



Ikororia: Lair of Behemoths Removal List

This is a list of all the removal in *Ikororia: Lair of Behemoths*, 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
Colorless	1	Springjaw Trap		Artifact	Flash {4}, {T}, Sacrifice Springjaw Trap: It deals 3 damage to any target.
White		Swallow Whole		Sorcery	As an additional cost to cast this spell, tap an untapped creature you control. Exile target tapped creature. Put a +1/+1 counter on the creature tapped to cast this spell.
	1	Divine Arrow		Instant	Divine Arrow deals 4 damage to target attacking or blocking creature.
	1	Pacifism		Enchantment	Enchant creature Enchanted creature can't attack or block.
	3	Blade Banish		Instant	Exile target creature with power 4 or greater.
	2	Mythos of Snapdax		Sorcery	Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{R} was spent to cast this spell, you choose the permanents for each player instead.
Blue	1	Mystic Subdual		Enchantment	Flash Enchant creature Enchanted creature gets -2/-0 and loses all abilities. (Mutating onto the creature won't give it new abilities. It can gain abilities in other ways.)
	3	Capture Sphere		Enchantment	Flash Enchant creature When Capture Sphere enters the battlefield, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step.
Black		Dead Weight		Enchantment	Enchant creature Enchanted creature gets -2/-2.
		Mutual Destruction		Sorcery	This spell has flash as long as you control a permanent with flash. As an additional cost to cast this spell, sacrifice a creature. Destroy target creature.
		Zagoth Mamba		Creature	Whenever this creature mutates, target creature an opponent controls gets -2/-2 until end of turn.
	1	Easy Prey		Instant	Destroy target creature with converted mana cost 2 or less. Cycling {2} ({2}, Discard this card: Draw a card.)
	1	Heartless Act		Instant	Choose one — • Destroy target creature with no counters on it. • Remove up to three counters from target creature.
	2	Suffocating Fumes		Instant	Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)
	2	Mythos of Nethroi		Instant	Destroy target nonland permanent if it's a creature or if {G}{W} was spent to cast this spell.
	3	Blood Curdle		Instant	Destroy target creature. Put a menace counter on a creature you control. (It can't be blocked except by two or more creatures.)
	3	Lurking Deadeye		Creature	Flash When Lurking Deadeye enters the battlefield, destroy target creature that was dealt damage this turn.
	3	Extinction Event		Sorcery	Choose odd or even. Exile each creature with a converted mana cost of the chosen value. (Zero is even.)
	4	Chittering Harvester		Creature	Mutate {4}{B} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Whenever this creature mutates, each opponent sacrifices a creature.
	5	Blitz Leech		Creature	Flash When Blitz Leech enters the battlefield, target creature an opponent controls gets -2/-2 until end of turn. Remove all counters from that creature.
	4	Dirge Bat		Creature	Mutate {4}{B}{B} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Flying Whenever this creature mutates, destroy target creature or planeswalker an opponent controls.
	Red		Blazing Volley		Sorcery
		Weaponize the Monsters		Enchantment	{2}, Sacrifice a creature: Weaponize the Monsters deals 2 damage to any target.
1		Fire Prophecy		Instant	Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.
1		Go for Blood		Sorcery	Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.)
1		Shredded Sails		Instant	Choose one — • Destroy target artifact. • Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.)
1		Blitz of the Thunder-Raptor		Instant	Blitz of the Thunder-Raptor deals damage to target creature or planeswalker equal to the number of instant and sorcery cards in your graveyard. If that creature or planeswalker would die this turn, exile it instead.
2		Flame Spill		Instant	Flame Spill deals 4 damage to target creature. Excess damage is dealt to that creature's controller instead.
3		Rumbling Rockslide		Sorcery	Rumbling Rockslide deals damage to target creature equal to the number of lands you control.

Color	Mana Cost	Card	Rarity	Type	Oracle Text
		Porcuparrot		Creature	Mutate {2}{R} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) {T}: This creature deals X damage to any target, where X is the number of times this creature has mutated.
		Mythos of Vadrok		Sorcery	Mythos of Vadrok deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers. If {W}{U} was spent to cast this spell, until your next turn, those permanents can't attack or block and their activated abilities can't be activated.
		Clash of Titans		Instant	Target creature fights another target creature. (Each creature deals damage equal to its power to the other.)
Green		Plummet		Instant	Destroy target creature with flying.
		Ram Through		Instant	Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.
		Charge of the Forever-Beast		Sorcery	As an additional cost to cast this spell, reveal a creature card from your hand. Charge of the Forever-Beast deals damage to target creature or planeswalker equal to the revealed card's power.
		Monstrous Step		Sorcery	Target creature gets +7/+7 until end of turn. Up to one other target creature blocks it this turn if able. Cycling {2} {{2}}, Discard this card: Draw a card.)
		Kogla, the Titan Ape		Creature	When Kogla, the Titan Ape enters the battlefield, it fights up to one target creature you don't control. Whenever Kogla attacks, destroy target artifact or enchantment defending player control. {1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.
Multi-Color		Dire Tactics		Instant	Exile target creature. If you don't control a Human, you lose life equal to that creature's toughness.
		Savai Thundermane		Creature	Whenever you cycle a card, you may pay {2}. When you do, Savai Thundermane deals 2 damage to target creature and you gain 2 life.
		General Kudro of Drannith		Creature	Other Humans you control get +1/+1. Whenever General Kudro of Drannith or another Human enters the battlefield under your control, exile target card from an opponent's graveyard. {2}, Sacrifice two Humans: Destroy target creature with power 4 or greater.
		Channeled Force		Instant	As an additional cost to cast this spell, discard X cards. Target player draws X cards. Channeled Force deals X damage to up to one target creature or planeswalker.
		Zenith Flare		Instant	Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard.
		Mythos of Illuna		Sorcery	Create a token that's a copy of target permanent. If {R}{G} was spent to cast this spell, instead create a token that's a copy of that permanent, except the token has "When this permanent enters the battlefield, if it's a creature, it fights up to one target creature you don't control."
		Narset of the Ancient Way		Planeswalker	+1: You gain 2 life. Add {U}, {R}, or {W}. Spend this mana only to cast a noncreature spell. -2: Draw a card, then you may discard a card. When you discard a nonland card this way, Narset of the Ancient Way deals damage equal to that card's converted mana cost to target creature or planeswalker. -6: You get an emblem with "Whenever you cast a noncreature spell, this emblem deals 2 damage to any target."
		Back for More		Instant	Return target creature card from your graveyard to the battlefield. When you do, it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)
		Inspired Ultimatum		Sorcery	Target player gains 5 life. Inspired Ultimatum deals 5 damage to any target. You draw five cards.
		Ruthless Ultimatum		Sorcery	Destroy all nonland permanents your opponents control.
		Snapdax, Apex of the Hunt		Creature	Mutate {2}{B/R}{W}{W} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Double Strike Whenever this creature mutates, it deals 4 damage to target creature or planeswalker an opponent controls and you gain 4 life.

Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Colorless		Sleeper Dart		Artifact	When Sleeper Dart enters the battlefield, draw a card. {T}, Sacrifice Sleeper Dart: Target creature doesn't untap during its controller's next untap step.
White		Checkpoint Officer		Creature	{1}{W}, {T}: Tap target creature.
		Snare Tactician		Creature	Whenever you cycle a card, tap target creature an opponent controls.
		Sanctuary Lockdown		Enchantment	Humans you control get +1/+1. {2}, Tap two untapped Humans you control: Tap target creature an opponent controls.
Blue		Bust of Wind		Sorcery	This spell costs {2} less to cast if you control a creature with flying. Return target nonland permanent you don't control to its owner's hand. Draw a card.
		Frost Lynx		Creature	When Frost Lynx enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.
		Pouncing Shoreshark		Creature	Mutate {3}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Whenever this creature mutates, you may return target creature an opponent controls to its owner's hand.
		Frostveil Ambush		Instant	Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Cycling {1} {{1}}, Discard this card: Draw a card.)

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	5	Archipelagore		Creature	Mutate {5}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Whenever this creature mutates, tap up to X target creatures, where X is the number of times this creature has mutated. Those creatures don't untap during their controller's next untap step.
Red	2 / 3	Tentative Connection		Sorcery	This spell costs {3} less to cast if you control a creature with menace. Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.
Multi-Color	2	Fronldand Felidar		Creature	Vigilance Creatures you control with vigilance have "{1}, {T}: Tap target creature."
		Mythos of Vadrok		Sorcery	Mythos of Vadrok deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers. If {W}{U} was spent to cast this spell, until your next turn, those permanents can't attack or block and their activated abilities can't be activated.
Hybrid	1	Zirda, the Dawnwaker		Creature	Companion — Each permanent card in your starting deck has an activated ability. (If this card is your chosen companion, you may cast it once from outside the game.) Abilities you activate that aren't mana abilities cost {2} less to activate. This effect can't reduce the mana in that cost to less than one mana. {1}, {T}: Target creature can't block this turn.

Artifact, Enchantment, and Land Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Light of Hope		Instant	Choose one — • You gain 4 life. • Destroy target enchantment. • Put a +1/+1 counter on target creature.
	2	Mythos of Snapdax		Sorcery	Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{R} was spent to cast this spell, you choose the permanents for each player instead.
Blue	1 / 3	Gust of Wind		Sorcery	This spell costs {2} less to cast if you control a creature with flying. Return target nonland permanent you don't control to its owner's hand. Draw a card.
Red	1	Shredded Sails		Instant	Choose one — • Destroy target artifact. • Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.)
Green	1	Wilt		Instant	Destroy target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.)
	2	Barrier Breach		Instant	Exile up to three target enchantments. Cycling {2} ({2}, Discard this card: Draw a card.)
	1	Gemrazer		Creature	Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls.
	3	Kogla, the Titan Ape		Creature	When Kogla, the Titan Ape enters the battlefield, it fights up to one target creature you don't control. Whenever Kogla attacks, destroy target artifact or enchantment defending player control. {1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.
Multi-Color		Mythos of Nethroi		Instant	Destroy target nonland permanent if it's a creature or if {G}{W} was spent to cast this spell.
		Ultimatum		Sorcery	Destroy all nonland permanents your opponents control.

Off-Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Blue	1	Essence Scatter		Instant	Counter target creature spell.
	1	Keep Safe		Instant	Counter target spell that targets a permanent you control. Draw a card.
	2	Convolute		Instant	Counter target spell unless its controller pays {4}.
	1	Neutralize		Instant	Counter target spell. Cycling {2} ({2}, Discard this card: Draw a card.)
	3	Voracious Greatshark		Creature	Flash When Voracious Greatshark enters the battlefield, counter target artifact or creature spell.
Black	2	Memory Leak		Sorcery	Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)
	3	Cavern Whisperer		Creature	Mutate {3}{B} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature mutates, each opponent discards a card.
Multi-Color		General's Enforcer		Creature	Legendary Humans you control have indestructible. {2}{W}{B}: Exile target card from a graveyard. If it was a creature card, create a 1/1 white Human Soldier creature token.
	1	General Kudro of Drannith		Creature	Other Humans you control get +1/+1. Whenever General Kudro of Drannith or another Human enters the battlefield under your control, exile target card from an opponent's graveyard. {2}, Sacrifice two Humans: Destroy target creature with power 4 or greater.