















































Permanent Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Swords to Plowshares		Instant	Exile target creature. Its controller gains life equal to its power.
		Balance		Sorcery	Each player chooses a number of lands he or she controls equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.
		Pacifism		Enchantment	Enchant creature Enchanted creature can't attack or block.
		Faith's Fetters		Enchantment	Enchant permanent When Faith's Fetters enters the battlefield, you gain 4 life. Enchanted permanent's activated abilities can't be activated unless they're mana abilities. If enchanted permanent is a creature, it can't attack or block.
		Wrath of God		Sorcery	Destroy all creatures. They can't be regenerated.
		Second Thoughts		Instant	Exile target attacking creature. Draw a card.
Blue		Hydroblast		Instant	Choose one — • Counter target spell if it's red. • Destroy target permanent if it's red.
		Stupefying Touch		Enchantment	Enchant creature When Stupefying Touch enters the battlefield, draw a card. Enchanted creature's activated abilities can't be activated.
		Gaseous Form		Enchantment	Enchant creature Prevent all combat damage that would be dealt to and dealt by enchanted creature.
		Prodigal Sorcerer		Creature	{T}: Prodigal Sorcerer deals 1 damage to target creature or player.
		Tidal Wave		Instant	Put a 5/5 blue Wall creature token with defender onto the battlefield. Sacrifice it at the beginning of the next end step.
		Control Magic		Enchantment	Enchant creature You control enchanted creature.
		Phyrexian Ingester		Creature	Imprint — When Phyrexian Ingester enters the battlefield, you may exile target nontoken creature. Phyrexian Ingester gets +X/+Y, where X is the exiled creature card's power and Y is its toughness.
Black		Innocent Blood		Sorcery	Each player sacrifices a creature.
		Tragic Slip		Instant	Target creature gets -1/-1 until end of turn. Morbid — That creature gets -13/-13 until end of turn instead if a creature died this turn.
		Malicious Affliction		Instant	Morbid — When you cast Malicious Affliction, if a creature died this turn, you may copy Malicious Affliction and may choose a new target for the copy. Destroy target nonblack creature.
		Nausea		Sorcery	All creatures get -1/-1 until end of turn.
		Plague Witch		Creature	{B}, {T}, Discard a card: Target creature gets -1/-1 until end of turn.
		Eyeblight's Ending		Tribal Instant	Destroy target non-Elf creature.
		Lys Alana Scarblade		Creature	{T}, Discard an Elf card: Target creature gets -X/-X until end of turn, where X is the number of Elves you control.
		Toxic Deluge		Sorcery	As an additional cost to cast Toxic Deluge, pay X life. All creatures get -X/-X until end of turn.
		Braids, Cabal Minion		Legendary Creature	At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.
		Nekrataal		Creature	First strike When Nekrataal enters the battlefield, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

		Annihilate		Instant	Destroy target nonblack creature. It can't be regenerated. Draw a card.
		Msara the Dreadful		Legendary Creature	Flying {T}: Destroy target creature. It can't be regenerated.
		Havoc Demon		Creature	Flying When Havoc Demon dies, all creatures get -5/-5 until end of turn.
Red		Chain Lightning		Sorcery	Chain Lightning deals 3 damage to target creature or player. Then that player or that creature's controller may pay {R}{R}. If the player does, he or she may copy this spell and may choose a new target for that copy.
		Firebolt		Sorcery	Firebolt deals 2 damage to target creature or player. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
		Flame Jab		Sorcery	Flame Jab deals 1 damage to target creature or player. Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)
		Mogg Fanatic		Creature	Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.
		Pyroblast		Instant	Choose one — • Counter target spell if it's blue. • Destroy target permanent if it's blue.
		Burning Vengeance		Enchantment	Whenever you cast a spell from your graveyard, Burning Vengeance deals 2 damage to target creature or player.
		Carbonize		Instant	Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would die this turn, exile it instead.
		Ghitu Slinger		Creature	Echo {2}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When Ghitu Slinger enters the battlefield, it deals 2 damage to target creature or player.
		Honden of Infinite Rage		Legendary Enchantment	At the beginning of your upkeep, Honden of Infinite Rage deals damage to target creature or player equal to the number of Shrines you control.
		Siege-Gang Commander		Creature	When Siege-Gang Commander enters the battlefield, put three 1/1 red Goblin creature tokens onto the battlefield. {1}{R}, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.
		Crater Hellion		Creature	Echo {4}{R}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When Crater Hellion enters the battlefield, it deals 4 damage to each other creature.
		Pyrokinesis		Instant	You may exile a red card from your hand rather than pay Pyrokinesis's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.
Green		Roots		Enchantment	Enchant creature without flying When Roots enters the battlefield, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.
Colorless		Ticking Gnomes		Artifact Creature	Echo {3} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player.
		Goblin Charbelcher		Artifact	{3}, {T}: Reveal cards from the top of your library until you reveal a land card. Goblin Charbelcher deals damage equal to the number of nonland cards revealed this way to target creature or player. If the revealed land card was a Mountain, Goblin Charbelcher deals double that damage instead. Put the revealed cards on the bottom of your library in any order.
		Nevinyrral's Disk		Artifact	Nevinyrral's Disk enters the battlefield tapped. {1}, {T}: Destroy all artifacts, creatures, and enchantments.
		Duplicant		Artifact Creature	Imprint — When Duplicant enters the battlefield, you may exile target nontoken creature. As long as a card exiled with Duplicant is a creature card, Duplicant has the power, toughness, and creature types of the last creature card exiled with Duplicant. It's still a Shapeshifter.
Multi-Color		Zealous Persecution		Instant	Until end of turn, creatures you control get +1/+1 and creatures your opponents control get -1/-1.
		Dack Fayden		Planeswalker	+1: Target player draws two cards, then discards two cards. -2: Gain control of target artifact. -6: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."
		Vindicate		Sorcery	Destroy target permanent.
		Void		Sorcery	Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number.



