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Eldritch Moon Removal

Permanent Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White	1W	Blessed Alliance	U	Instant	Escalate {2} (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Target player gains 4 life. • Untap up to two target creatures. • Target opponent sacrifices an attacking creature.
	2W	Choking Restraints	R	Enchantment	Enchant creature. Enchanted creature can't attack or block. {3}{W}{W}, Sacrifice Choking Restraints: Exile enchanted creature.
	1WW	Collective Effort	U	Sorcery	Escalate—Tap an untapped creature you control. (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Destroy target creature with power 4 or greater. • Destroy target enchantment. • Put a +1/+1 counter on each creature target player controls.
	3W	Faith Unbroken	U	Enchantment	Enchant creature you control. When Faith Unbroken enters the battlefield, exile target creature an opponent controls until Faith Unbroken leaves the battlefield. Enchanted creature gets +2/+2.
Blue	2U	Imprisoned in the Moon	U	Enchantment	Enchant creature, land, or planeswalker. Enchanted permanent is a colorless land with "{T}: Add {C} to your mana pool" and loses all other card types and abilities.
Black	B	Borrowed Malevolence	R	Instant	Escalate {2} (Pay this cost for each mode chosen beyond the first.) Choose one or both — • Target creature gets +1/+1 until end of turn. • Target creature gets -1/-1 until end of turn.
	XXB	Dark Salvation	U	Sorcery	Target player puts X 2/2 black Zombie creature tokens onto the battlefield, then up to one target creature gets -1/-1 until end of turn for each Zombie that player controls.
	1B	Collective Brutality	U	Sorcery	Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card. • Target creature gets -2/-2 until end of turn. • Target opponent loses 2 life and you gain 2 life.
	2B	Boon of Emrakul	R	Enchantment	Enchant creature. Enchanted creature gets +3/-3.
	1BB	Liliana, the Last Hope	M	Planeswalker	+1: Up to one target creature gets -2/-1 until your next turn. −2: Put the top two cards of your library into your graveyard, then you may return a creature card from your graveyard to your hand. −7: You get an emblem with "At the beginning of your end step, put X 2/2 black Zombie creature tokens onto the battlefield, where X is two plus the number of Zombies you control."
	1BB	Murder	U	Instant	Destroy target creature.
	2B	Oath of Liliana	R	Enchantment	When Oath of Liliana enters the battlefield, each opponent sacrifices a creature. At the beginning of each end step, if a planeswalker entered the battlefield under your control this turn, put a 2/2 black Zombie creature token onto the battlefield.
	4B	Ruthless Disposal	U	Sorcery	As an additional cost to cast Ruthless Disposal, discard a card and sacrifice a creature. Two target creatures each get -13/-13 until end of turn.
	3BB	Voldaren Pariah	U	Creature	Flying. Sacrifice three other creatures: Transform Voldaren Pariah. Madness {B}{B}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
	5B	Certain Death	R	Sorcery	Destroy target creature. Its controller loses 2 life and you gain 2 life.
Red	R	Galvanic Bombardment	R	Instant	Galvanic Bombardment deals X damage to target creature, where X is 2 plus the number of cards named Galvanic Bombardment in your graveyard.
	1R	Incendiary Flow	U	Sorcery	Incendiary Flow deals 3 damage to target creature or player. If a creature dealt damage this way would die this turn, exile it instead.
	1RR	Collective Defiance	U	Sorcery	Escalate {1} (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Target player discards all the cards in his or her hand, then draws that many cards. • Collective Defiance deals 4 damage to target creature. • Collective Defiance deals 3 damage to target opponent.
	2R	Make Mischief	R	Sorcery	Make Mischief deals 1 damage to target creature or player. Put a 1/1 red Devil creature token onto the battlefield. It has "When this creature dies, it deals 1 damage to target creature or player."
	2R	Nahiri's Wrath	M	Sorcery	As an additional cost to cast Nahiri's Wrath, discard X cards. Nahiri's Wrath deals damage equal to the total converted mana cost of the discarded cards to each of up to X target creatures and/or planeswalkers.
	2R	Savage Alliance	U	Instant	Escalate {1} (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Creatures target player controls gain trample until end of turn. • Savage Alliance deals 2 damage to target creature. • Savage Alliance deals 1 damage to each creature target opponent controls.
	2R	Weaver of Lightning	U	Creature	Reach. Whenever you cast an instant or sorcery spell, Weaver of Lightning deals 1 damage to target creature an opponent controls.
	2RR	Impetuous Devils	U	Creature	Trample, haste. When Impetuous Devils attacks, up to one target creature defending player controls blocks it this combat if able. At the beginning of the end step, sacrifice Impetuous Devils.
	2RR	Smoldering Werewolf	U	Creature	When Smoldering Werewolf enters the battlefield, it deals 1 damage to each of up to two target creatures. {4}{R}{R}: Transform Smoldering Werewolf.
	4R	Alchemist's Greeting	U	Sorcery	Alchemist's Greeting deals 4 damage to target creature. Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
	6R	Spreading Flames	U	Instant	Spreading Flames deals 6 damage divided as you choose among any number of target creatures.
Green	G	Prey Upon	U	Sorcery	Target creature you control fights target creature you don't control.
	2G	Clear Shot	U	Instant	Target creature you control gets +1/+1 until end of turn. It deals damage equal to its power to target creature you don't control.
	3GG	Somberwald Stag	U	Creature	When Somberwald Stag enters the battlefield, you may have it fight target creature you don't control.
Multi-Color	RW	Ride Down	U	Instant	Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn.
	2BR	Bloodhall Priest	U	Creature	Whenever Bloodhall Priest enters the battlefield or attacks, if you have no cards in hand, Bloodhall Priest deals 2 damage to target creature or player. Madness {1}{B}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
	3RG	Ulrich of the Krallenhorde	M	Creature	Whenever this creature enters the battlefield or transforms into Ulrich of the Krallenhorde, target creature gets +4/+4 until end of turn. At the beginning of each upkeep, if no spells were cast last turn, transform Ulrich of the Krallenhorde.

Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White	1W	Long Road Home	U	Instant	Exile target creature. At the beginning of the next end step, return that card to the battlefield under its owner's control with a +1/+1 counter on it.
	1W	Sigardian Priest	R	Creature	{1}, {T}: Tap target non-Human creature.
	2W	Thalia, Heretic Cathar	U	Creature	First strike. Creatures and nonbasic lands your opponents control enter the battlefield tapped.

Color	Mana Cost	Card	Rarity	Type	Oracle Text
	3	Fiend Binder	U	Creature	Whenever Fiend Binder attacks, tap target creature defending player controls.
	4	Subjugator Angel	R	Creature	Flying. When Subjugator Angel enters the battlefield, tap all creatures your opponents control.
Blue	1U	Fogwalker	U	Creature	Skulk (This creature can't be blocked by creatures with greater power.) When Fogwalker enters the battlefield, target creature an opponent controls doesn't untap during its controller's next untap step.
	1U	Unsubstantiate	R	Instant	Return target spell or creature to its owner's hand.
	2U	Chilling Grasp	R	Instant	Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Madness {3}{U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)
	2U	Drag Under	U	Sorcery	Return target creature to its owner's hand. Draw a card.
	2U	Grizzled Angler	C	Creature	{T}: Put the top two cards of your library into your graveyard. Then if there is a colorless creature card in your graveyard, transform Grizzled Angler.
	2U	Nebelgast Herald	C	Creature	Flash (You may cast this spell any time you could cast an instant.) Flying. Whenever Nebelgast Herald or another Spirit enters the battlefield under your control, tap target creature an opponent controls.
	2UU	Niblis of Frost	C	Creature	Flying. Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast an instant or sorcery spell, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.
Colorless	8	Elder Deep-Fiend	C	Creature	Flash. Emerge {5}{U}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.) When you cast Elder Deep-Fiend, tap up to four target permanents.
	8	Lashweed Lurker	C	Creature	Emerge {5}{G}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.) When you cast Lashweed Lurker, you may put target nonland permanent on top of its owner's library.
Multi-Color	1GWU	Tamiyo, Field Researcher	M	Planeswalker	+1: Choose up to two target creatures. Until your next turn, whenever either of those creatures deals combat damage, you draw a card. −2: Tap up to two target nonland permanents. They don't untap during their controller's next untap step. −7: Draw three cards. You get an emblem with "You may cast nonland cards from your hand without paying their mana costs."

