

# Theros: Beyond Death Removal List

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless	3	Entrancing Lyre		Artifact	You may choose not to untap Entrancing Lyre during your untap step. {X}, {T}: Tap target creature with power X or less. It doesn't untap during its controller's untap step for as long as Entrancing Lyre remains tapped.	
White	2*	Dreadful Apathy		Enchantment	Enchant creature Enchanted creature can't attack or block. {2}{W}: Exile enchanted creature.	
	2*	Banishing Light		Enchantment	When Banishing Light enters the battlefield, exile target nonland permanent an opponent controls until Banishing Light leaves the battlefield. (That permanent returns under its owner's control.)	
	3*	Triumphant Surge		Instant	Destroy target creature with power 4 or greater. You gain 3 life.	
	2***	Shatter the Sky		Sorcery	Each player who controls a creature with power 4 or greater draws a card. Then destroy all creatures.	
	3***	Elsbeth Conquers Death		Enchantment	I - Exile target permanent an opponent controls with converted mana cost 3 or greater. II - Noncreature spells your opponents cast cost {2} more to cast until your next turn. III - Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.	
Blue	2	Ichthyomorphosis		Enchantment	Enchant creature Enchanted creature loses all abilities and is a blue Fish with base power and toughness 0/1.	
	3	One with the Stars		Enchantment	Enchant creature or enchantment Enchanted permanent is an enchantment and loses all other card types. (It still has its abilities, but it's no longer a creature.)	
	5	Kiora Bests the Sea God		Enchantment	(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I — Create an 8/8 blue Kraken creature token with hexproof. II — Tap all nonland permanents target opponent controls. They don't untap during their controller's next untap step. III — Gain control of target permanent an opponent controls. Untap it.	
Black		Grim Physician		Creature	When Grim Physician dies, target creature an opponent controls gets -1/-1 until end of turn.	1/1
		Mogis's Favor		Enchantment	Enchant creature Enchanted creature gets +2/-1. Escape—{2}{B}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)	
	X	Erebos's Intervention		Instant	Choose one — • Target creature gets -X/-X until end of turn. You gain X life. • Exile up to twice X target cards from graveyards.	
	1	Mire's Grasp		Enchantment	Enchant creature Enchanted creature gets -3/-3.	
	2	Pharika's Libation		Instant	Choose one — • Target opponent sacrifices a creature. • Target opponent sacrifices an enchantment.	
	2	Elsbeth's Nightmare		Enchantment	I - Destroy target creature an opponent controls with power 2 or less. II - Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III - Exile target opponent's graveyard.	
	2	Inevitable End		Enchantment	Enchant creature Enchanted creature has "At the beginning of your upkeep, sacrifice a creature."	
	2	Drag to the Underworld		Instant	This spell costs {X} less to cast, where X is your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) Destroy target creature.	
	3	Pharika's Spawn		Creature	Escape—{5}{B}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) Pharika's Spawn escapes with two +1/+1 counters on it. When it enters the battlefield this way, each opponent sacrifices a non-Gorgon creature.	3/4
	3	Eat to Extinction		Instant	Exile target creature or planeswalker. Look at the top card of your library. You may put that card into your graveyard.	
	3	Erebos, Bleak-Hearted		Enchantment Creature	Indestructible As long as your devotion to black is less than five, Erebos isn't a creature. Whenever another creature you control dies, you may pay 2 life. If you do, draw a card. {1}{B}, Sacrifice another creature: Target creature gets -2/-1 until end of turn.	5/6
4	Final Death		Instant	Exile target creature.		
4	Blight-Breath Catoblepas		Creature	When Blight-Breath Catoblepas enters the battlefield, target creature an opponent controls gets -X/-X until end of turn, where X is your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)	3/2	
Red	X	Purphoros's Intervention		Sorcery	Choose one — • Create an X/1 red Elemental creature token with trample and haste. Sacrifice it at the beginning of the next end step. • Purphoros's Intervention deals twice X damage to target creature or planeswalker.	
	1	Omen of the Forge		Enchantment	Flash When Omen of the Forge enters the battlefield, it deals 2 damage to any target. {2}{R}, Sacrifice Omen of the Forge: Scry 2.	
	1	Blood Aspirant		Creature	Whenever you sacrifice a permanent, put a +1/+1 counter on Blood Aspirant. {1}{R}, {T}, Sacrifice a creature or enchantment: Blood Aspirant deals 1 damage to target creature. That creature can't block this turn.	1/1
	1	Careless Celebrant		Creature	When Careless Celebrant dies, it deals 2 damage to target creature or planeswalker an opponent controls.	2/1
	1	Underworld Fires		Sorcery	Underworld Fires deals 1 damage to each creature and each planeswalker. If a permanent dealt damage this way would die this turn, exile it instead.	
	2	Final Flare		Instant	As an additional cost to cast this spell, sacrifice a creature or enchantment. Final Flare deals 5 damage to target creature.	
	2	Dreamstalker Manticore		Enchantment Creature	Whenever you cast your first spell during each opponent's turn, Dreamstalker Manticore deals 1 damage to any target.	4/2
	2	Fateful End		Instant	Fateful End deals 3 damage to any target. Scry 1.	
	2	The Triumph of Anax		Enchantment	(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III — Until end of turn, target creature gains trample and gets +X/+0, where X is the number of lore counters on The Triumph of Anax. IV — Target creature you control fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)	
	3	Iroas's Blessing		Enchantment	Enchant creature you control When Iroas's Blessing enters the battlefield, it deals 4 damage to target creature or planeswalker an opponent controls. Enchanted creature gets +1/+1.	
	3	Wrap in Flames		Sorcery	Wrap in Flames deals 1 damage to each of up to three target creatures. Those creatures can't block this turn.	

