



Core Set 2019 Removal List

This is a list of all the removal in *Core Set 2019*, 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	1	Explosive Apparatus	M19	Artifact	{3}, {T}, Sacrifice Explosive Apparatus: It deals 2 damage to any target.	
	3	Transmogrifying Wand	M19	Artifact	Transmogrifying Wand enters the battlefield with three charge counters on it. {1}, {T}, Remove a charge counter from Transmogrifying Wand: Destroy target creature. Its controller creates a 2/4 white Ox creature token. Activate this ability only any time you could cast a sorcery.	
	7	Meteor Golem	M19	Artifact Creature	When Meteor Golem enters the battlefield, destroy target nonland permanent an opponent controls.	3/3
White	*	Isolate	M19	Instant	Exile target permanent with converted mana cost 1.	
	1*	Take Vengeance	M19	Sorcery	Destroy target tapped creature.	
	2*	Luminous Bonds	M19	Enchantment	Enchant creature Enchanted creature can't attack or block.	
	3*	Hieromancer's Cage	M19	Enchantment	When Hieromancer's Cage enters the battlefield, exile target nonland permanent an opponent controls until Hieromancer's Cage leaves the battlefield.	
	3***	Cleansing Nova	M19	Sorcery	Choose one — • Destroy all creatures. • Destroy all artifacts and enchantments.	
Blue	2	Dwindle	M19	Enchantment	Enchant creature Enchanted creature gets -6/-0. When enchanted creature blocks, destroy it.	
	4	Switcheroo	M19	Sorcery	Exchange control of two target creatures.	
Black		Nightmare's Thirst	M19	Instant	You gain 1 life. Target creature gets -X/-X until end of turn, where X is the amount of life you gained this turn.	
		Infernal Reckoning	M19	Instant	Exile target colorless creature. You gain life equal to its power.	
	1	Murder	M19	Instant	Destroy target creature.	
	1	Plague Mare	M19	Creature	Plague Mare can't be blocked by white creatures. When Plague Mare enters the battlefield, creatures your opponents control get -1/-1 until end of turn.	2/2
	3	Skeleton Archer	M19	Creature	When Skeleton Archer enters the battlefield, it deals 1 damage to any target.	3/3
	3	Strangling Spores	M19	Instant	Target creature gets -3/-3 until end of turn.	
	2	Liliana, Untouched by Death	M19	Planeswalker	+1: Put the top three cards of your library into your graveyard. If at least one of them is a Zombie card, each opponent loses 2 life and you gain 2 life. -2: Target creature gets -X/-X until end of turn, where X is the number of Zombies you control. -3: You may cast Zombie cards from your graveyard this turn.	
	3	Lich's Caress	M19	Sorcery	Destroy target creature. You gain 3 life.	
	3	Fraying Omnipotence	M19	Sorcery	Each player loses half their life, then discards half the cards in their hand, then sacrifices half the creatures they control. Round up each time.	
Red	2	Shock	M19	Instant	Shock deals 2 damage to any target.	
	2	Thud	M19	Sorcery	As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target.	
	X	Banefire	M19	Sorcery	Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented.	
	1	Lightning Strike	M19	Instant	Lightning Strike deals 3 damage to any target.	
	1	Dismissive Pyromancer	M19	Creature	{R}, {T}, Discard a card: Draw a card. {2}{R}, {T}, Sacrifice Dismissive Pyromancer: It deals 4 damage to target creature.	2/2
	2	Spit Flame	M19	Instant	Spit Flame deals 4 damage to target creature. Whenever a Dragon enters the battlefield under your control, you may pay {R}. If you do, return Spit Flame from your graveyard to your hand.	
	3	Electrify	M19	Instant	Electrify deals 4 damage to target creature.	
	3	Volley Veteran	M19	Creature	When Volley Veteran enters the battlefield, it deals damage to target creature an opponent controls equal to the number of Goblins you control.	4/2
	3	Sarkhan's Unsealing	M19	Enchantment	Whenever you cast a creature spell with power 4, 5, or 6, Sarkhan's Unsealing deals 4 damage to any target. Whenever you cast a creature spell with power 7 or greater, Sarkhan's Unsealing deals 4 damage to each opponent and each creature and planeswalker they control.	
	3	Sparktongue Dragon	M19	Creature	Flying When Sparktongue Dragon enters the battlefield, you may pay {2}{R}. When you do, it deals 3 damage to any target.	3/3
	4	Fiery Finish	M19	Sorcery	Fiery Finish deals 7 damage to target creature.	
Green	1	Plummet	M19	Instant	Destroy target creature with flying.	
	1	Rabid Bite	M19	Sorcery	Target creature you control deals damage equal to its power to target creature you don't control.	
	3	Declare Dominance	M19	Sorcery	Target creature gets +3/+3 until end of turn. All creatures able to block it this turn do so.	
	3	Vivien Reid	M19	Planeswalker	+1: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. -3: Destroy target artifact, enchantment, or creature with flying. -8: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."	
	5	Vivien's Invocation	M19	Sorcery	Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When a creature is put onto the battlefield this way, it deals damage equal to its power to target creature an opponent controls.	