Non-Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White	1WW	Collective Effort	U	Sorcery	Escalate—Tap an untapped creature you control. (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Destroy target creature with power 4 or greater. • Destroy target enchantment. • Put a +1/+1 counter on each creature target player controls.
	2W	Ironwright's Cleansing	U	Sorcery	Exile target artifact or enchantment.
	2W	Thalia, Heretic Cathar	U	Creature	First strike. Creatures and nonbasic lands your opponents control enter the battlefield tapped.
Red	3R	Stensia Innkeeper	U	Creature	When Stensia Innkeeper enters the battlefield, tap target land an opponent controls. That land doesn't untap during its controller's next untap step.
Green	3G	Springsage Ritual	U	Instant	Destroy target artifact or enchantment. You gain 4 life.
Colorless	8	Elder Deep-Fiend	C	Creature	Flash. Emerge {5}{U}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.) When you cast Elder Deep-Fiend, tap up to four target permanents.
	8	Lashweed Lurker	C	Creature	Emerge {5}{G}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.) When you cast Lashweed Lurker, you may put target nonland permanent on top of its owner's library.
	9	Mockery of Nature	C	Creature	Emerge {7}{G} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.) When you cast Mockery of Nature, you may destroy target artifact or enchantment.
Multi-Color	1GWU	Tamiyo, Field Researcher	M	Planeswalker	+1: Choose up to two target creatures. Until your next turn, whenever either of those creatures deals combat damage, you draw a card. −2: Tap up to two target nonland permanents. They don't untap during their controller's next untap step. −7: Draw three cards. You get an emblem with "You may cast nonland cards from your hand without paying their mana costs."

Off Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White	2WW	Gisela, the Broken Blade	M	Creature	Flying, first strike, lifelink. At the beginning of your end step, if you both own and control Gisela, the Broken Blade and a creature named Bruna, the Fading Light, exile them, then meld them into Brisela, Voice of Nightmares.
Blue	U	Mausoleum Wanderer	U	Creature	Flying. Whenever another Spirit enters the battlefield under your control, Mausoleum Wanderer gets +1/+1 until end of turn. Sacrifice Mausoleum Wanderer: Counter target instant or sorcery spell unless its controller pays {X}, where X is Mausoleum Wanderer's power.
	U	Turn Aside	U	Instant	Counter target spell that targets a permanent you control.
	1U	Unsubstantiate	R	Instant	Return target spell or creature to its owner's hand.
	2U	Convolute	U	Instant	Counter target spell unless its controller pays {4}.
	2U	Lunar Force	U	Enchantment	When an opponent casts a spell, sacrifice Lunar Force and counter that spell.
	2UU	Summary Dismissal	U	Instant	Exile all other spells and counter all abilities.
Black	1B	Collective Brutality	U	Sorcery	Escalate—Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Target opponent reveals his or her hand. You choose an instant or sorcery card from it. That player discards that card. • Target creature gets -2/-2 until end of turn. • Target opponent loses 2 life and you gain 2 life.
	1B	Whispers of Emrakul	U	Sorcery	Target opponent discards a card at random. Delirium — If there are four or more card types among cards in your graveyard, that player discards two cards at random instead.
	2B	Prying Questions	U	Sorcery	Target opponent loses 3 life and puts a card from his or her hand on top of his or her library.
Red	1RR	Collective Defiance	U	Sorcery	Escalate {1} (Pay this cost for each mode chosen beyond the first.) Choose one or more — • Target player discards all the cards in his or her hand, then draws that many cards. • Collective Defiance deals 4 damage to target creature. • Collective Defiance deals 3 damage to target opponent.
Colorless	8	Distended Mindbender	U	Creature	Emerge {5}{B}{B} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's converted mana cost.) When you cast Distended Mindbender, target opponent reveals his or her hand. You choose from it a nonland card with converted mana cost 3 or less and a card with converted mana cost 4 or greater. That player discards those cards.
Multi-Color	1WU	Spell Queller	U	Creature	Flash. Flying. When Spell Queller enters the battlefield, exile target spell with converted mana cost 4 or less. When Spell Queller leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.