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		Skophos Maze-Warden		Creature	{1}: Skophos Maze-Warden gets +1/-1 until the end of turn. Whenever another creature becomes the target of an ability of a land you control named Labyrinth of Skophos, you may have Skophos Maze-Warden fight that creature. (Each deals damage equal to its power to the other.)	3/4
		Storm's Wrath		Sorcery	Storm's Wrath deals 4 damage to each creature and each planeswalker.	
		The Akroan War		Enchantment	(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I — Gain control of target creature for as long as The Akroan War remains on the battlefield. II — Until your next turn, creatures your opponents control attack each combat if able. III — Each tapped creature deals damage to itself equal to its power.	
Green		Chainweb Aracnir		Creature	Reach When Chainweb Aracnir enters the battlefield, it deals damage equal to its power to target creature with flying an opponent controls. Escape—{3}{G}{G}. Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) Chainweb Aracnir escapes with three +1/+1 counters on it.	1/2
		Plummet		Instant	Destroy target creature with flying.	
		Warbriar Blessing		Enchantment	Enchant creature you control When Warbriar Blessing enters the battlefield, enchanted creature fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) Enchanted creature gets +0/+2.	
		Nylea's Intervention		Sorcery	Choose one — • Search your library for up to X land cards, reveal them, put them into your hand, then shuffle your library. • Nylea's Intervention deals twice X damage to each creature with flying.	
		Nessian Boar		Creature	All creatures able to block Nessian Boar do so. Whenever Nessian Boar becomes blocked by a creature, that creature's controller draws a card.	10/6
		Pheres-Band Brawler		Creature	When Pheres-Band Brawler enters the battlefield, it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)	4/4
Multi-Color		Calix, Destiny's Hand		Planeswalker	+1: Look at the top four cards of your library. You may reveal an enchantment card from among them and put that card into your hand. Put the rest on the bottom of your library in a random order. -3: Exile target creature or enchantment you don't control until target enchantment you control leaves the battlefield. -7: Return all enchantment cards from your graveyard to the battlefield.	
		Polukranos, Unchained		Creature	Polukranos enters the battlefield with six +1/+1 counters on it. It escapes with twelve +1/+1 counters on it instead. If damage would be dealt to Polukranos while it has a +1/+1 counter on it, prevent that damage and remove that many +1/+1 counters from it. {1}{B}{G}: Polukranos fights another target creature. Escape—{4}{B}{G}. Exile six other cards from your graveyard.	0/0

