







Throne of Eldraine Removal List































This is a list of all the removal in *Throne of Eldraine*, divided into permanent creature removal, temporary creature removal (such as bounce, tap, and falter effects), non-creature removal, and off-battlefield removal (hand, stack, and graveyard).

Permanent Creature Removal





















Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless		Scalding Cauldron		Artifact	{3}, {T}, Sacrifice Scalding Cauldron: It deals 3 damage to target creature.	
		Sorcerous Spyglass		Artifact	As Sorcerous Spyglass enters the battlefield, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.	
White		Outflank		Instant	Outflank deals damage to target attacking or blocking creature equal to the number of creatures you control.	
		Trapped in the Tower		Enchantment	Enchant creature without flying Enchanted creature can't attack or block, and its activated abilities can't be activated.	
		Glass Casket		Artifact	When Glass Casket enters the battlefield, exile target creature an opponent controls with converted mana cost 3 or less until Glass Casket leaves the battlefield.	
		Chop Down (Giant Killer)		Instant	Destroy target creature with power 4 or greater. (Then exile this card. You may cast the creature later from exile.)	
		Cast Off (Realm-Cloaked Giant)		Sorcery	Destroy all non-Giant creatures. (Then exile this card. You may cast the creature later from exile.)	
Blue		So Tiny		Enchantment	Flash Enchant creature Enchanted creature gets -2/-0. It gets -6/-0 instead as long as its controller has seven or more cards in their graveyard.	
		Frogify		Enchantment	Enchant creature Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1. (It loses all other card types and creature types.)	
		Charmed Sleep		Enchantment	Enchant creature When Charmed Sleep enters the battlefield, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.	
Black		Reave Soul		Sorcery	Destroy target creature with power 3 or less.	
		Epic Downfall		Sorcery	Exile target creature with converted mana cost 3 or greater.	
		Piper of the Swarm		Creature	Rats you control have menace. {1}{B}, {T}: Create a 1/1 black Rat creature token. {2}{B}{B}, {T}, Sacrifice three Rats: Gain control of target creature.	1/3
		Swift End (Murderous Rider)		Instant	Destroy target creature or planeswalker. You lose 2 life. (Then exile this card. You may cast the creature later from exile.)	
		Witch's Vengeance		Sorcery	Creatures of the creature type of your choice get -3/-3 until end of turn.	
		Bake into a Pie		Instant	Destroy target creature. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")	
		Rankle, Master of Pranks		Creature	Flying, haste Whenever Rankle, Master of Pranks deals combat damage to a player, choose any number — • Each player discards a card. • Each player loses 1 life and draws a card. • Each player sacrifices a creature.	3/3
		Festive Funeral		Instant	Target creature gets -X/-X until end of turn, where X is the number of cards in your graveyard.	
		Bog Naughty		Creature	Flying {2}{B}, Sacrifice a Food: Target creature gets -3/-3 until end of turn.	3/3
Red		Redcap Melee		Instant	Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.	
		Fling		Instant	As an additional cost to cast this spell, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to any target.	
		Scorching Dragonfire		Instant	Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.	
		Joust		Sorcery	Choose target creature you control and target creature you don't control. The creature you control gets +2/+1 until end of turn if it's a Knight. Then those creatures fight each other. (Each deals damage equal to its power to the other.)	
		Stomp (Bonecrusher Giant)		Instant	Damage can't be prevented this turn. Stomp deals 2 damage to any target.	
		Slaying Fire		Instant	Slaying Fire deals 3 damage to any target. Adamant — If at least three red mana was spent to cast this spell, it deals 4 damage instead.	
		Irencrag Pyromancer		Creature	Whenever you draw your second card each turn, Irencrag Pyromancer deals 3 damage to any target.	0/4
		Opportunistic Dragon		Creature	Flying When Opportunistic Dragon enters the battlefield, choose target Human or artifact an opponent controls. For as long as Opportunistic Dragon remains on the battlefield, gain control of that permanent, it loses all abilities, and it can't attack or block.	4/3
		Searing Barrage		Instant	Searing Barrage deals 5 damage to target creature. Adamant — If at least three red mana was spent to cast this spell, Searing Barrage deals 3 damage to that creature's controller.	
		Syr Carah, the Bold		Creature	When Syr Carah, the Bold or an instant or sorcery spell you control deals damage to a player, exile the top card of your library. You may play that card this turn. {T}: Syr Carah deals 1 damage to any target.	3/3
Green		Sundering Stroke		Sorcery	Sundering Stroke deals 7 damage divided as you choose among one, two, or three targets. If at least seven red mana was spent to cast this spell, instead Sundering Stroke deals 7 damage to each of those permanents and/or players.	
		Fell the Pheasant		Instant	Fell the Pheasant deals 5 damage to target creature with flying. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")	
		Maraleaf Rider		Creature	Sacrifice a Food: Target creature blocks Maraleaf Rider this turn if able.	3/1
		Kenrith's Transformation		Enchantment	Enchant creature When Kenrith's Transformation enters the battlefield, draw a card. Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. (It loses all other card types and creature types.)	
		Outmuscle		Sorcery	Put a +1/+1 counter on target creature you control, then it fights target creature you don't control. (Each deals damage equal to its power to the other.) Adamant — If at least three green mana was spent to cast this spell, the creature you control gains indestructible until end of turn.	
Multi-Color		Wicked Wolf		Creature	When Wicked Wolf enters the battlefield, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on Wicked Wolf. It gains indestructible until end of turn. Tap it.	3/3
		Drown in the Loch		Instant	Choose one — • Counter target spell with converted mana cost less than or equal to the number of cards in its controller's graveyard. • Destroy target creature with converted mana cost less than or equal to the number of cards in its controller's graveyard.	
		Oko, Thief of Crowns		Planeswalker	+2: Create a Food token. +1: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. -5: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.	
		The Royal Scions		Planeswalker	+1: Draw a card, then discard a card. +1: Target creature gets +2/+0 and gains first strike and trample until end of turn. -8: Draw four cards. When you do, The Royal Scions deals damage to any target equal to the number of cards in your hand.	
		Doom Foretold		Enchantment	At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice Doom Foretold.	
		Outlaws' Merriment		Enchantment	At the beginning of your upkeep, choose one at random. Create a red and white creature token with those characteristics. • 3/1 Human Warrior with trample and haste. • 2/1 Human Cleric with lifelink and haste. • 1/2 Human Rogue with haste and "When this creature enters the battlefield, it deals 1 damage to any target."	
Multi-Color		Garruk, Cursed Huntsman		Planeswalker	0: Create two 2/2 black and green Wolf creature tokens with "When this creature dies, put a loyalty counter on each Garruk you control." -3: Destroy target creature. Draw a card. -6: You get an emblem with "Creatures you control get +3/+3 and have trample."	

