



# Ixalan Instant-Speed Tricks

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Demystify		Instant	Destroy target enchantment.
		Slash of Talons		Instant	Slash of Talons deals 2 damage to target attacking or blocking creature.
		Vampire's Zeal		Instant	Target creature gets +2/+2 until end of turn. If it's a Vampire, it gains first strike until end of turn.
		Sheltering Light		Instant	Target creature gains indestructible until end of turn. Scry 1.
		Sanguine Sacrament		Instant	You gain twice X life. Put Sanguine Sacrament on the bottom of its owner's library.
		Ritual of Rejuvenation		Instant	You gain 4 life. Draw a card.
		Rallying Roar		Instant	Creatures you control get +1/+1 until end of turn. Untap them.
		Settle the Wreckage		Instant	Exile all attacking creatures target player controls. That player may search his or her library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle his or her library.
		Bright Reprisal		Instant	Destroy target attacking creature. Draw a card.
Blue		Dive Down		Instant	Target creature you control gets +0/+3 and gains hexproof until end of turn.
		Opt		Instant	Scry 1. Draw a card.
		Spell Pierce		Instant	Counter target noncreature spell unless its controller pays {2}.
		Siren's Ruse		Instant	Exile target creature you control, then return that card to the battlefield under its owner's control. If a Pirate was exiled this way, draw a card.
		Perilous Voyage		Instant	Return target nonland permanent you don't control to its owner's hand. If its converted mana cost was 2 or less, scry 2.
		Cancel		Instant	Counter target spell.
		Depths of Desire		Instant	Return target creature to its owner's hand. Create a colorless Treasure artifact token with "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
		Lookout's Dispersal		Instant	Lookout's Dispersal costs {1} less to cast if you control a Pirate. Counter target spell unless its controller pays {4}.
		Run Aground		Instant	Put target artifact or creature on top of its owner's library.
		Dreamcaller Siren		Creature	Flash Flying Dreamcaller Siren can block only creatures with flying. When Dreamcaller Siren enters the battlefield, if you control another Pirate, tap up to two target nonland permanents.
		Wind Strider		Creature	Flash Flying
		Spell Swindle		Instant	Counter target spell. Create X colorless Treasure artifact tokens, where X is that spell's converted mana cost. They have "{T}, Sacrifice this artifact: Add one mana of any color to your mana pool."
		Skulduggery		Instant	Until end of turn, target creature you control gets +1/+1 and target creature an opponent controls gets -1/-1.
Black		Costly Plunder		Instant	As an additional cost to cast Costly Plunder, sacrifice an artifact or creature. Draw two cards.
		Bloodcrazed Paladin		Creature	Flash Bloodcrazed Paladin enters the battlefield with a +1/+1 counter on it for each creature that died this turn.
		Vanquish the Weak		Instant	Destroy target creature with power 3 or less.
		Vraska's Contempt		Instant	Exile target creature or planeswalker. You gain 2 life.
		Dark Nourishment		Instant	Dark Nourishment deals 3 damage to target creature or player. You gain 3 life.
		Dual Shot		Instant	Dual Shot deals 1 damage to each of up to two target creatures.
Red		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 target creature or player.
		Dinosaur Stampede		Instant	Attacking creatures get +2/+0 until end of turn. Dinosaurs you control gain trample until end of turn.
		Fiery Cannonade		Instant	Fiery Cannonade deals 2 damage to each non-Pirate creature.
		Unfriendly Fire		Instant	Unfriendly Fire deals 4 damage to target creature or player.
		Pounce		Instant	Target creature you control fights target creature you don't control.
Green		River Heralds' Boon		Instant	Put a +1/+1 counter on target creature and a +1/+1 counter on up to one target Merfolk.
		Verdant Rebirth		Instant	Until end of turn, target creature gains "When this creature dies, return it to its owner's hand." Draw a card.
		Blinding Fog		Instant	Prevent all damage that would be dealt to creatures this turn. Creatures you control gain hexproof until end of turn.
		Crash the Ramparts		Instant	Target creature gets +3/+3 and gains trample until end of turn.
		Crushing Canopy		Instant	Choose one — • Destroy target creature with flying. • Destroy target enchantment.
		Slice in Twain		Instant	Destroy target artifact or enchantment. Draw a card.
		Snapping Sailback		Creature	Flash Enrage — Whenever Snapping Sailback is dealt damage, put a +1/+1 counter on it.