



# Modern Horizons Instant-Speed Tricks

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

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White	0 / 2	Force of Virtue		Enchantment	If it's not your turn, you may exile a white card from your hand rather than pay this spell's mana cost. Flash Creatures you control get +1/+1.	
	1	Ephemerate		Instant	Exile target creature you control, then return it to the battlefield under its owner's control. Rebound	
	1	Recruit the Worthy		Instant	Buyback {3} Create a 1/1 white Soldier creature token.	
	1	Gilded Light		Instant	You gain shroud until end of turn. Cycling {2}	
	1	Shelter		Instant	Target creature you control gains protection from the color of your choice until end of turn. Draw a card.	
	1	Stirring Address		Instant	Target creature you control gets +2/+2 until end of turn. Overload {5}{W}	
	2	Dismantling Blow		Instant	Kicker {2}{U} Destroy target artifact or enchantment. If this spell was kicked, draw two cards.	
	2	Generous Gift		Instant	Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.	
	2	Splicer's Skill		Sorcery	Create a 3/3 colorless Golem artifact creature token. Splice onto instant or sorcery {3}{W}	
	1	Wing Shards		Instant	Target player sacrifices an attacking creature. Storm	
	2	Astral Drift		Enchantment	Whenever you cycle Astral Drift or cycle another card while Astral Drift is on the battlefield, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. Cycling {2}{W}	
Blue	0 / 1	Force of Negation		Instant	If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	
	1	String of Disappearances		Instant	Return target creature to its owner's hand. Then that creature's controller may pay {U}{U}. If the player does, they may copy this spell and may choose a new target for that copy.	
	1	Windcaller Aven		Creature	Flying Cycling {U} When you cycle Windcaller Aven, target creature gains flying until end of turn.	4/3
	1 / 3	Choking Tethers		Instant	Tap up to four target creatures. Cycling {1}{U} When you cycle Choking Tethers, you may tap target creature.	
	1	Prohibit		Instant	Kicker {2} Counter target spell if its converted mana cost is 2 or less. If this spell was kicked, counter that spell if its converted mana cost is 4 or less instead.	
	1	Everdream		Instant	Draw a card. Splice onto instant or sorcery {2}{U}	
	1	Twisted Reflection		Instant	Choose one — • Target creature gets -6/-0 until end of turn. • Switch target creature's power and toughness until end of turn. Entwine {B}	
	2	Moonblade Shinobi		Creature	Ninjutsu {2}{U} Whenever Moonblade Shinobi deals combat damage to a player, create a 1/1 blue Illusion creature token with flying.	3/2
	2	Phantasmal Form		Instant	Until end of turn, up to two target creatures each have base power and toughness 3/3, gain flying, and become blue Illusions in addition to their other colors and types. Draw a card.	
	1	Spell Snuff		Instant	Counter target spell. Fateful hour — If you have 5 or less life, draw a card.	
	2	Exclude		Instant	Counter target creature spell. Draw a card.	
	2	Rebuild		Instant	Return all artifacts to their owners' hands. Cycling {2}	
	3	Archmage's Charm		Instant	Choose one — • Counter target spell. • Target player draws two cards. • Gain control of target nonland permanent with converted mana cost 1 or less.	
	2	Mist-Syndicate Naga		Creature	Ninjutsu {2}{U} Whenever Mist-Syndicate Naga deals combat damage to a player, create a token that's a copy of Mist-Syndicate Naga.	3/1
	3	Rain of Revelation		Instant	Draw three cards, then discard a card.	
	3	Fact or Fiction		Instant	Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.	

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	4	Blizzard Strix		Snow Creature	Flash Flying When Blizzard Strix enters the battlefield, if you control another snow permanent, exile target permanent other than Blizzard Strix. Return that card to the battlefield under its owner's control at the beginning of the next end step.	3/2
Black	0 - 4	Mob		Instant	Convoke Destroy target creature.	
	0 / 1	Force of Despair		Instant	If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered the battlefield this turn.	
		Defile		Instant	Target creature gets -1/-1 until end of turn for each Swamp you control.	
	1	Azra Smokeshaper		Creature	Ninjutsu {1}{B} When Azra Smokeshaper enters the battlefield, target creature you control gains indestructible until end of turn.	3/3
	1	Diabolic Edict		Instant	Target player sacrifices a creature.	
	1	Umezawa's Charm		Instant	Choose one — • Target creature gets +2/+2 until end of turn. • Target creature gets -1/-1 until end of turn. • You gain 2 life.	
	3	Ninja of the New Moon		Creature	Ninjutsu {3}{B}	6/3
Red	0 / 1	Force of Rage		Instant	If it's not your turn, you may exile a red card from your hand rather than pay this spell's mana cost. Create two 3/1 red Elemental creature tokens with trample and haste. Sacrifice those tokens at the beginning of your next upkeep.	
		Lava Dart		Instant	Lava Dart deals 1 damage to any target. Flashback—Sacrifice a Mountain.	
		Magmatic Sinkhole		Instant	Delve Magmatic Sinkhole deals 5 damage to target creature or planeswalker.	
	1	Fists of Flame		Instant	Draw a card. Until end of turn, target creature gains trample and gets +1/+0 for each card you've drawn this turn.	
	1	Quakefoot Cyclops		Creature	When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn. Cycling {1}{R} When you cycle Quakefoot Cyclops, target creature can't block this turn.	4/4
	2	Volatile Claws		Instant	Until end of turn, creatures you control get +2/+0 and gain all creature types.	
	2	Urza's Rage		Instant	Kicker {8}{R} This spell can't be countered. Urza's Rage deals 3 damage to any target. If this spell was kicked, instead it deals 10 damage to that permanent or player and the damage can't be prevented.	
Green	0 / 2	Force of Vigor		Instant	If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.	
		Elvish Fury		Instant	Buyback {4} Target creature gets +2/+2 until end of turn.	
	1	Weather the Storm		Instant	You gain 3 life. Storm	
	2	Krosan Tusker		Creature	Cycling {2}{G} When you cycle Krosan Tusker, you may search your library for a basic land card, reveal that card, put it into your hand, then shuffle your library.	6/5
	2	Thornado		Instant	Destroy target creature with flying. Cycling {1}{G}	
Multi-Color		Ingenious Infiltrator		Creature	Ninjutsu {U}{B} Whenever a Ninja you control deals combat damage to a player, draw a card.	2/3
		Munitions Expert		Creature	Flash When Munitions Expert enters the battlefield, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.	1/1
		Eladamri's Call		Instant	Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.	
		Ice-Fang Coat		Snow Creature	Flash Flying When Ice-Fang Coat enters the battlefield, draw a card. Ice-Fang Coat has deathtouch as long as you control at least three other snow permanents.	1/1
	1	Kaya's Guile		Instant	Choose two — • Each opponent sacrifices a creature. • Exile all cards from each opponent's graveyard. • Create a 1/1 white and black Spirit creature token with flying. • You gain 4 life. Entwine {3}	
	2	Fallen Shinobi		Creature	Ninjutsu {2}{U}{B} Whenever Fallen Shinobi deals combat damage to a player, that player exiles the top two cards of their library. Until end of turn, you may play those cards without paying their mana costs.	5/4
Hybrid	1	Nature's Chant		Instant	Destroy target artifact or enchantment.	