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Portal instants

Magic Arcana
 Thursday, April 15, 2004

Magic's starter-level "Portal" sets -- *Portal*, *Portal Second Age*, and *Portal Three Kingdoms* -- were designed to expose new players to the fun of **Magic** without requiring them to learn too much complexity. The distinction between instants and sorceries was kept out; all non-creature spells in those sets were made card type "Sorcery."

However, these sets had "sorceries" that could be played during combat, or during other players' turns: see *Assassin's Blade* or *Mystic Denial*. In regular **Magic** play, these would of course be called instants.

Well, now they are.

In February of 2004, Wizards released Oracle wordings of the *Portal* and *Starter* sets (see the [DCI's Oracle page](#) for complete collections of these wordings). Many of these cards became card type "Instant" in the new wordings, so now *Portal* has instants after all. Here's a list of all the *Portal* sorceries that became instants according to their Oracle text.

Portal

- *Assassin's Blade*
- *Blessed Reversal*
- *Command of Unsummoning*
- *Deep Wood*
- *Defiant Stand*
- *Harsh Justice*
- *Mystic Denial*
- *Scorching Winds*
- *Treetop Defense*

Portal Second Age

- *Deep Wood*
- *Extinguish*
- *False Summoning*
- *Just Fate*
- *Mystic Denial*
- *Rally the Troops*
- *Remove*
- *Warrior's Stand*

Portal Three Kingdoms

- *Extinguish*
- *Eightfold Maze*
- *Mystic Denial*
- *Preemptive Strike*



- [Warrior's Stand](#)



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