



Kaladesh Instant-Speed Tricks

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Built to Last		Instant	Target creature gets +2/+2 until end of turn. If it's an artifact creature, it gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
		Impeccable Timing		Instant	Impeccable Timing deals 3 damage to target attacking or blocking creature.
		Pressure Point		Instant	Tap target creature. Draw a card.
		Acrobatic Maneuver		Instant	Exile target creature you control, then return that card to the battlefield under its owner's control. Draw a card.
		Skywhaler's Shot		Instant	Destroy target creature with power 3 or greater. Scry 1.
		Inspired Charge		Instant	Creatures you control get +2/+1 until end of turn.
Blue		Ceremonious Rejection		Instant	Counter target colorless spell.
		Select for Inspection		Instant	Return target tapped creature to its owner's hand. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)
		Aether Meltdown		Enchantment	Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle. When Aether Meltdown enters the battlefield, you get {e}{e} (two energy counters). Enchanted permanent gets -4/-0.
		Dramatic Reversal		Instant	Untap all nonland permanents you control.
		Revolutionary Rebuff		Instant	Counter target nonartifact spell unless its controller pays {2}.
		Aether Tradewinds		Instant	Return target permanent you control and target permanent you don't control to their owners' hands.
		Disappearing Act		Instant	As an additional cost to cast Disappearing Act, return a permanent you control to its owner's hand. Counter target spell.
		Failed Inspection		Instant	Counter target spell. Draw a card, then discard a card.
		Glimmer of Genius		Instant	Scry 2, then draw two cards. You get {e}{e} (two energy counters).
		Insidious Will		Instant	Choose one — • Counter target spell. • You may choose new targets for target spell. • Copy target instant or sorcery spell. You may choose new targets for the copy.
		Paradoxical Outcome		Instant	Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.
		Torrential Gearhulk		Artifact Creature	Flash. When Torrential Gearhulk enters the battlefield, you may cast target instant card from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.
Black		Rush of Vitality		Instant	Target creature gets +1/+0 and gains lifelink and indestructible until end of turn. (Damage dealt by that creature also causes its controller to gain that much life, and it can't be destroyed by damage or effects that say "destroy.")
		Subtle Strike		Instant	Choose one or both — • Target creature gets -1/-1 until end of turn. • Put a +1/+1 counter on target creature.
		Essence Extraction		Instant	Essence Extraction deals 3 damage to target creature and you gain 3 life.
		Make Obsolete		Instant	Creatures your opponents control get -1/-1 until end of turn.
		Tidy Conclusion		Instant	Destroy target creature. You gain 1 life for each artifact you control.
Red		Built to Smash		Instant	Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.
		Chandra's Pyrohelix		Instant	Chandra's Pyrohelix deals 2 damage divided as you choose among one or two target creatures and/or players.
		Harnessed Lightning		Instant	Choose target creature. You get {e}{e}{e} (three energy counters), then you may pay any amount of {e}. Harnessed Lightning deals that much damage to that creature.
		Welding Sparks		Instant	Welding Sparks deals X damage to target creature, where X is 3 plus the number of artifacts you control.
		Fateful Showdown		Instant	Fateful Showdown deals damage to target creature or player equal to the number of cards in your hand. Discard all the cards in your hand, then draw that many cards.
		Incendiary Sabotage		Instant	As an additional cost to cast Incendiary Sabotage, sacrifice an artifact. Incendiary Sabotage deals 3 damage to each creature.
Green		Blossoming Defense		Instant	Target creature you control gets +2/+2 and gains hexproof until end of turn.
		Ornamental Courage		Instant	Untap target creature. It gets +1/+3 until end of turn.
		Commencement of Festivities		Instant	Prevent all combat damage that would be dealt to players this turn.
		Appetite for the Unnatural		Instant	Destroy target artifact or enchantment. You gain 2 life.
Multi-Color		Unlicensed Disintegration		Instant	Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.