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Multi-Color		Nicol Bolas, the Arisen		Planeswalker	+2: Draw two cards. -3: Nicol Bolas, the Arisen deals 10 damage to target creature or planeswalker. -4: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. -12: Exile all but the bottom card of target player's library.	
		Vaevictis Asmadi, the Dire		Creature	Flying Whenever Vaevictis Asmadi, the Dire attacks, for each player, choose target permanent that player controls. Those players sacrifice those permanents. Each player who sacrificed a permanent this way reveals the top card of their library, then puts it onto the battlefield if it's a permanent card.	6/6

Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Star-Crowned Stag		Creature	Whenever Star-Crowned Stag attacks, tap target creature defending player controls.	3/3
Blue		Disperse		Instant	Return target nonland permanent to its owner's hand.	
		Exclusion Mage		Creature	When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.	2/2
		Sleep		Sorcery	Tap all creatures target player controls. Those creatures don't untap during that player's next untap step.	
		Totally Lost		Instant	Put target nonland permanent on top of its owner's library.	
Red		Act of Treason		Sorcery	Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.	
		Tectonic Rift		Sorcery	Destroy target land. Creatures without flying can't block this turn.	
		Siegebreaker Giant		Creature	Trample {3}{R}: Target creature can't block this turn.	6/3

Artifact, Enchantment, and Land Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless		Meteor Golem		Artifact Creature	When Meteor Golem enters the battlefield, destroy target nonland permanent an opponent controls.	3/3
White		Isolate		Instant	Exile target permanent with converted mana cost 1.	
		Invoke the Divine		Instant	Destroy target artifact or enchantment. You gain 4 life.	
		Hieromancer's Cage		Enchantment	When Hieromancer's Cage enters the battlefield, exile target nonland permanent an opponent controls until Hieromancer's Cage leaves the battlefield.	
		Cleansing Nova		Sorcery	Choose one — • Destroy all creatures. • Destroy all artifacts and enchantments.	
Blue		Disperse		Instant	Return target nonland permanent to its owner's hand.	
		Totally Lost		Instant	Put target nonland permanent on top of its owner's library.	
Red		Smelt		Instant	Destroy target artifact.	
		Alpine Moon		Enchantment	As Alpine Moon enters the battlefield, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."	
		Tectonic Rift		Sorcery	Destroy target land. Creatures without flying can't block this turn.	
		Goblin Trashmaster		Creature	Other Goblins you control get +1/+1. Sacrifice a Goblin: Destroy target artifact.	3/3
		Naturalize		Instant	Destroy target artifact or enchantment.	
Green		Reclamation Sage		Creature	When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.	2/1
		Vivien Reid		Planeswalker	+1: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. -3: Destroy target artifact, enchantment, or creature with flying. -8: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."	
Multi-Color		Vaevictis Asmadi, the Dire		Creature	Flying Whenever Vaevictis Asmadi, the Dire attacks, for each player, choose target permanent that player controls. Those players sacrifice those permanents. Each player who sacrificed a permanent this way reveals the top card of their library, then puts it onto the battlefield if it's a permanent card.	6/6

Off-Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Remorseful Cleric		Creature	Flying Sacrifice Remorseful Cleric: Exile all cards from target player's graveyard.	2/1
Blue		Mistcaller		Creature	Sacrifice Mistcaller: Until end of turn, if a nontoken creature would enter the battlefield and it wasn't cast, exile it instead.	1/1
		Essence Scatter		Instant	Counter target creature spell.	
		Cancel		Instant	Counter target spell.	
		Bone to Ash		Instant	Counter target creature spell. Draw a card.	
Black		Duress		Sorcery	Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	
		Mind Rot		Sorcery	Target player discards two cards.	
		Fell Specter		Creature	Flying When Fell Specter enters the battlefield, target opponent discards a card. Whenever an opponent discards a card, that player loses 2 life.	1/3
		Fraying Omnipotence		Sorcery	Each player loses half their life, then discards half the cards in their hand, then sacrifices half the creatures they control. Round up each time.	
Multi-Color		Nicol Bolas, the Ravager		Creature	Flying When Nicol Bolas, the Ravager enters the battlefield, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, the Ravager, then return him to the battlefield transformed under his owner's control. Activate this ability only any time you could cast a sorcery.	4/4
		Psychic Symbiont		Creature	Flying When Psychic Symbiont enters the battlefield, target opponent discards a card and you draw a card.	3/3