



Core Set 2019 Instant-Speed Tricks

This is a list of all the instant-speed tricks in *Core Set 2019*. Each color is sorted by converted mana cost.

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Isolate		Instant	Exile target permanent with converted mana cost 1.	
		Mighty Leap		Instant	Target creature gets +2/+2 and gains flying until end of turn.	
		Revitalize		Instant	You gain 3 life. Draw a card.	
		Aegis of the Heavens		Instant	Target creature gets +1/+7 until end of turn.	
		Invoke the Divine		Instant	Destroy target artifact or enchantment. You gain 4 life.	
		Make a Stand		Instant	Creatures you control get +1/+0 and gain indestructible until end of turn.	
		Inspired Charge		Instant	Creatures you control get +2/+1 until end of turn.	
Blue		Anticipate		Instant	Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.	
		Disperse		Instant	Return target nonland permanent to its owner's hand.	
		Essence Scatter		Instant	Counter target creature spell.	
		Cancel		Instant	Counter target spell.	
		Uncomfortable Chill		Instant	Creatures your opponents control get -2/-0 until end of turn. Draw a card.	
		Bone to Ash		Instant	Counter target creature spell. Draw a card.	
		Totally Lost		Instant	Put target nonland permanent on top of its owner's library.	
Black		Nightmare's Thirst		Instant	You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn.	
		Infernal Reckoning		Instant	Exile target colorless creature. You gain life equal to its power.	
		Abnormal Endurance		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."	
		Hired Blade		Creature	Flash	3/2
		Murder		Instant	Destroy target creature.	
		Strangling Spores		Instant	Target creature gets -3/-3 until end of turn.	
Red		Shock		Instant	Shock deals 2 damage to any target.	
		Smelt		Instant	Destroy target artifact.	
		Sure Strike		Instant	Target creature gets +3/+0 and gains first strike until end of turn.	
		Lightning Strike		Instant	Lightning Strike deals 3 damage to any target.	
		Trumpet Blast		Instant	Attacking creatures get +2/+0 until end of turn.	
		Spit Flame		Instant	Spit Flame deals 4 damage to target creature. Whenever a Dragon enters the battlefield under your control, you may pay {R}. If you do, return Spit Flame from your graveyard to your hand.	
		Electrify		Instant	Electrify deals 4 damage to target creature.	
Green		Naturalize		Instant	Destroy target artifact or enchantment.	
		Plummet		Instant	Destroy target creature with flying.	
		Root Snare		Instant	Prevent all combat damage that would be dealt this turn.	
		Titanic Growth		Instant	Target creature gets +4/+4 until end of turn.	
Multi-Color		Chromium, the Mutable		Creature	Flash This spell can't be countered. Flying Discard a card: Until end of turn, Chromium, the Mutable becomes a Human with base power and toughness 1/1, loses all abilities, and gains hexproof. It can't be blocked this turn.	7/7