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Lands		Labyrinth of Skophos		Land	{T}: Add {C}. {4}, {T}: Remove target attacking or blocking creature from combat.	
White		Heliod's Punishment		Enchantment	Enchant creature Heliod's Punishment enters the battlefield with four task counters on it. Enchanted creature can't attack or block. It loses all abilities and has "{T}: Remove a task counter from Heliod's Punishment. Then if it has no task counters on it, destroy Heliod's Punishment."	
		Captivating Unicorn		Creature	Constellation — Whenever an enchantment enters the battlefield under your control, tap target creature an opponent controls.	4/4
Blue		Sleep of the Dead		Sorcery	Tap target creature. It doesn't untap during its controller's next untap step. Escape—{2}{U}. Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)	
		Stern Dismissal		Instant	Return target creature or enchantment an opponent controls to its owner's hand.	
		Stinging Lionfish		Enchantment Creature	Whenever you cast your first spell during each opponent's turn, you may tap or untap target nonland permanent.	2/1
		Thassa, Deep-Dwelling		Enchantment Creature	Indestructible As long as your devotion to blue is less than five, Thassa isn't a creature. At the beginning of your end step, exile up to one other target creature you control, then return that card to the battlefield under your control. {3}{U}: Tap another target creature.	6/5
		Sea God's Scorn		Sorcery	Return up to three target creatures and/or enchantments to their owners' hands.	
		Kiora Bests the Sea God		Enchantment	(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I — Create an 8/8 blue Kraken creature token with hexproof. II — Tap all nonland permanents target opponent controls. They don't untap during their controller's next untap step. III — Gain control of target permanent an opponent controls. Untap it.	
Red		Blood Aspirant		Creature	Whenever you sacrifice a permanent, put a +1/+1 counter on Blood Aspirant. {1}{R}, {T}: Sacrifice a creature or enchantment: Blood Aspirant deals 1 damage to target creature. That creature can't block this turn.	1/1
		Portent of Betrayal		Sorcery	Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)	
		Wrap in Flames		Sorcery	Wrap in Flames deals 1 damage to each of up to three target creatures. Those creatures can't block this turn.	
Multi-Color		Ashioh, Nightmare Muse		Planeswalker	+1: Create a 2/3 blue and black Nightmare creature token with "Whenever this creature attacks or blocks, each opponent exiles the top two cards of their library." -3: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand. -7: You may cast up to three face-up cards your opponents own from exile without paying their mana costs.	

## Artifact, Enchantment, and Land Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Lands		Field of Ruin		Land	{T}: Add {C}. {2}, {T}: Sacrifice Field of Ruin: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles their library.	
White		Flicker of Fate		Instant	Exile target creature or enchantment, then return it to the battlefield under its owner's control.	
		Revoke Existence		Sorcery	Exile target artifact or enchantment.	
		Heliod's Intervention		Instant	Choose one — • Destroy X target artifacts and/or enchantments. • Target player gains twice X life.	
		Banishing Light		Enchantment	When Banishing Light enters the battlefield, exile target nonland permanent an opponent controls until Banishing Light leaves the battlefield. (That permanent returns under its owner's control.)	

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	3	Elspeth Conquers Death		Enchantment	I - Exile target permanent an opponent controls with converted mana cost 3 or greater. II - Noncreature spells your opponents cast cost {2} more to cast until your next turn. III - Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter or a loyalty counter on it.	
Blue		Stern Dismissal		Instant	Return target creature or enchantment an opponent controls to its owner's hand.	
	5	Kiora Bests the Sea God		Enchantment	(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I — Create an 8/8 blue Kraken creature token with hexproof. II — Tap all nonland permanents target opponent controls. They don't untap during their controller's next untap step. III — Gain control of target permanent an opponent controls. Untap it.	
Black	2	Pharika's Libation		Instant	Choose one — • Target opponent sacrifices a creature. • Target opponent sacrifices an enchantment.	
Red	2	Irreverent Revelers		Creature	When Irreverent Revelers enters the battlefield, choose one — • Destroy target artifact. • Irreverent Revelers gains haste until end of turn.	2/2
Green		Mystic Repeal		Instant	Put target enchantment on the bottom of its owner's library.	
	1	Return to Nature		Instant	Choose one — • Destroy target artifact. • Destroy target enchantment. • Exile target card from a graveyard.	
Multi-Color	2	Calix, Destiny's Hand		Planeswalker	+1: Look at the top four cards of your library. You may reveal an enchantment card from among them and put that card into your hand. Put the rest on the bottom of your library in a random order. -3: Exile target creature or enchantment you don't control until target enchantment you control leaves the battlefield. -7: Return all enchantment cards from your graveyard to the battlefield.	
	3	Ashiok, Nightmare Muse		Planeswalker	+1: Create a 2/3 blue and black Nightmare creature token with "Whenever this creature attacks or blocks, each opponent exiles the top two cards of their library." -3: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand. -7: You may cast up to three face-up cards your opponents own from exile without paying their mana costs.	

