



## Ravnica Allegiance Instant-Speed Tricks

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

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Arrester's Zeal		Instant	Target creature gets +2/+2 until end of turn. Addendum — If you cast this spell during your main phase, that creature gains flying until end of turn.	
		Justiciar's Portal		Instant	Exile target creature you control, then return that card to the battlefield under its owner's control. It gains first strike until end of turn.	
		Summary Judgment		Instant	Summary Judgment deals 3 damage to target tapped creature. Addendum — If you cast this spell during your main phase, it deals 5 damage to that creature instead.	
		Sentinel's Mark		Enchantment	Flash Enchant creature Enchanted creature gets +1/+2 and has vigilance. Addendum — When Sentinel's Mark enters the battlefield, if you cast it during your main phase, enchanted creature gains lifelink until end of turn.	
		Expose to Daylight		Instant	Destroy target artifact or enchantment. Scry 1.	
		Unbreakable Formation		Instant	Creatures you control gain indestructible until end of turn. Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.	
		Rally to Battle		Instant	Creatures you control get +1/+3 until end of turn. Untap them.	
		Angel of Grace		Creature	Flash Flying When Angel of Grace enters the battlefield, until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead. {4}{W}{W}, Exile Angel of Grace from your graveyard: Your life total becomes 10.	5/4
Blue		Faerie Duelist		Creature	Flash Flying When Faerie Duelist enters the battlefield, target creature an opponent controls gets -2/-0 until end of turn.	1/2
		Quench		Instant	Counter target spell unless its controller pays {2}.	
		Slimebind		Enchantment	Flash Enchant creature Enchanted creature gets -4/-0.	
		Essence Capture		Instant	Counter target creature spell. Put a +1/+1 counter on up to one target creature you control.	
		Arrester's Admonition		Instant	Return target creature to its owner's hand. Addendum — If you cast this spell during your main phase, draw a card.	
		Thought Collapse		Instant	Counter target spell. Its controller puts the top three cards of their library into their graveyard.	
		Code of Constraint		Instant	Target creature gets -4/-0 until end of turn. Draw a card. Addendum — If you cast this spell during your main phase, tap that creature and it doesn't untap during its controller's next untap step.	
		Precognitive Perception		Instant	Draw three cards. Addendum — If you cast this spell during your main phase, instead scry 3, then draw three cards.	
		Prying Eyes		Instant	Draw four cards, then discard two cards.	
Black		Bladebrand		Instant	Target creature gains deathtouch until end of turn. Draw a card.	
		Grotesque Demise		Instant	Exile target creature with power 3 or less.	
		Undercity's Embrace		Instant	Target opponent sacrifices a creature. If you control a creature with power 4 or greater, you gain 4 life.	
		Spire Mangler		Creature	Flash Flying When Spire Mangler enters the battlefield, target creature with flying you control gets +2/+0 until end of turn.	2/1
		Clear the Stage		Instant	Target creature gets -3/-3 until end of turn. If you control a creature with power 4 or greater, you may return up to one target creature card from your graveyard to your hand.	
Red		Storm Strike		Instant	Target creature gets +1/+0 and gains first strike until end of turn. Scry 1.	
		Scorchmark		Instant	Scorchmark deals 2 damage to target creature. If that creature would die this turn, exile it instead.	
		Electrodominance		Instant	Electrodominance deals X damage to any target. You may cast a card with converted mana cost X or less from your hand without paying its mana cost.	
		Burn Bright		Instant	Creatures you control get +2/+0 until end of turn.	
		Flames of the Raze-Boar		Instant	Flames of the Raze-Boar deals 4 damage to target creature an opponent controls. Then Flames of the Raze-Boar deals 2 damage to each other creature that player controls if you control a creature with power 4 or greater.	

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Green		Stony Strength		Instant	Put a +1/+1 counter on target creature you control. Untap that creature.	
	 /  	Titanic Brawl		Instant	This spell costs {1} less to cast if it targets a creature you control with a +1/+1 counter on it. Target creature you control fights target creature you don't control.	
		Gift of Strength		Instant	Target creature gets +3/+3 and gains reach until end of turn.	
		Root Snare		Instant	Prevent all combat damage that would be dealt this turn.	
		Tower Defense		Instant	Creatures you control get +0/+5 and gain reach until end of turn.	
		Sagittars' Volley		Instant	Destroy target creature with flying. Sagittars' Volley deals 1 damage to each creature with flying your opponents control.	
		Rampage of the Clans		Instant	Destroy all artifacts and enchantments. For each permanent destroyed this way, its controller creates a 3/3 green Centaur creature token.	
	  	Regenesis		Instant	Return up to two target permanent cards from your graveyard to your hand.	
Multi-Color	 	Applied Biomancy		Instant	Choose one or both — • Target creature gets +1/+1 until end of turn. • Return target creature to its owner's hand.	
	 	Final Payment		Instant	As an additional cost to cast this spell, pay 5 life or sacrifice a creature or enchantment. Destroy target creature.	
	 	Growth Spiral		Instant	Draw a card. You may put a land card from your hand onto the battlefield.	
	 	Collision // Colossus		Instant	Target creature gets +4/+2 and gains trample until end of turn.	
	  	Lawmage's Binding		Enchantment	Flash Enchant creature Enchanted creature can't attack or block, and its activated abilities can't be activated.	
	  	Mortify		Instant	Destroy target creature or enchantment.	
	  	Absorb		Instant	Counter target spell. You gain 3 life.	
	  	Bedevil		Instant	Destroy target artifact, creature, or planeswalker.	
	  	Incubation // Incongruity		Instant	Exile target creature. That creature's controller creates a 3/3 green Frog Lizard creature token.	
	  	Sphinx's Insight		Instant	Draw two cards. Addendum — If you cast this spell during your main phase, you gain 2 life.	
	   	Friiled Mystic		Creature	Flash When Friiled Mystic enters the battlefield, you may counter target spell.	3/2
	  	Macabre Mockery		Instant	Put target creature card from an opponent's graveyard onto the battlefield under your control. It gets +2/+0 and gains haste until end of turn. Sacrifice it at the beginning of the next end step.	
	  	Depose // Deploy		Instant	Create two 1/1 colorless Thopter artifact creature tokens with flying, then you gain 1 life for each creature you control.	
	  	Get the Point		Instant	Destroy target creature. Scry 1.	
	  	Bedeck // Bedazzle		Instant	Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.	
  	Emergency Powers		Instant	Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Emergency Powers. Addendum — If you cast this spell during your main phase, you may put a permanent card with converted mana cost 7 or less from your hand onto the battlefield.		
Hybrid	 	Carnival // Carnage		Instant	Carnival deals 1 damage to target creature or planeswalker and 1 damage to that permanent's controller.	
	  	Collision // Colossus		Instant	Collision deals 6 damage to target creature with flying.	
	 	Repudiate // Replicate		Instant	Counter target activated or triggered ability.	
	  	Consecrate // Consume		Instant	Exile target card from a graveyard. Draw a card.	
	 	Depose // Deploy		Instant	Tap target creature. Draw a card.	
	  	Thrash // Threat		Instant	Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.	
	 	Warrant // Warden		Instant	Put target attacking or blocking creature on top of its owner's library.	
	  	Bedeck // Bedazzle		Instant	Target creature gets +3/-3 until end of turn.	