



# Modern Horizons Removal List

## Permanent Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless	2	Lesser Masticore		Artifact Creature	As an additional cost to cast this spell, discard a card. {4}: Lesser Masticore deals 1 damage to target creature. Persist	2/2
White		On Thin Ice		Snow Enchantment	Enchant snow land you control When On Thin Ice enters the battlefield, exile target creature an opponent controls until On Thin Ice leaves the battlefield.	
	1*	Reprobation		Enchantment	Enchant creature Enchanted creature loses all abilities and is a Coward creature with base power and toughness 0/1.	
	1*	Winds of Abandon		Sorcery	Exile target creature you don't control. For each creature exiled this way, its controller searches their library for a basic land card. Those players put those cards onto the battlefield tapped, then shuffle their libraries. Overload {4}{W}{W}	
	2*	Generous Gift		Instant	Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.	
	1***	Wing Shards		Instant	Target player sacrifices an attacking creature. Storm	
	4*	Settle Beyond Reality		Sorcery	Choose one or both — • Exile target creature you don't control. • Exile target creature you control, then return it to the battlefield under its owner's control.	
Blue	1	Winter's Rest		Snow Enchantment	Enchant creature When Winter's Rest enters the battlefield, tap enchanted creature. As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step.	
	1	Twisted Reflection		Instant	Choose one — • Target creature gets -6/-0 until end of turn. • Switch target creature's power and toughness until end of turn. Entwine {B}	
		Archmage's Charm		Instant	Choose one — • Counter target spell. • Target player draws two cards. • Gain control of target nonland permanent with converted mana cost 1 or less.	
Black		Defile		Instant	Target creature gets -1/-1 until end of turn for each Swamp you control.	
	1	Diabolic Edict		Instant	Target player sacrifices a creature.	
	1	Umezawa's Charm		Instant	Choose one — • Target creature gets +2/+2 until end of turn. • Target creature gets -1/-1 until end of turn. • You gain 2 life.	
	2	Crypt Rats		Creature	{X}: Crypt Rats deals X damage to each creature and each player. Spend only black mana on X.	1/1
	2	Dead of Winter		Sorcery	All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.	
	1	Force of Despair		Instant	If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered the battlefield this turn.	
	2	Plague Engineer		Creature	Deathtouch As Plague Engineer enters the battlefield, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.	2/2
	3	Sadistic Obsession		Enchantment	Enchant creature Enchanted creature has "{B}, {T}: Put a -1/-1 counter on target creature."	
	3	Smiting Helix		Sorcery	Smiting Helix deals 3 damage to any target and you gain 3 life. Flashback {R}{W}	
	2	Yawgmoth, Thran Physician		Creature	Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate.	2/4
4	Mob		Instant	Convoke Destroy target creature.		
Red		Lava Dart		Instant	Lava Dart deals 1 damage to any target. Flashback—Sacrifice a Mountain.	
		Firebolt		Sorcery	Firebolt deals 2 damage to any target. Flashback {4}{R}	
	1	Pyrophobia		Sorcery	Pyrophobia deals 3 damage to target creature. Cowards can't block this turn.	
	1	Vengeful Devil		Creature	Haste Morbid — {T}: Vengeful Devil deals 1 damage to any target. Activate this ability only if a creature died this turn.	1/1
	2	Urza's Rage		Instant	Kicker {8}{R} This spell can't be countered. Urza's Rage deals 3 damage to any target. If this spell was kicked, instead it deals 10 damage to that permanent or player and the damage can't be prevented.	
	2	Pashalik Mons		Creature	Whenever Pashalik Mons or another Goblin you control dies, Pashalik Mons deals 1 damage to any target. {3}{R}, Sacrifice a Goblin: Create two 1/1 red Goblin creature tokens.	2/2
	4	Igneous Elemental		Creature	This spell costs {2} less to cast if there is a land card in your graveyard. When Igneous Elemental enters the battlefield, you may have it deal 2 damage to target creature.	4/3
	5	Magmatic Sinkhole		Instant	Delve Magmatic Sinkhole deals 5 damage to target creature or planeswalker.	
Green		Savage Swipe		Sorcery	Target creature you control gets +2/+2 until end of turn if its power is 2. Then it fights target creature you don't control.	
	1	Ayula, Queen Among Bears		Creature	Whenever another Bear enters the battlefield under your control, choose one — • Put two +1/+1 counters on target Bear. • Target Bear you control fights target creature you don't control.	2/2
	2	Thornado		Instant	Destroy target creature with flying. Cycling {1}{G}	
Multi-Color		Munitions Expert		Creature	Flash When Munitions Expert enters the battlefield, you may have it deal damage to target creature or planeswalker equal to the number of Goblins you control.	1/1
		Ruinatio Rioter		Creature	When Ruinatio Rioter dies, you may have it deal damage to any target equal to the number of land cards in your graveyard.	2/2
		Wrenn and Six		Planeswalker	+1: Return up to one target land card from your graveyard to your hand. -1: Wrenn and Six deals 1 damage to any target. -7: You get an emblem with "Instant and sorcery cards in your graveyard have retrace."	
	1*	Kaya's Guile		Instant	Choose two — • Each opponent sacrifices a creature. • Exile all cards from each opponent's graveyard. • Create a 1/1 white and black Spirit creature token with flying. • You gain 4 life. Entwine {3}	
	3	Thundering Djinn		Creature	Flying Whenever Thundering Djinn attacks, it deals damage to any target equal to the number of cards you've drawn this turn.	3/4

## Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
White		Zhalfirin Decoy		Creature	{T}: Tap target creature. Activate this ability only if you had a creature enter the battlefield under your control this turn.	1/3
		Astral Drift		Enchantment	Whenever you cycle Astral Drift or cycle another card while Astral Drift is on the battlefield, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step. Cycling {2}{W}	
		Rhox Veteran		Creature	Battle cry Whenever Rhox Veteran attacks, tap target creature an opponent controls.	2/4
Blue		String of Disappearances		Instant	Return target creature to its owner's hand. Then that creature's controller may pay {U}{U}. If the player does, they may copy this spell and may choose a new target for that copy.	
		Man-o'-War		Creature	When Man-o'-War enters the battlefield, return target creature to its owner's hand.	2/2
		Choking Tethers		Instant	Tap up to four target creatures. Cycling {1}{U} When you cycle Choking Tethers, you may tap target creature.	
		Blizzard Strix		Snow Creature	Flash Flying When Blizzard Strix enters the battlefield, if you control another snow permanent, exile target permanent other than Blizzard Strix. Return that card to the battlefield under its owner's control at the beginning of the next end step.	3/2
Red		Goatnap		Sorcery	Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. If that creature is a Goat, it also gets +3/+0 until end of turn.	
		Quakefoot Cyclops		Creature	When Quakefoot Cyclops enters the battlefield, up to two target creatures can't block this turn. Cycling {1}{R} When you cycle Quakefoot Cyclops, target creature can't block this turn.	4/4
Multi-Color		Abominable Treefolk		Snow Creature	Trample Abominable Treefolk's power and toughness are each equal to the number of snow permanents you control. When Abominable Treefolk enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.	*/*

## Artifact, Enchantment, and Land Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless		Sword of Sinew and Steel		Artifact	Equipped creature gets +2/+2 and has protection from black and from red. Whenever equipped creature deals combat damage to a player, destroy up to one target planeswalker and up to one target artifact. Equip {2}	
White		Dismantling Blow		Instant	Kicker {2}{U} Destroy target artifact or enchantment. If this spell was kicked, draw two cards.	
		Generous Gift		Instant	Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.	
Blue		Rebuild		Instant	Return all artifacts to their owners' hands. Cycling {2}	
		Archmage's Charm		Instant	Choose one — • Counter target spell. • Target player draws two cards. • Gain control of target nonland permanent with converted mana cost 1 or less.	
Red		Shenanigans		Sorcery	Destroy target artifact. Dredge 1	
		Geomancer's Gambit		Sorcery	Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library. Draw a card.	
		Pillage		Sorcery	Destroy target artifact or land. It can't be regenerated.	
Green		Collector Ouphe		Creature	Activated abilities of artifacts can't be activated.	2/2
		Force of Vigor		Instant	If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.	
Hybrid		Nature's Chant		Instant	Destroy target artifact or enchantment.	

## Off-Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Blue		Prohibit		Instant	Kicker {2} Counter target spell if its converted mana cost is 2 or less. If this spell was kicked, counter that spell if its converted mana cost is 4 or less instead.	
		Spell Snuff		Instant	Counter target spell. Fateful hour — If you have 5 or less life, draw a card.	
		Exclude		Instant	Counter target creature spell. Draw a card.	
		Archmage's Charm		Instant	Choose one — • Counter target spell. • Target player draws two cards. • Gain control of target nonland permanent with converted mana cost 1 or less.	
		Force of Negation		Instant	If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	
		Echo of Eons		Sorcery	Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U}	
Black		Cabal Therapist		Creature	Menace At the beginning of your precombat main phase, you may sacrifice a creature. When you do, choose a nonland card name, then target player reveals their hand and discards all cards with that name.	1/1
		Headless Specter		Creature	Flying Hellbent — Whenever Headless Specter deals combat damage to a player, if you have no cards in hand, that player discards a card at random.	2/2
		Mind Rake		Sorcery	Target player discards two cards. Overload {1}{B}	
		Shatter Assumptions		Sorcery	Choose one — • Target opponent reveals their hand and discards all colorless nonland cards. • Target opponent reveals their hand and discards all multicolored cards.	
Multi-Color		Kaya's Guile		Instant	Choose two — • Each opponent sacrifices a creature. • Exile all cards from each opponent's graveyard. • Create a 1/1 white and black Spirit creature token with flying. • You gain 4 life. Entwine {3}	
		Lightning Skelemental		Creature	Trample, haste Whenever Lightning Skelemental deals combat damage to a player, that player discards two cards. At the beginning of the end step, sacrifice Lightning Skelemental.	6/1