



War of the Spark Instant-Speed Tricks

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

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Rally of Wings		Instant	Untap all creatures you control. Creatures you control with flying get +2/+2 until end of turn.
		Defiant Strike		Instant	Target creature gets +1/+0 until end of turn. Draw a card.
		Gideon's Sacrifice		Instant	Choose a creature or planeswalker you control. All damage that would be dealt this turn to you and permanents you control is dealt to the chosen permanent instead (if it's still on the battlefield).
		Battlefield Promotion		Instant	Put a +1/+1 counter on target creature. That creature gains first strike until end of turn. You gain 2 life.
		Divine Arrow		Instant	Divine Arrow deals 4 damage to target attacking or blocking creature.
		Topple the Statue		Instant	Tap target permanent. If it's an artifact, destroy it. Draw a card.
		Gideon's Triumph		Instant	Target opponent sacrifices a creature that attacked or blocked this turn. If you control a Gideon planeswalker, that player sacrifices two of those creatures instead.
Blue		Ignite the Beacon		Instant	Search your library for up to two planeswalker cards, reveal them, put them into your hand, then shuffle your library.
		Teferi's Time Twist		Instant	Exile target permanent you control. Return that card to the battlefield under its owner's control at the beginning of the next end step. If it enters the battlefield as a creature, it enters with an additional +1/+1 counter on it.
		Lazotep Plating		Instant	Amass 1. (Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.) You and permanents you control gain hexproof until end of turn. (You and they can't be the targets of spells or abilities your opponents control.)
		Narsef's Reversal		Instant	Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.
		No Escape		Instant	Counter target creature or planeswalker spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. Scry 1.
		Crush Dissent		Instant	Counter target spell unless its controller pays {2}. Amass 2. (Put two +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)
		Totally Lost		Instant	Put target nonland permanent on top of its owner's library.
Black		Commence the Endgame		Instant	This spell can't be countered. Draw two cards, then amass X, where X is the number of cards in your hand. (Put X +1/+1 counters on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)
		Sorin's Thirst		Instant	Sorin's Thirst deals 2 damage to target creature and you gain 2 life.
		Unlikely Aid		Instant	Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
		Liliana's Triumph		Instant	Each opponent sacrifices a creature. If you control a Liliana planeswalker, each opponent also discards a card.
Red		Ob Nixilis's Cruelty		Instant	Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
		Samut's Sprint		Instant	Target creature gets +2/+1 and gains haste until end of turn. Scry 1.
		Bolt Bend		Instant	This spell costs {3} less to cast if you control a creature with power 4 or greater. Change the target of target spell or ability with a single target.
		Chandra's Pyrohelix		Instant	Chandra's Pyrohelix deals 2 damage divided as you choose among one or two targets.
		Heartfire		Instant	As an additional cost to cast this spell, sacrifice a creature or planeswalker. Heartfire deals 4 damage to any target.
		Jaya's Greeting		Instant	Jaya's Greeting deals 3 damage to target creature. Scry 1.
		Nahiri's Stoneblades		Instant	Up to two target creatures each get +2/+0 until end of turn.
		Chandra's Triumph		Instant	Chandra's Triumph deals 3 damage to target creature or planeswalker an opponent controls. Chandra's Triumph deals 5 damage to that permanent instead if you control a Chandra planeswalker.
		Blindblast		Instant	Blindblast deals 1 damage to target creature. That creature can't block this turn. Draw a card.
		Bolt Bend		Instant	This spell costs {3} less to cast if you control a creature with power 4 or greater. Change the target of target spell or ability with a single target.
Green		Sarkhan's Catharsis		Instant	Sarkhan's Catharsis deals 5 damage to target player or planeswalker.
		Giant Growth		Instant	Target creature gets +3/+3 until end of turn.
		Forced Landing		Instant	Put target creature with flying on the bottom of its owner's library.
		Return to Nature		Instant	Choose one — • Destroy target artifact. • Destroy target enchantment. • Exile target card from a graveyard.
		Steady Aim		Instant	Untap target creature. It gets +1/+4 and gains reach until end of turn.
		Band Together		Instant	Up to two target creatures you control each deal damage equal to their power to another target creature.
Multi-Color		Awakening of Vitu-Ghazi		Instant	Put nine +1/+1 counters on target land you control. It becomes a legendary 0/0 Elemental creature with haste named Vitu-Ghazi. It's still a land.
		Despark		Instant	Exile target permanent with converted mana cost 4 or greater.
		Dovin's Veto		Instant	This spell can't be countered. Counter target noncreature spell.
		Tyrant's Scorn		Instant	Choose one — • Destroy target creature with converted mana cost 3 or less. • Return target creature to its owner's hand.
		Pledge of Unity		Instant	Put a +1/+1 counter on each creature you control. You gain 1 life for each creature you control.
		Deathspout		Instant	Destroy target creature. Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.
		Heartwarming Redemption		Instant	Discard all the cards in your hand, then draw that many cards plus one. You gain life equal to the number of cards in your hand.
	Ral's Outburst		Instant	Ral's Outburst deals 3 damage to any target. Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.	