Then target player reveals his or her hand and discards all nonland cards with converted mana cost equal to the number.





























Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Unexpectedly Absent		Instant	Put target nonland permanent into its owner's library just beneath the top X cards of that library.
		Kor Hookmaster		Creature	When Kor Hookmaster enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.
		Glimmerpoint Stag		Creature	Vigilance When Glimmerpoint Stag enters the battlefield, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.
Blue		Silent Departure		Sorcery	Return target creature to its owner's hand. Flashback {4}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
		Man-o'-War		Creature	When Man-o'-War enters the battlefield, return target creature to its owner's hand.
		Jace, the Mind Sculptor		Planeswalker	+2: Look at the top card of target player's library. You may put that card on the bottom of that player's library. 0: Draw three cards, then put two cards from your hand on top of your library in any order. -1: Return target creature to its owner's hand. -12: Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.
Red		Seismic Stomp		Sorcery	Creatures without flying can't block this turn.
		Stingscourger		Creature	Echo {3}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When Stingscourger enters the battlefield, return target creature an opponent controls to its owner's hand.
Multi-Color		Glare of Subdual		Enchantment	Tap an untapped creature you control: Tap target artifact or creature.
Lands		Karakas		Legendary Land	{T}: Add {W} to your mana pool. {T}: Return target legendary creature to its owner's hand.
		Maze of Ith		Land	{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

Non-Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Black		Sinkhole		Sorcery	Destroy target land.
Green		Nature's Claim		Instant	Destroy target artifact or enchantment. Its controller gains 4 life.
Colorless		Winter Orb		Artifact	As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.
		Nevinyrral's Disk		Artifact	Nevinyrral's Disk enters the battlefield tapped. {1}, {T}: Destroy all artifacts, creatures, and enchantments.
Multi-Color		Dack Fayden		Planeswalker	+1: Target player draws two cards, then discards two cards. -2: Gain control of target artifact. -6: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."
		Trygon Predator		Creature	Flying Whenever Trygon Predator deals combat damage to a player, you may destroy target artifact or enchantment that player controls.
		Vindicate		Sorcery	Destroy target permanent.
		Glare of Subdual		Enchantment	Tap an untapped creature you control: Tap target artifact or creature.
		Void		Sorcery	Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards all nonland cards with converted mana cost equal to the number.
Lands		Wasteland		Land	{T}: Add {C} to your mana pool. {T}, Sacrifice Wasteland: Destroy target nonbasic land.

Not on the Battlefield

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Blue		Hydroblast		Instant	Choose one — • Counter target spell if it's red. • Destroy target permanent if it's red.
		Counterspell		Instant	Counter target spell.
		Daze		Instant	You may return an Island you control to its owner's hand rather than pay Daze's mana cost. Counter target spell unless its controller pays {1}.
		Memory Lapse		Instant	Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.
		Jace, the Mind Sculptor		Planeswalker	+2: Look at the top card of target player's library. You may put that card on the bottom of that player's library. 0: Draw three cards, then put two cards from your hand on top of your library in any order. -1: Return target creature to its owner's hand. -12: Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.
		Force of Will		Instant	You may pay 1 life and exile a blue card from your hand rather than pay Force of Will's mana cost. Counter target spell.
Black		Cabal Therapy		Sorcery	Name a nonland card. Target player reveals his or her hand and discards all cards with that name. Flashback—Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)
		Deathrite Shaman		Creature	{T}: Exile target land card from a graveyard. Add one mana of any color to your mana pool. {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.
		Duress		Sorcery	Target opponent reveals his or her hand. You choose a noncreature, nonland card from it. That player discards that card.
		Hymn to Tourach		Sorcery	Target player discards two cards at random.
		Deadbridge Shaman		Creature	When Deadbridge Shaman dies, target opponent discards a card.
Red		Pyroblast		Instant	Choose one — • Counter target spell if it's blue. • Destroy target permanent if it's blue.
Green		Gaea's Blessing		Sorcery	Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card. When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.
Colorless		Relic of Progenitus		Artifact	{T}: Target player exiles a card from his or her graveyard. {1}, Exile Relic of Progenitus: Exile all cards from all graveyards. Draw a card.