

Guilds of Ravnica Instant-Speed Tricks

Here's the list of instant-speed tricks in Guilds of Ravnica. The instants and creatures with flash are listed by color, and sorted by CMC and then rarity within each color.

| Color | Mana Cost | Card | Rarity | Type | Oracle Text | Notes |
|-------------|------------------------|---------------------------|-------------------|--|--|----------------------------|
| White | | Righteous Blow | | Instant | Righteous Blow deals 2 damage to target attacking or blocking creature. | |
| | | Take Heart | | Instant | Target creature gets +2/+2 until end of turn. You gain 1 life for each attacking creature you control. | |
| | | Integrity // Intervention | | Instant | Target creature gets +2/+2 until end of turn. | |
| | | Response // Resurgence | | Instant | Response deals 5 damage to target attacking or blocking creature. | |
| | | Assure // Assemble | | Instant | Put a +1/+1 counter on target creature. That creature gains indestructible until end of turn. | |
| | | Collar the Culprit | | Instant | Destroy target creature with toughness 4 or greater. | |
| | | Crush Contraband | | Instant | Choose one or both — • Exile target artifact. • Exile target enchantment. | |
| Blue | | Dazzling Lights | | Instant | Target creature gets -3/-0 until end of turn. Surveil 2. | |
| | | Invert // Invent | | Instant | Switch the power and toughness of each of up to two target creatures until end of turn. | |
| | | Disdainful Stroke | | Instant | Counter target spell with converted mana cost 4 or greater. | |
| | | Radical Idea | | Instant | Draw a card. Jump-start | |
| | | Unexplained Disappearance | | Instant | Return target creature to its owner's hand. Surveil 1. | |
| | | Mission Briefing | | Instant | Surveil 2, then choose an instant or sorcery card in your graveyard. You may cast that card this turn. If that card would be put into your graveyard this turn, exile it instead. | |
| | | Expansion // Explosion | | Instant | Copy target instant or sorcery spell with converted mana cost 4 or less. You may choose new targets for the copy. | |
| | | Sinister Sabotage | | Instant | Counter target spell. Surveil 1. | |
| | | Whisper Agent | | Creature | Flash When Whisper Agent enters the battlefield, surveil 1. | 3/2 |
| | | Capture Sphere | | Enchantment | Flash Enchant creature When Capture Sphere enters the battlefield, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. | |
| | | Devious Cover-Up | | Instant | Counter target spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. You may shuffle up to four target cards from your graveyard into your library. | |
| | Black | | Chemist's Insight | | Instant | Draw two cards. Jump-start |
| | | Dream Eater | | Creature | Flash Flying When Dream Eater enters the battlefield, surveil 4. When you do, you may return target nonland permanent an opponent controls to its owner's hand. | 4/3 |
| | | Status // Statue | | Instant | Target creature gets +1/+1 and gains deathtouch until end of turn. | |
| | | Necrotic Wound | | Instant | Undergrowth — Target creature gets -X/-X until end of turn, where X is the number of creature cards in your graveyard. If that creature would die this turn, exile it instead. | |
| | | Mausoleum Secrets | | Instant | Undergrowth — Search your library for a black card with converted mana cost less than or equal to the number of creature cards in your graveyard, reveal it, put it into your hand, then shuffle your library. | |
| Red | | Whisper Agent | | Creature | Flash When Whisper Agent enters the battlefield, surveil 1. | 3/2 |
| | | Price of Fame | | Instant | This spell costs (2) less to cast if it targets a legendary creature. Destroy target creature. Surveil 2. | |
| | | Integrity // Intervention | | Instant | Target creature gets +2/+2 until end of turn. | |
| | | Invert // Invent | | Instant | Switch the power and toughness of each of up to two target creatures until end of turn. | |
| | | Sure Strike | | Instant | Target creature gets +3/+0 and gains first strike until end of turn. | |
| | | Expansion // Explosion | | Instant | Copy target instant or sorcery spell with converted mana cost 4 or less. You may choose new targets for the copy. | |
| | | Response // Resurgence | | Instant | Response deals 5 damage to target attacking or blocking creature. | |
| Green | | Risk Factor | | Instant | Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards. Jump-start | |
| | | Command the Storm | | Instant | Command the Storm deals 5 damage to target creature. | |
| | | Inescapable Blaze | | Instant | This spell can't be countered. Inescapable Blaze deals 6 damage to any target. | |
| | | Might of the Masses | | Instant | Target creature gets +1/+1 until end of turn for each creature you control. | |
| | | Status // Statue | | Instant | Target creature gets +1/+1 and gains deathtouch until end of turn. | |
| | | Assure // Assemble | | Instant | Put a +1/+1 counter on target creature. That creature gains indestructible until end of turn. | |
| | | Crushing Canopy | | Instant | Choose one — • Destroy target creature with flying. • Destroy target enchantment. | |
| Multi-Color | | Pack's Favor | | Instant | Convoke Target creature gets +3/+3 until end of turn. | |
| | | Pause for Reflection | | Instant | Convoke Prevent all combat damage that would be dealt this turn. | |
| | | Bounty of Might | | Instant | Target creature gets +3/+3 until end of turn. Target creature gets +3/+3 until end of turn. Target creature gets +3/+3 until end of turn. | |
| | | Justice Strike | | Instant | Target creature deals damage to itself equal to its power. | |
| | | Assassin's Trophy | | Instant | Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library. | |
| | | Sonic Assault | | Instant | Tap target creature. Sonic Assault deals 2 damage to that creature's controller. Jump-start | |
| | | Ionize | | Instant | Counter target spell. Ionize deals 2 damage to that spell's controller. | |
| | | Chance for Glory | | Instant | Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game. | |
| | | Status // Statue | | Instant | Destroy target artifact, creature, or enchantment. | |
| | | March of the Multitudes | | Instant | Convoke Create X 1/1 white Soldier creature tokens with lifelink. | |
| | | Integrity // Intervention | | Instant | Intervention deals 3 damage to any target and you gain 3 life. | |
| | | Artful Takedown | | Instant | Choose one or both — • Tap target creature. • Target creature gets -2/-4 until end of turn. | |
| | | Expansion // Explosion | | Instant | Explosion deals X damage to any target. Target player draws X cards. | |
| | | Hypothesizzle | | Instant | Draw two cards. Then you may discard a nonland card. When you do, Hypothesizzle deals 4 damage to target creature. | |
| | | Join Shields | | Instant | Untap all creatures you control. They gain hexproof and indestructible until end of turn. | |
| | Discovery // Dispersal | | Instant | Each opponent returns a nonland permanent they control with the highest converted mana cost among permanents they control to its owner's hand, then discards a card. | | |
| | Invert // Invent | | Instant | Search your library for an instant card and/or a sorcery card, reveal them, put them into your hand, then shuffle your library. | | |
| | Assure // Assemble | | Instant | Create three 2/2 green and white Elf Knight creature tokens with vigilance. | | |