Modern Masters 2017 Edition Removal List

This is a list of all the removal in *Modern Masters 2017 Edition*, 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
White	{W}	Path to Exile		Instant	Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.
	{2}{W}	Pitfall Trap		Instant	If exactly one creature is attacking, you may pay {W} rather than pay Pitfall Trap's mana cost. Destroy target attacking creature without flying.
	{5}{W}	Banishing Stroke		Instant	Put target artifact, creature, or enchantment on the bottom of its owner's library. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)
	{4}{W}{W}	Terminus		Sorcery	Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)
Black	{B}	Bone Splinters		Sorcery	As an additional cost to cast Bone Splinters, sacrifice a creature. Destroy target creature.
	{1}{B}{B}	Cower in Fear		Instant	Creatures your opponents control get -1/-1 until end of turn.
	{1}{B}{B}	Liliana of the Veil		Planeswalker	+1: Each player discards a card. −2: Target player sacrifices a creature. −6: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of his or her choice.
	{2}{B}	Seal of Doom		Enchantment	Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.
	{2}{B}{B}	Damnation		Sorcery	Destroy all creatures. They can't be regenerated.
	{2}{B}{B}	Grisly Spectacle		Instant	Destroy target nonartifact creature. Its controller puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.
	{3}{B}	Sever the Bloodline		Sorcery	Exile target creature and all other creatures with the same name as that creature. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
Red	{X}{X}{R}	Bonfire of the Damned		Sorcery	Bonfire of the Damned deals X damage to target player and each creature he or she controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)
	{1}{R}	Magma Jet		Instant	Magma Jet deals 2 damage to target creature or player. Scry 2.
	{1}{R}	Mizzium Mortars		Sorcery	Mizzium Mortars deals 4 damage to target creature you don't control. Overload {3}{R}{R}{R} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")
	{1}{R}	Pyroclasm		Sorcery	Pyroclasm deals 2 damage to each creature.
	{2}{R}	Mudbutton Torchrunner		Creature	When Mudbutton Torchrunner dies, it deals 3 damage to target creature or player.
	{2}{R}	Vithian Stinger		Creature	{T}: Vithian Stinger deals 1 damage to target creature or player. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)
	{2}{R}{R}	Chandra's Outrage		Instant	Chandra's Outrage deals 4 damage to target creature and 2 damage to that creature's controller.
	{2}{R}{R}	Skirsdag Cultist		Creature	{R}, {T}, Sacrifice a creature: Skirsdag Cultist deals 2 damage to target creature or player.
	{4}{R}{R}	Thunderous Wrath		Instant	Thunderous Wrath deals 5 damage to target creature or player. Miracle {R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)
Green	{G}	Ulvenwald Tracker		Creature	{1}{G}, {T}: Target creature you control fights another target creature.
	{2}{G}	Arachnus Web		Enchantment	Enchant creature. Enchanted creature can't attack or block, and its activated abilities can't be activated. At the beginning of the end step, if enchanted creature's power is 4 or greater, destroy Arachnus Web.
	{2}{G}	Thornscape Battlemage		Creature	Kicker {R} and/or {W} (You may pay an additional {R} and/or {W} as you cast this spell.) When Thornscape Battlemage enters the battlefield, if it was kicked with its {R} kicker, it deals 2 damage to target creature or player. When Thornscape Battlemage enters the battlefield, if it was kicked with its {W} kicker, destroy target artifact.
	{5}{G}	Arachnus Spinner		Creature	Reach. Tap an untapped Spider you control: Search your graveyard and/or library for a card named Arachnus Web and put it onto the battlefield attached to target creature. If you search your library this way, shuffle it.
Multi-Color	{B}{G}	Abrupt Decay		Instant	Abrupt Decay can't be countered by spells or abilities. Destroy target nonland permanent with converted mana cost 3 or less.
	{U}{B}	Agony Warp		Instant	Target creature gets -3/-0 until end of turn. Target creature gets -0/-3 until end of turn.
	{R}{G}	Ground Assault		Sorcery	Ground Assault deals damage to target creature equal to the number of lands you control.
	{U}{R}	Izzet Charm		Instant	Choose one — • Counter target noncreature spell unless its controller pays {2}. • Izzet Charm deals 2 damage to target creature. • Draw two cards, then discard two cards.
	{B}{R}	Terminate		Instant	Destroy target creature. It can't be regenerated.
	{1}{B}{R}	Auger Spree		Instant	Target creature gets +4/-4 until end of turn.
