



Kaladesh Removal List

Permanent Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Colorless		Fireforger's Puzzleknot		Artifact	When Fireforger's Puzzleknot enters the battlefield, it deals 1 damage to target creature or player. {2}{R}, Sacrifice Fireforger's Puzzleknot: It deals 1 damage to target creature or player.
		Dynavolt Tower		Artifact	Whenever you cast an instant or sorcery spell, you get {e}{e} (two energy counters). {T}, Pay {e}{e}{e}{e}{e}: Dynavolt Tower deals 3 damage to target creature or player.
		Ballista Charger		Artifact	Whenever Ballista Charger attacks, it deals 1 damage to target creature or player. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)
		Skysovereign, Consul Flagship		Artifact	Flying. Whenever Skysovereign, Consul Flagship enters the battlefield or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)
White		Impeccable Timing		Instant	Impeccable Timing deals 3 damage to target attacking or blocking creature.
		Fairgrounds Warden		Creature	When Fairgrounds Warden enters the battlefield, exile target creature an opponent controls until Fairgrounds Warden leaves the battlefield.
		Revoke Privileges		Enchantment	Enchant creature. Enchanted creature can't attack, block, or crew Vehicles.
		Skywhaler's Shot		Instant	Destroy target creature with power 3 or greater. Scry 1.
		Captured by the Consulate		Enchantment	Enchant creature you don't control. Enchanted creature can't attack. Whenever an opponent casts a spell, if it has a single target, change the target to enchanted creature if able.
		Cataclysmic Gearhulk		Artifact Creature	Vigilance. When Cataclysmic Gearhulk enters the battlefield, each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents he or she controls, then sacrifices the rest.
		Fumigate		Sorcery	Destroy all creatures. You gain 1 life for each creature destroyed this way.
Blue		Aether Meltdown		Enchantment	Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle. When Aether Meltdown enters the battlefield, you get {e}{e} (two energy counters). Enchanted permanent gets -4/-0.
		Malfunction		Enchantment	Enchant artifact or creature. When Malfunction enters the battlefield, tap enchanted permanent. Enchanted permanent doesn't untap during its controller's untap step.
		Confiscation Coup		Sorcery	Choose target artifact or creature. You get {e}{e}{e}{e} (four energy counters), then you may pay an amount of {e} equal to that permanent's converted mana cost. If you do, gain control of it.
		Shrewd Negotiation		Sorcery	Exchange control of target artifact you control and target artifact or creature you don't control.
Black		Die Young		Sorcery	Choose target creature. You get {e}{e} (two energy counters), then you may pay any amount of {e}. The creature gets -1/-1 until end of turn for each {e} paid this way.
		Subtle Strike		Instant	Choose one or both — • Target creature gets -1/-1 until end of turn. • Put a +1/+1 counter on target creature.
		Underhanded Designs		Enchantment	Whenever an artifact enters the battlefield under your control, you may pay {1}. If you do, each opponent loses 1 life and you gain 1 life. {1}{B}, Sacrifice Underhanded Designs: Destroy target creature. Activate this ability only if you control two or more artifacts.
		Essence Extraction		Instant	Essence Extraction deals 3 damage to target creature and you gain 3 life.
		Make Obsolete		Instant	Creatures your opponents control get -1/-1 until end of turn.
		Eliminate the Competition		Sorcery	As an additional cost to cast Eliminate the Competition, sacrifice X creatures. Destroy X target creatures.
		Tidy Conclusion		Instant	Destroy target creature. You gain 1 life for each artifact you control.
		Demon of Dark Schemes		Creature	Flying. When Demon of Dark Schemes enters the battlefield, all other creatures get -2/-2 until end of turn. Whenever another creature dies, you get {e} (an energy counter). {2}{B}, Pay {e}{e}{e}{e}{e}: Put target creature card from a graveyard onto the battlefield under your control tapped.
		Noxious Gearhulk		Artifact Creature	Menace. When Noxious Gearhulk enters the battlefield, you may destroy another target creature. If a creature is destroyed this way, you gain life equal to its toughness.
Red		Spark of Creativity		Sorcery	Choose target creature. Exile the top card of your library. You may have Spark of Creativity deal damage to that creature equal to the exiled card's converted mana cost. If you don't, you may play that card until end of turn.
		Chandra's Pyrohelix		Instant	Chandra's Pyrohelix deals 2 damage divided as you choose among one or two target creatures and/or players.
		Harnessed Lightning		Instant	Choose target creature. You get {e}{e}{e} (three energy counters), then you may pay any amount of {e}. Harnessed Lightning deals that much damage to that creature.
		Aethertorch Renegade		Creature	When Aethertorch Renegade enters the battlefield, you get {e}{e}{e}{e} (four energy counters). {T}, Pay {e}{e}: Aethertorch Renegade deals 1 damage to target creature. {T}, Pay {e}{e}{e}{e}{e}{e}{e}{e}{e}: Aethertorch Renegade deals 6 damage to target player.
		Welding Sparks		Instant	Welding Sparks deals X damage to target creature, where X is 3 plus the number of artifacts you control.
		Chandra, Torch of Defiance		Planeswalker	+1: Exile the top card of your library. You may cast that card. If you don't, Chandra, Torch of Defiance deals 2 damage to each opponent. +1: Add {R}{R} to your mana pool. -3: Chandra, Torch of Defiance deals 4 damage to target creature. -7: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to target creature or player."
		Fateful Showdown		Instant	Fateful Showdown deals damage to target creature or player equal to the number of cards in your hand. Discard all the cards in your hand, then draw that many cards.
		Furious Reprisal		Sorcery	Furious Reprisal deals 2 damage to each of two target creatures and/or players.
		Incendiary Sabotage		Instant	As an additional cost to cast Incendiary Sabotage, sacrifice an artifact. Incendiary Sabotage deals 3 damage to each creature.
Green		Take Down		Sorcery	Choose one — • Take Down deals 4 damage to target creature with flying. • Take Down deals 1 damage to each creature with flying.
		Nature's Way		Sorcery	Target creature you control gains vigilance and trample until end of turn. It deals damage equal to its power to target creature you don't control.
		Hunt the Weak		Sorcery	Put a +1/+1 counter on target creature you control. Then that creature fights target creature you don't control. (Each deals damage equal to its power to the other.)
Multi-Color		Unlicensed Disintegration		Instant	Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.
		Hazardous Conditions		Sorcery	Creatures with no counters on them get -2/-2 until end of turn.

Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Colorless		Deadlock Trap		Artifact	Deadlock Trap enters the battlefield tapped. When Deadlock Trap enters the battlefield, you get {e}{e} (two energy counters). {T}, Pay {e}: Tap target creature or planeswalker. Its activated abilities can't be activated this turn.
White		Authority of the Consuls		Enchantment	Creatures your opponents control enter the battlefield tapped. Whenever a creature enters the battlefield under an opponent's control, you gain 1 life.
		Pressure Point		Instant	Tap target creature. Draw a card.
		Aetherstorm Roc		Creature	Flying. Whenever Aetherstorm Roc or another creature enters the battlefield under your control, you get {e} (an energy counter). Whenever Aetherstorm Roc attacks, you may pay {e}{e}. If you do, put a +1/+1 counter on it and tap up to one target creature defending player controls.
Blue		Select for Inspection		Instant	Return target tapped creature to its owner's hand. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)
		Aether Tradewinds		Instant	Return target permanent you control and target permanent you don't control to their owners' hands.
		Janjeet Sentry		Creature	When Janjeet Sentry enters the battlefield, you get {e}{e} (two energy counters). {T}, Pay {e}{e}: You may tap or untap target artifact or creature.
		Aethersquall Ancient		Creature	Flying. At the beginning of your upkeep, you get {e}{e}{e} (three energy counters). Pay {e}{e}{e}{e}{e}{e}{e}{e}: Return all other creatures to their owners' hands. Activate this ability only any time you could cast a sorcery.
Red		Renegade Tactics		Sorcery	Target creature can't block this turn. Draw a card.
		Hijack		Sorcery	Gain control of target artifact or creature until end of turn. Untap it. It gains haste until end of turn.
		Pia Nalaar		Creature	When Pia Nalaar enters the battlefield, create a 1/1 colorless Thopter artifact creature token with flying. {1}{R}: Target artifact creature gets +1/+0 until end of turn. {1}, Sacrifice an artifact: Target creature can't block this turn.
		Maulfist Doorbuster		Creature	When Maulfist Doorbuster enters the battlefield, you get {e}{e} (two energy counters). Whenever Maulfist Doorbuster attacks, you may pay {e}. If you do, target creature can't block this turn.
Multi-Color		Dovin Baan		Planeswalker	+1: Until your next turn, up to one target creature gets -3/-0 and its activated abilities can't be activated. -1: You gain 2 life and draw a card. -7: You get an emblem with "Your opponents can't untap more than two permanents during their untap steps."

