























Abbrev.	field	¢	dmg.	tar.
Meaning	Battlefield	Creature	Damage	Target

Fate Reforged Instants				
Color	Mana Cost	Card	Rarity	Brief Card Text
White	1	Abzan Advantage	/ c	Tar. player sacrifices an enchantment. Bolster 1
		Pressure Point	/ c	Tap tar. ¢. Draw a card
		Valorous Stance	/ u	Choose one— Tar. ¢ gains indestructible; Destroy tar. ¢ with toughness 4 or greater
	2	Honor's Reward	/ u	You gain 4 life. Bolster 2
		Sandblast	/ c	Deal 5 dmg. to tar. attacking or blocking ¢
	5	Channel Harm	/ u	Prevent all dmg. that would be dealt to you and permanents you control by sources you don't control. If dmg. is prevented this way, you may deal that much dmg. to tar. ¢
X	Rally the Ancestors	/ r	Return each ¢ with CMC X or less from your graveyard to the field. Exile those ¢ at the beginning of your next upkeep. Exile Rally the Ancestors	
Blue	1	Neutralizing Blast	/ u	Counter tar. multicolored spell
		Reality Shift	/ u	Exile tar. ¢. Its controller manifests the top card of their library
		Refocus	/ c	Untap tar. ¢. Draw a card
	2	Rakshasa's Disdain	/ c	Counter tar. spell unless its controller pays 1 for each card in your graveyard
		Whisk Away	/ c	Put target attacking or blocking ¢ on top of its owner's library
	4	Enhanced Awareness	/ c	Draw 3 cards, then discard a card
		Rite of Undoing	/ u	Delve. Return tar. nonland permanent you control and tar. nonland permanent don't control to their owner's hands
	4	Supplant Form	/ r	Return tar. ¢ to its owner's hand. You put a token onto the field that's a copy of that ¢
Will of the Naga		/ c	Delve. Tap up to two tar. ¢. those ¢ don't untap during their controller's next untap step	
Black	2	Douse in Gloom	/ c	Deal 2 dmg. to tar. ¢ and you gain 2 life
	4	Reach of Shadows	/ c	Destroy tar. ¢ that's one or more colors
Red		Collateral Damage	/ c	As an additional cost to cast Collateral Damage, sac. a ¢. Deal 3 dmg. to tar. ¢ or player.
		Wild Slash	/ u	Ferocious— Dmg. can't be prevented this turn. Deal 2 dmg. to tar. ¢ or player
	1	Temur Battle Rage	/ c	Tar. ¢ gains double strike. Ferocious— That ¢ also gains trample
	2	Arcbond	/ r	Choose tar. ¢. Whenever it's dealt dmg., it deals that much dmg. to each other ¢ and each player
		Dragonrage	/ u	Add  to your mana pool for each attaching ¢ you control. Attacking creatures you control gain . This ¢ gets +1/+0
3	Friendly Fire	/ u	Tar. creature's controller reveals a card at random from their hand. Deal dmg. to that ¢ and player equal to the revealed card's CMC	

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Green	1 	Winds of Qal Sisma	 / u	Prevent all combat dmg. that would be dealt. Ferocious— Prevent all combat dmg. that would be dealt by creatures your opponents control
	2 	Ruthless Instincts	 / u	Choose one— Tar nonattacking ¢ gains reach and deathtouch. Untap it; Tar. attacking ¢ gets +2/+2 and gains trample
	3 	Return to the Earth	 / c	Destroy tar. artifact, enchantment, or ¢ with flying
Sudden Reclamation		 / u	Put the top 4 cards of your library into graveyard, then return a ¢ card and land card from your graveyard to your hand	
Gold	1  	Grim Contest	 / c	Choose tar. ¢ you control and tar. ¢ an opponent controls. Each deals dmg. equal to its toughness to the other
	1  	Harsh Sustenance	 / c	Deal X dmg. to tar. ¢ or player and you gain X life, where X is the number of ¢ you control
	2  	War Flare	 / c	Creatures you control get +2/+1. Untap those creatures
	3  	Cunning Strike	 / c	Deal 2 dmg. to tar. ¢ and 2 dmg. to tar. player. Draw a card
	3  	Ethereal Ambush	 / c	Manifest the top 2 cards of your library