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Hybrid		Elite Headhunter		Creature	Menace (This creature can't be blocked except by two or more creatures.) {B/R}{B/R}{B/R}, Sacrifice another creature or an artifact: Elite Headhunter deals 2 damage to target creature or planeswalker.	2/3




















































Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless		Spinning Wheel		Artifact	{T}: Add one mana of any color. {5}, {T}: Tap target creature.	
White		Giant Killer		Creature	{1}{W}, {T}: Tap target creature.	1/2
	 	Dizzying Swoop (Ardenvale Tactician)		Instant	Tap up to two target creatures. (Then exile this card. You may cast the creature later from exile.)	
Blue		Rage of Winter (Queen of Ice)		Sorcery	Tap target creature. It doesn't untap during its controller's next untap step. (Then exile this card. You may cast the creature later from exile.)	
		Run Away Together		Instant	Choose two target creatures controlled by different players. Return those creatures to their owners' hands.	
	  	Stolen by the Fae		Sorcery	Return target creature with converted mana cost X to its owner's hand. You create X 1/1 blue Faerie creature tokens with flying.	
		Petty Theft (Brazen Borrower)		Instant	Return target nonland permanent an opponent controls to its owner's hand.	
	   	Gadwick, the Wizened		Creature	When Gadwick, the Wizened enters the battlefield, draw X cards. Whenever you cast a blue spell, tap target nonland permanent an opponent controls.	3/3
		Turn into a Pumpkin		Instant	Return target nonland permanent to its owner's hand. Draw a card. Adamant — If at least three blue mana was spent to cast this spell, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this artifact: You gain 3 life.")	
		Moonlit Scavengers		Creature	When Moonlit Scavengers enters the battlefield, if you control an artifact or enchantment, return target creature an opponent controls to its owner's hand.	4/5
Red		Claim the Firstborn		Sorcery	Gain control of target creature with converted mana cost 3 or less until end of turn. Untap that creature. It gains haste until end of turn.	
		Blow Your House Down		Sorcery	Up to three target creatures can't block this turn. Destroy any of them that are Walls.	