	{1}{R}{G}	Domri Rade		Planeswalker	+1: Look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. −2: Target creature you control fights another target creature. −7: You get an emblem with "Creatures you control have double strike, trample, hexproof, and haste."
	{2}{R}{G}{W}	Fiery Justice		Sorcery	Fiery Justice deals 5 damage divided as you choose among any number of target creatures and/or players. Target opponent gains 5 life.
	{1}{B}{G}	Putrefy		Instant	Destroy target artifact or creature. It can't be regenerated.
	{2}{U}{B}	Evil Twin		Creature	You may have Evil Twin enter the battlefield as a copy of any creature on the battlefield, except it gains "{U}{B}, {T}: Destroy target creature with the same name as this creature."
	{2}{B}{R}	Olivia Voldaren		Creature	Flying. {1}{R}: Olivia Voldaren deals 1 damage to another target creature. That creature becomes a Vampire in addition to its other types. Put a +1/+1 counter on Olivia Voldaren. {3}{B}{B}: Gain control of target Vampire for as long as you control Olivia Voldaren.
	{2}{U}{B}	Soul Ransom		Enchantment	Enchant creature. You control enchanted creature. Discard two cards: Soul Ransom's controller sacrifices it, then draws two cards. Only any opponent may activate this ability.
	{1}{W}{U}{B}	Zur the Enchanter		Creature	Flying. Whenever Zur the Enchanter attacks, you may search your library for an enchantment card with converted mana cost 3 or less and put it onto the battlefield. If you do, shuffle your library.
	{2}{U}{R}	Niv-Mizzet, Dracogenius		Creature	Flying. Whenever Niv-Mizzet, Dracogenius deals damage to a player, you may draw a card. {U}{R}: Niv-Mizzet, Dracogenius deals 1 damage to target creature or player.
	{2}{W}{U}{B}{R}{G}	Cruel Ultimatum		Sorcery	Target opponent sacrifices a creature, discards three cards, then loses 5 life. You return a creature card from your graveyard to your hand, draw three cards, then gain 5 life.
Hybrid	{R/W}{R/W}{R/W}	Boros Reckoner		Creature	Whenever Boros Reckoner is dealt damage, it deals that much damage to target creature or player. {(R/W)}: Boros Reckoner gains first strike until end of turn.

Temporary Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White	{W}	Gideon's Lawkeeper		Creature	{W}, {T}: Tap target creature.
	{2}{W}	Kor Hookmaster		Creature	When Kor Hookmaster enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Blue	1 U	Cyclonic Rift		Instant	Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")
	2 U	Crippling Chill		Instant	Tap target creature. It doesn't untap during its controller's next untap step. Draw a card.
	3 U	Grasp of Phantoms		Sorcery	Put target creature on top of its owner's library. Flashback {7}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
	2 U U	Mist Raven		Creature	Flying. When Mist Raven enters the battlefield, return target creature to its owner's hand.
	2 U U	Venser, Shaper Savant		Creature	Flash. When Venser, Shaper Savant enters the battlefield, return target spell or permanent to its owner's hand.
Red	3 R	Traitorous Instinct		Sorcery	Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.
	4 R	Zealous Conscripts		Creature	Haste. When Zealous Conscripts enters the battlefield, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn.
Multi-Color	R/W	Thundersong Trumpeter		Creature	{T}: Target creature can't attack or block this turn.
	2 W U	Vanish into Memory		Instant	Exile target creature. You draw cards equal to that creature's power. At the beginning of your next upkeep, return that card to the battlefield under its owner's control. If you do, discard cards equal to that creature's toughness.
	4 U B	Dinrova Horror		Creature	When Dinrova Horror enters the battlefield, return target permanent to its owner's hand, then that player discards a card.
Hybrid	1 W/U	Mistmeadow Witch		Creature	{2}{W}{U}: Exile target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

Non-Creature Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
White	1 W	Stony Silence		Enchantment	Activated abilities of artifacts can't be activated.
	5 W	Banishing Stroke		Instant	Put target artifact, creature, or enchantment on the bottom of its owner's library. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)
Blue	1 U	Cyclonic Rift		Instant	Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")
	2 U U	Venser, Shaper Savant		Creature	Flash. When Venser, Shaper Savant enters the battlefield, return target spell or permanent to its owner's hand.
Red	1 R	Ancient Grudge		Instant	Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
	2 R	Blood Moon		Enchantment	Nonbasic lands are Mountains.
	1 R R	Molten Rain		Sorcery	Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.
	4 R	Zealous Conscripts		Creature	Haste. When Zealous Conscripts enters the battlefield, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn.
