



Dominaria Instant-Speed Tricks

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

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Charge		Instant	Creatures you control get +1/+1 until end of turn.	
		Healing Grace		Instant	Prevent the next 3 damage that would be dealt to any target this turn by a source of your choice. You gain 3 life.	
		Adamant Will		Instant	Target creature gets +2/+2 and gains indestructible until end of turn.	
		Gideon's Reproach		Instant	Gideon's Reproach deals 4 damage to target attacking or blocking creature.	
		Seal Away		Enchantment	Flash When Seal Away enters the battlefield, exile target tapped creature an opponent controls until Seal Away leaves the battlefield.	
		Invoke the Divine		Instant	Destroy target artifact or enchantment. You gain 4 life.	
		Blessed Light		Instant	Exile target creature or enchantment.	
Blue		Opt		Instant	Scry 1. Draw a card.	
		Rescue		Instant	Return target permanent you control to its owner's hand.	
		Syncopate		Instant	Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	
		Blink of an Eye		Instant	Kicker {1}{U} Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.	
		Merfolk Trickster		Creature	Flash When Merfolk Trickster enters the battlefield, tap target creature an opponent controls. It loses all abilities until end of turn.	2/2
		Befuddle		Instant	Target creature gets -4/-0 until end of turn. Draw a card.	
		Unwind		Instant	Counter target noncreature spell. Untap up to three lands.	
		Wizard's Retort		Instant	This spell costs {1} less to cast if you control a Wizard. Counter target spell.	
		Naru Meha, Master Wizard		Creature	Flash When Naru Meha, Master Wizard enters the battlefield, copy target instant or sorcery spell you control. You may choose new targets for the copy. Other Wizards you control get +1/+1.	3/3
		Sentinel of the Pearl Trident		Creature	Flash When Sentinel of the Pearl Trident enters the battlefield, you may exile target historic permanent you control. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step.	3/3
Black		Blessing of Belzenlok		Instant	Target creature gets +2/+1 until end of turn. If it's legendary, it also gains lifelink until end of turn.	
		Fungal Infection		Instant	Target creature gets -1/-1 until end of turn. Create a 1/1 green Saproling creature token.	
		Vicious Offering		Instant	Kicker—Sacrifice a creature. Target creature gets -2/-2 until end of turn. If this spell was kicked, that creature gets -5/-5 until end of turn instead.	
		Cast Down		Instant	Destroy target nonlegendary creature.	
		Dark Bargain		Instant	Look at the top three cards of your library. Put two of them into your hand and the other into your graveyard. Dark Bargain deals 2 damage to you.	
Red		Fervent Strike		Instant	Target creature gets +1/+0 and gains first strike and haste until end of turn.	
		Shivan Fire		Instant	Kicker {4} Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage to that creature instead.	
		Run Amok		Instant	Target attacking creature gets +3/+3 and gains trample until end of turn.	
		Wizard's Lightning		Instant	This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target.	
		Radiating Lightning		Instant	Radiating Lightning deals 3 damage to target player and 1 damage to each creature that player controls.	
Green		Arbor Armament		Instant	Put a +1/+1 counter on target creature. That creature gains reach until end of turn.	
		Ancient Animus		Instant	Put a +1/+1 counter on target creature you control if it's legendary. Then it fights target creature an opponent controls.	
		Gift of Growth		Instant	Kicker {2} Untap target creature. It gets +2/+2 until end of turn. If this spell was kicked, that creature gets +4/+4 until end of turn instead.	
		Pierce the Sky		Instant	Pierce the Sky deals 7 damage to target creature with flying.	
		Spore Swarm		Instant	Create three 1/1 green Saproling creature tokens.	
		Wild Onslaught		Instant	Kicker {4} Put a +1/+1 counter on each creature you control. If this spell was kicked, put two +1/+1 counters on each creature you control instead.	
Multi-Color		Raff Capashen, Ship's Mage		Creature	Flash Flying You may cast historic spells as though they had flash.	3/3
		Garna, the Bloodflame		Creature	Flash When Garna, the Bloodflame enters the battlefield, return to your hand all creature cards in your graveyard that were put there from anywhere this turn. Other creatures you control have haste.	3/3