Non-Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Colorless		Deadlock Trap		Artifact	Deadlock Trap enters the battlefield tapped. When Deadlock Trap enters the battlefield, you get {e}{e} (two energy counters). {T}, Pay {e}: Tap target creature or planeswalker. Its activated abilities can't be activated this turn.
White		Fragmentize		Sorcery	Destroy target artifact or enchantment with converted mana cost 4 or less.
		Cataclysmic Gearhulk		Artifact Creature	Vigilance. When Cataclysmic Gearhulk enters the battlefield, each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents he or she controls, then sacrifices the rest.
Blue		Aether Meltdown		Enchantment	Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle. When Aether Meltdown enters the battlefield, you get {e}{e} (two energy counters). Enchanted permanent gets -4/-0.
		Aether Tradewinds		Instant	Return target permanent you control and target permanent you don't control to their owners' hands.
		Janjeet Sentry		Creature	When Janjeet Sentry enters the battlefield, you get {e}{e} (two energy counters). {T}, Pay {e}{e}: You may tap or untap target artifact or creature.
		Malfunction		Enchantment	Enchant artifact or creature. When Malfunction enters the battlefield, tap enchanted permanent. Enchanted permanent doesn't untap during its controller's untap step.
		Confiscation Coup		Sorcery	Choose target artifact or creature. You get {e}{e}{e}{e} (four energy counters), then you may pay an amount of {e} equal to that permanent's converted mana cost. If you do, gain control of it.
		Shrewd Negotiation		Sorcery	Exchange control of target artifact you control and target artifact or creature you don't control.
Red		Ruinous Gremlin		Creature	{2}{R}, Sacrifice Ruinous Gremlin: Destroy target artifact.
		Hijack		Sorcery	Gain control of target artifact or creature until end of turn. Untap it. It gains haste until end of turn.
		Demolish		Sorcery	Destroy target artifact or land.
Green		Appetite for the Unnatural		Instant	Destroy target artifact or enchantment. You gain 2 life.
		Creeping Mold		Sorcery	Destroy target artifact, enchantment, or land.

Off Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White		Captured by the Consulate		Enchantment	Enchant creature you don't control. Enchanted creature can't attack. Whenever an opponent casts a spell, if it has a single target, change the target to enchanted creature if able.
Blue		Ceremonious Rejection		Instant	Counter target colorless spell.
		Revolutionary Rebuff		Instant	Counter target nonartifact spell unless its controller pays {2}.
		Disappearing Act		Instant	As an additional cost to cast Disappearing Act, return a permanent you control to its owner's hand. Counter target spell.
		Failed Inspection		Instant	Counter target spell. Draw a card, then discard a card.
		Insidious Will		Instant	Choose one — • Counter target spell. • You may choose new targets for target spell. • Copy target instant or sorcery spell. You may choose new targets for the copy.
Black		Harsh Scrutiny		Sorcery	Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.
		Lost Legacy		Sorcery	Name a nonartifact, nonland card. Search target player's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles his or her library, then draws a card for each card exiled from hand this way.
		Mind Rot		Sorcery	Target player discards two cards.