponent controls until Cast Out leaves the battlefield. Cycling {W} #({W}), Discard this card: Draw a card.)#
Blue		Censor		Instant	Counter target spell unless its controller pays {1}. Cycling {U}.
		Vizier of Tumbling Sands (cycle)		Creature	{T}: Untap another target permanent. Cycling {1}{U}. When you cycle Vizier of Tumbling Sands, untap target permanent.
		Essence Scatter		Instant	Counter target creature spell.
		Failure // Comply		Instant	Return target spell to its owner's hand.
		Pull from Tomorrow		Instant	Draw X cards, then discard a card.
		Winds of Rebuke		Instant	Return target nonland permanent to its owner's hand. Each player puts the top two cards of his or her library into his or her graveyard.
		Cancel		Instant	Counter target spell.
		Galestrike		Instant	Return target tapped creature to its owner's hand. Draw a card.
		Reduce // Rubble		Instant	Counter target spell unless its controller pays {3}.
		Decision Paralysis		Instant	Tap up to two target creatures. Those creatures don't untap during their controller's next untap step.
		Hieroglyphic Illumination		Instant	Draw two cards. Cycling {U}.
		Commit // Memory		Instant	Put target spell or nonland permanent into its owner's library second from the top.
Black		Scarab Feast		Instant	Exile up to three target cards from a single graveyard. Cycling {B}.

Color	Mana Cost	Card	Rarity	Type	Oracle Text
		Supernatural Stamina		Instant	Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."
	 	Shadow of the Grave		Instant	Return to your hand all cards in your graveyard that you cycled or discarded this turn.
	 	Destined // Lead		Instant	Target creature gets +1/+0 and gains indestructible until end of turn.
	 	Splendid Agony		Instant	Distribute two -1/-1 counters among one or two target creatures.
	  	Stir the Sands (cycle)		Sorcery	Create three 2/2 black Zombie creature tokens. Cycling {3}{B}. When you cycle Stir the Sands, create a 2/2 black Zombie creature token.
	 	Final Reward		Instant	Exile target creature.
Red		Magma Spray		Instant	Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.
	 	Brute Strength		Instant	Target creature gets +3/+1 and gains trample until end of turn.
	 	Fling		Instant	As an additional cost to cast Fling, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to target creature or player.
	 	Onward // Victory		Instant	Target creature gets +X/+0 until end of turn, where X is its power.
	 	Glorious End		Instant	End the turn. At the beginning of your next end step, you lose the game.
	 	Electrify		Instant	Electrify deals 4 damage to target creature.
	 	Pursue Glory		Instant	Attacking creatures get +2/+0 until end of turn. Cycling {2}.
	 	Deem Worthy (cycle)		Instant	Deem Worthy deals 7 damage to target creature. Cycling {3}{R}. When you cycle Deem Worthy, you may have it deal 2 damage to target creature.
	 	Deem Worthy		Instant	Deem Worthy deals 7 damage to target creature. Cycling {3}{R}. When you cycle Deem Worthy, you may have it deal 2 damage to target creature.
Green		Hapatra's Mark		Instant	Target creature you control gains hexproof until end of turn. Remove all -1/-1 counters from it.
	 	Heaven // Earth		Instant	Heaven deals X damage to each creature with flying.
		Shed Weakness		Instant	Target creature gets +2/+2 until end of turn. You may remove a -1/-1 counter from it.
		Stinging Shot		Instant	Put three -1/-1 counters on target creature with flying. Cycling {2}.
	 	Dissenter's Deliverance		Instant	Destroy target artifact. Cycling {G}.
	 	Haze of Pollen		Instant	Prevent all combat damage that would be dealt this turn. Cycling {3}.
	 	Pouncing Cheetah		Creature	Flash
	 	Spidery Grasp		Instant	Untap target creature. It gets +2/+4 and gains reach until end of turn.
	 	Synchronized Strike		Instant	Untap up to two target creatures. They each get +2/+2 until end of turn.
	 	Shefet Monitor (cycle)		Creature	Cycling {3}{G}. When you cycle Shefet Monitor, you may search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle your library. (Do this before you draw.)
Multi-Color	  	Samut, Voice of Dissent		Creature	Flash. Double strike, vigilance, haste. Other creatures you control have haste. {W}, {T}: Untap another target creature.