














































































































Throne of Eldraine Instant-Speed Tricks

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

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Outflank		Instant	Outflank deals damage to target attacking or blocking creature equal to the number of creatures you control.	
		Righteousness		Instant	Target blocking creature gets +7/+7 until end of turn.	
		Usher to Safety (Shepherd of the Flock)		Instant	Return target permanent you control to its owner's hand. (Then exile this card. You may cast the creature later from exile.)	
		Dizzying Swoop (Ardenvale Tactician)		Instant	Tap up to two target creatures. (Then exile this card. You may cast the creature later from exile.)	
		Shining Armor		Artifact	Flash When Shining Armor enters the battlefield, attach it to target Knight you control. Equipped creature gets +0/+2 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)	
		On Alert (Silverflame Squire)		Instant	Target creature gets +2/+2 until end of turn. Untap it. (Then exile this spell. You may cast the creature later from exile.)	
		Rally for the Throne		Instant	Create two 1/1 white Human creature tokens. Adamant — If at least three white mana was spent to cast this spell, you gain 1 life for each creature you control.	
		Chop Down (Giant Killer)		Instant	Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)	
		True Love's Kiss		Instant	Exile target artifact or enchantment. Draw a card	
Blue		Opt		Instant	Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.) Draw a card.	
		So Tiny		Enchantment	Flash Enchant creature Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.	
	 / 	Mystical Dispute		Instant	This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.	
		Run Away Together		Instant	Choose two target creatures controlled by different players. Return those creatures to their owners' hands.	
		Faerie Vandal		Creature	Flash Flying Whenever you draw your second card each turn, put a +1/+1 counter on Faerie Vandal.	1/2
		Petty Theft (Brazen Borrower)		Instant	Return target nonland permanent an opponent controls to its owner's hand.	
	 	Brazen Borrower		Creature	Flash Flying Brazen Borrower can block only creatures with flying.	3/1
	 	Didn't Say Please		Instant	Counter target spell. Its controller puts the top three cards of their library into their graveyard.	
		Mesmeric Glare (Hypnotic Sprite)		Instant	Counter target spell with converted mana cost 3 or less. (Then exile this card. You may cast the creature later from exile.)	
		Turn into a Pumpkin		Instant	Return target nonland permanent to its owner's hand. Draw a card. Adamant — If at least three blue mana was spent to cast this spell, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")	
	  / 	Into the Story		Instant	This spell costs {3} less to cast if an opponent has seven or more cards in their graveyard. Draw four cards.	
Black		Lash of Thorns		Instant	Target creature gets +2/+1 and gains deathtouch until end of turn.	
		Blacklance Paragon		Creature	Flash When Blacklance Paragon enters the battlefield, target Knight gains deathtouch and lifelink until end of turn.	3/1
		Profane Insight (Foulmire Knight)		Instant	You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)	
	 	Swift End (Murderous Rider)		Instant	Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)	
	 	Bake into a Pie		Instant	Destroy target creature. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")	
		Festive Funeral		Instant	Target creature gets -X/-X until end of turn, where X is the number of cards in your graveyard.	
Red		Barge In		Instant	Target attacking creature gets +2/+2 until end of turn. Each attacking non-Human creature gains trample until end of turn.	
		Boulder Rush (Rimrock Knight)		Instant	Target creature gets +2/+0 until end of turn. (Then exile this card. You may cast the creature later from exile.)	
		Haggle (Merchant of the Vale)		Instant	You may discard a card. If you do, draw a card. (Then exile this card. You may cast the creature later from exile.)	
		Redcap Melee		Instant	Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.	
	  -   	Embercleave		Artifact	Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters the battlefield, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3}	
		Fling		Instant	As an additional cost to cast this spell, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to any target.	
		Scorching Dragonfire		Instant	Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.	
		Thrill of Possibility		Instant	As an additional cost to cast this spell, discard a card. Draw two cards.	
	 	Stomp (Bonecrusher Giant)		Instant	Damage can't be prevented this turn. Stomp deals 2 damage to any target.	
		Slaying Fire		Instant	Slaying Fire deals 3 damage to any target. Adamant — If at least three red mana was spent to cast this spell, it deals 4 damage instead.	
Green	 / 	Once Upon a Time		Instant	If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.	
		Fell the Pheasant		Instant	Fell the Pheasant deals 5 damage to target creature with flying. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")	
		Insatiable Appetite		Instant	You may sacrifice a Food. If you do, target creature gets +5/+5 until end of turn. Otherwise, that creature gets +3/+3 until end of turn.	
		Return to Nature		Instant	Choose one — • Destroy target artifact. • Destroy target enchantment. • Exile target card from a graveyard.	
		Shield's Might (Garenbrig Carver)		Instant	Target creature gets +2/+2 until end of turn. (Then exile this card. You may cast the creature later from exile.)	
	 	Wildborn Preserver		Creature	Flash Reach Whenever another non-Human creature enters the battlefield under your control, you may pay {X}. When you do, put X +1/+1 counters on Wildborn Preserver.	2/2
		Once and Future		Instant	Return target card from your graveyard to your hand. Put up to one other target card from your graveyard on top of your library. Exile Once and Future. Adamant — If at least three green mana was spent to cast this spell, instead return those cards to your hand and exile Once and Future.	
Multi-Color		Return of the Wildspeaker		Instant	Choose one — • Draw cards equal to the greatest power among non-Human creatures you control. • Non-Human creatures you control get +3/+3 until end of turn.	
	 	Drown in the Loch		Instant	Choose one — • Counter target spell with converted mana cost less than or equal to the number of cards in its controller's graveyard. • Destroy target creature with converted mana cost less than or equal to the number of cards in its controller's graveyard.	
	  	Lochmere Serpent		Creature	Flash {U}, Sacrifice an Island: Lochmere Serpent can't be blocked this turn. {B}, Sacrifice a Swamp: You gain 1 life and draw a card. {U}{B}: Exile five target cards from an opponent's graveyard. Return Lochmere Serpent from your graveyard to your hand. Activate this ability only any time you could cast a sorcery.	7/7