## Off-Battlefield Removal

Color	Mana Cost	Card	Rarity	Type	Oracle Text	Notes
Colorless	1	Soul-Guide Lantern		Artifact	When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard. {T}, Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard. {1}, {T}, Sacrifice Soul-Guide Lantern: Draw a card.	
White	1	Leonin of the Lost Pride		Creature	When Leonin of the Lost Pride dies, exile target card from an opponent's graveyard.	3/1
Blue	X	Thassa's Intervention		Instant	Choose one- • Look at the top X cards of your library. Put up to two of them into your hand and the rest on the bottom of your library in a random order. • Counter target spell unless its controller pays twice {X}.	
	2	Deny the Divine		Instant	Counter target creature or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.	
	2	Whirlwind Denial		Instant	For each spell and ability your opponents control, counter it unless its controller pays {4}.	
	2	Memory Drain		Instant	Counter target spell. Scry 2.	
	2	Ashiok's Erasure		Enchantment	Flash When Ashiok's Erasure enters the battlefield, exile target spell. Your opponents can't cast spells with the same name as the exiled card. When Ashiok's Erasure leaves the battlefield, return the exiled card to its owner's hand.	
Black		Cling to Dust		Instant	Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape—{3}{B}. Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)	
	X	Erebos's Intervention		Instant	Choose one — • Target creature gets -X/-X until end of turn. You gain X life. • Exile up to twice X target cards from graveyards.	
	1	Agonizing Remorse		Sorcery	Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life.	
		Tymaret, Chosen from Death		Enchantment Creature	Tymaret's toughness is equal to your devotion to black. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.) {1}{B}: Exile up to two target cards from graveyards. You gain 1 life for each creature card exiled this way.	2*
	2	Scavenging Harpy		Creature	Flying When Scavenging Harpy enters the battlefield, exile target card from an opponent's graveyard.	2/1
	2	Elspeth's Nightmare		Enchantment	I - Destroy target creature an opponent controls with power 2 or less. II - Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. III - Exile target opponent's graveyard.	
	3	Aspect of Lamprey		Enchantment	Enchant creature you control When Aspect of Lamprey enters the battlefield, target opponent discards two cards. Enchanted creature has lifelink.	
	5	Enemy of Enlightenment		Enchantment Creature	Flying Enemy of Enlightenment gets -1/-1 for each card in your opponents' hands. At the beginning of your upkeep, each player discards a card.	5/5
Green	1	Return to Nature		Instant	Choose one — • Destroy target artifact. • Destroy target enchantment. • Exile target card from a graveyard.	
	1	The Binding of the Titans		Enchantment	(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I — Each player puts the top three cards of their library into their graveyard. II — Exile up to two target cards from graveyards. For each creature card exiled this way, you gain 1 life. III — Return target creature or land card from your graveyard to your hand.	
Multi-Color		Kroxa, Titan of Death's Hunger		Creature	When Kroxa enters the battlefield, sacrifice it unless it escaped. Whenever Kroxa enters the battlefield or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape—{B}{R}{R}. Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)	6/6
	1	Kunoros, Hound of Athreos		Creature	Vigilance, menace, lifelink Creature cards in graveyards can't enter the battlefield. Players can't cast spells from graveyards.	3/3
	1	Klothys, God of Destiny		Enchantment Creature	Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your precombat main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.	4/5
	3	Ashiok, Nightmare Muse		Planeswalker	+1: Create a 2/3 blue and black Nightmare creature token with "Whenever this creature attacks or blocks, each opponent exiles the top two cards of their library." -3: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand. -7: You may cast up to three face-up cards your opponents own from exile without paying their mana costs.	