Green	1 G	Seal of Primordium		Enchantment	Sacrifice Seal of Primordium: Destroy target artifact or enchantment.
	2 G	Thornscape Battlemage		Creature	Kicker {R} and/or {W} (You may pay an additional {R} and/or {W} as you cast this spell.) When Thornscape Battlemage enters the battlefield, if it was kicked with its {R} kicker, it deals 2 damage to target creature or player. When Thornscape Battlemage enters the battlefield, if it was kicked with its {W} kicker, destroy target artifact.
	3 G	Primal Command		Sorcery	Choose two — • Target player gains 7 life. • Put target noncreature permanent on top of its owner's library. • Target player shuffles his or her graveyard into his or her library. • Search your library for a creature card, reveal it, put it into your hand, then shuffle your library.
Multi-Color	B G	Abrupt Decay		Instant	Abrupt Decay can't be countered by spells or abilities. Destroy target nonland permanent with converted mana cost 3 or less.
	1 B G	Putrefy		Instant	Destroy target artifact or creature. It can't be regenerated.
	4 U B	Dinrova Horror		Creature	When Dinrova Horror enters the battlefield, return target permanent to its owner's hand, then that player discards a card.
Hybrid	G/W G/W	Sundering Growth		Instant	Destroy target artifact or enchantment, then populate. (Create a token that's a copy of a creature token you control.)

Off Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text
Blue	U	Spell Pierce		Instant	Counter target noncreature spell unless its controller pays {2}.
	U U	Familiar's Ruse		Instant	As an additional cost to cast Familiar's Ruse, return a creature you control to its owner's hand. Counter target spell.
	2 U U	Rewind		Instant	Counter target spell. Untap up to four lands.
	2 U U	Venser, Shaper Savant		Creature	Flash. When Venser, Shaper Savant enters the battlefield, return target spell or permanent to its owner's hand.
Black	B	Inquisition of Kozilek		Sorcery	Target player reveals his or her hand. You choose a nonland card from it with converted mana cost 3 or less. That player discards that card.
	X B B	Mind Shatter		Sorcery	Target player discards X cards at random.
	2 B	Delirium Skeins		Sorcery	Each player discards three cards.
	1 B B	Liliana of the Veil		Planeswalker	+1: Each player discards a card. −2: Target player sacrifices a creature. −6: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of his or her choice.
	2 B	Night Terrors		Sorcery	Target player reveals his or her hand. You choose a nonland card from it. Exile that card.
	2 B B	Abyssal Specter		Creature	Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card.
	2 B B	Entomber Exarch		Creature	When Entomber Exarch enters the battlefield, choose one — • Return target creature card from your graveyard to your hand. • Target opponent reveals his or her hand. You choose a noncreature card from it. That player discards that card.
Green	1 G	Scavenging Ooze		Creature	{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on Scavenging Ooze and you gain 1 life.
	3 G G	Primal Command		Sorcery	Choose two — • Target player gains 7 life. • Put target noncreature permanent on top of its owner's library. • Target player shuffles his or her graveyard into his or her library. • Search your library for a creature card, reveal it, put it into your hand, then shuffle your library.
Multi-Color	U R	Izzet Charm		Instant	Choose one — • Counter target noncreature spell unless its controller pays {2}. • Izzet Charm deals 2 damage to target creature. • Draw two cards, then discard two cards.
	U B R	Sedraxis Specter		Creature	Flying. Whenever Sedraxis Specter deals combat damage to a player, that player discards a card. Unearth {1}{B} ({1}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)
	1 W B	Sin Collector		Creature	When Sin Collector enters the battlefield, target opponent reveals his or her hand. You choose an instant or sorcery card from it and exile that card.
	1 U B	Soul Manipulation		Instant	Choose one or both — • Counter target creature spell. • Return target creature card from your graveyard to your hand.
	2 G U U	Mystic Genesis		Instant	Counter target spell. Create an X/X green Ooze creature token, where X is that spell's converted mana cost.
	4 U B	Dinrova Horror		Creature	When Dinrova Horror enters the battlefield, return target permanent to its owner's hand, then that player discards a card.
	U U B B R	Cruel Ultimatum		Sorcery	Target opponent sacrifices a creature, discards three cards, then loses 5 life. You return a creature card from your graveyard to your hand, draw three cards, then gain 5 life.