Artifact, Enchantment, and Land Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless		Sorcerous Spyglass		Artifact	As Sorcerous Spyglass enters the battlefield, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.	
White		True Love's Kiss		Instant	Exile target artifact or enchantment. Draw a card	
Blue		Petty Theft (Brazen Borrower)		Instant	Return target nonland permanent an opponent controls to its owner's hand.	
		Turn into a Pumpkin		Instant	Return target nonland permanent to its owner's hand. Draw a card. Adamant — If at least three blue mana was spent to cast this spell, create a Food token. (It's an artifact with "{2}, (T). Sacrifice this artifact: You gain 3 life.")	
Red		Battle Display (Embereth Shieldbreaker)		Sorcery	Destroy target artifact. (Then exile this card. You may cast the creature later from exile.)	
		Opportunistic Dragon		Creature	Flying When Opportunistic Dragon enters the battlefield, choose target Human or artifact an opponent controls. For as long as Opportunistic Dragon remains on the battlefield, gain control of that permanent, it loses all abilities, and it can't attack or block.	4/3
Green		Flaxen Intruder		Creature	Whenever Flaxen Intruder deals combat damage to a player, you may sacrifice it. When you do, destroy target artifact or enchantment.	1/2
		Return to Nature		Instant	Choose one — • Destroy target artifact. • Destroy target enchantment. • Exile target card from a graveyard.	
Multi-Color		Oko, Thief of Crowns		Planeswalker	+2: Create a Food token. +1: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3. -5: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.	
		Doom Foretold		Enchantment	At the beginning of each player's upkeep, that player sacrifices a nonland, nontoken permanent. If that player can't, they discard a card, they lose 2 life, you draw a card, you gain 2 life, you create a 2/2 white Knight creature token with vigilance, then you sacrifice Doom Foretold.	

Off-Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Deafening Silence		Enchantment	Each player can't cast more than one noncreature spell each turn.	
	 1 	Hushbringer		Creature	Flying, lifelink Creatures entering the battlefield or dying don't cause abilities to trigger.	1/2
Blue	 /  	Mystical Dispute		Instant	This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.	
	  	Didn't Say Please		Instant	Counter target spell. Its controller puts the top three cards of their library into their graveyard.	
	 	Mesmeric Glare (Hypnotic Sprite)		Instant	Counter target spell with converted mana cost 3 or less. (Then exile this card. You may cast the creature later from exile.)	
Black		Specter's Shriek		Sorcery	Target opponent reveals their hand. You may choose a nonland card from it. If you do, that player exiles that card. If a nonblack card is exiled this way, exile a card from your hand.	
	 	Memory Theft		Sorcery	Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. You may put a card that has an Adventure that player owns from exile into that player's graveyard.	
	  	Harvest Fear (Reaper of Night)		Sorcery	Target opponent discards two cards. (Then exile this card. You may cast the creature later from exile.)	
	   	Rankle, Master of Pranks		Creature	Flying, haste Whenever Rankle, Master of Pranks deals combat damage to a player, choose any number — • Each player discards a card. • Each player loses 1 life and draws a card. • Each player sacrifices a creature.	3/3
Red	 	Skullknocker Ogre		Creature	Whenever Skullknocker Ogre deals damage to an opponent, that player discards a card at random. If the player does, they draw a card.	4/3
Green	 	Return to Nature		Instant	Choose one — • Destroy target artifact. • Destroy target enchantment. • Exile target card from a graveyard.	
Multi-Color	  	Drown in the Loch		Instant	Choose one — • Counter target spell with converted mana cost less than or equal to the number of cards in its controller's graveyard. • Destroy target creature with converted mana cost less than or equal to the number of cards in its controller's graveyard.	
	   	Lochmere Serpent		Creature	Flash {U}, Sacrifice an Island: Lochmere Serpent can't be blocked this turn. {B}, Sacrifice a Swamp: You gain 1 life and draw a card. {U}{B}: Exile five target cards from an opponent's graveyard. Return Lochmere Serpent from your graveyard to your hand. Activate this ability only any time you could cast a sorcery.	7/7
Hybrid	    	Covetous Urge		Sorcery	Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. You may cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.	