

# Oath of the Gatewatch Removal

Oath of the Gatewatch		Permanent Creature Removal	T	Temporary Creature Removal	Non-Creature	Not on the Battlefield / Hand Disruption / Counterspells
Colorless	uncommon	1◇: Spatial Contortion (+3/-3)	3			1◇: Warping Wail (counter S)
		1◇: Warping Wail (P ≤ 1 or T ≤ 1)				
	rare	5◇+{T}: Endbringer	1	5◇+◇+{T}: Endbringer (C can't attk/blk)		3◇: Thought-Knot Seer (exile non-L from opp's hand)
	mythic					8◇◇: Kozilek, the Great Distortion (discard card to counter spell with the same CMC)
White	common	W: Searing Light (destroy attkr/blk with P ≤ 2)		3W+{T}+tap untapped Ally: Spawnbinder Mage (tap)	2WW: Isolation Zone (exile opp's E)	
		2WW: Isolation Zone (exile opp's C)				
	uncommon	1W: Immolating Glare (destroy attkr)				
Blue	common	2U/U (surge): Containment Membrane (C doesn't untap during its controller's untap step)		U: Slip Through Space (C can't be blocked)		1U: Negate (counter non-C)
				1U+◇+{T}: Blinding Drone (tap)		2U: Abstruse Interference (counter unless controller pays 1)
				2U: Sweep Away (bounce C, or bounce attkr to library)		
	uncommon			U: Gift of Tusks (C loses all abilities and becomes base 3/3)		1UU: Void Shatter (counter, then exile countered spell)
				2U/1U (surge): Grip of the Roil (freeze)		
				5UU: Roiling Waters (bounce 2)		
	rare			5U+3◇: Deepfathom Skulker (C can't be blocked)		2UU/UU (surge): Overwhelming Denial (counter)
	mythic			4UU/3UU (surge): Crush of Tentacles (bounce all non-L)	4UU/3UU (surge): Crush of Tentacles (bounce all non-L)	
Black	common	2B: Tar Snare (-3/-2)	2			3B: Witness the End (opp exiles 2 cards from hand)
		3B: Oblivion Strike (exile C)				
	uncommon	1BB: Flying Tendrils (Cs get -2/-2; exile Cs that die)	2			
		BB: Grasp of Darkness (-4/-4)	4			
	rare	1B+1◇: Bearer of Silence (opp sacs C)				3BB: Remorseless Punishment (opp loses 5 unless they discard 2 or sac C/PW; repeat once more)
		3BB: Remorseless Punishment (opp loses 5 unless they discard 2 or sac C/PW; repeat once more)				
Red	common	1R: Sparkmage's Gambit (1 dmg to 0-2 Cs)	1		3R: Consuming Sinkhole (exile land C)	
		1R: Reality Hemorrhage	2			
		4R/1R (surge): Boulder Salvo	4			
	uncommon	3R: Pyromancer's Assault (whenever you cast your 2nd spell each turn, ~ deals 2 dmg)	2	1R+2◇: Immobilizer Eldrazi (Cs with T > P can't block)	2R+bounce your L: Devour in Flames (5 dmg to PW)	
		1R: Tears of Valakut (uncounterable; 5 dmg to flyer)	5	4R: Press into Service (borrow C)		
		2R+bounce your L: Devour in Flames	5			
	rare	1R: Oath of Chandra	3	2R+1◇: Eldrazi Obligator (borrow C)		
		3RR (surge): Tyrant of Valakut	3			
		XXR/XR (surge): Fall of the Titans (X dmg to 2 Cs)	X			
	mythic	2R: Kozilek's Return (2 dmg to Cs; when you cast Eldrazi C with CMC ≥ 7, exile ~ from GY and deal 5 dmg to Cs)	2-5			
		4RR-X loyalty: Chandra, Flamecaller (X dmg to Cs)	X			
Green	common	1G: Elemental Uprising (your L becomes 4/4 with haste; it must be blocked)			G: Natural State (destroy A/E with CMC ≤ 3)	
	mythic				6G: World Breaker (exile A/E/L)	
Multicolor	uncommon			1WU: Reflector Mage (bounce opp's C; its owner can't cast spells with that name until your next turn)		1UB+3◇: Mindmelter (opp exiles 1 card from hand)
	rare	WB+1WB+sac another C: Ayli, Eternal Pilgrim (exile non-L; activate only if your life ≥ starting life + 10)			WB+1WB+sac another C: Ayli, Eternal Pilgrim (exile non-L; activate only if your life ≥ starting life + 10)	