

Battle for Zendikar		Permanent creature removal	T	Temporary creature removal	Non-creature	Not on battlefield
Colorless	common	7: Scour from Existence (exile permanent)			7: Scour from Existence (exile permanent)	
	uncommon	1+2 to equip+2+{T}: Pathway Arrows	1	1+2 to equip+2+{T}: Pathway Arrows (tap colorless)		
		3+reveal colorless C from hand: Titan's Presence (exile P <= revealed C)				
		7+attack: Bane of Bala Ged (opp exiles 2 permanents)			7+attack: Bane of Bala Ged (opp exiles 2 permanents)	
		8+attack: Breaker of Armies (all Cs must block ~)				
	rare	4: Aligned Hedron Network (exile all P >= 5)				
		6: Gruesome Slaughter (your colorless Cs gain "{T}: P dmg to C")				
	mythic	9: Void Winnower (opps can't block with even CMCs)				9: Void Winnower (opps can't cast even CMCs)
		10: Ulamog, the Ceaseless Hunger (exile 2 permanents)			10: Ulamog, the Ceaseless Hunger (exile 2 permanents)	
White	common	1W: Gideon's Reproach (4 dmg to attkr/blkr)	4		1W+sac: Felidar Cub (E)	
		2W: Sheer Drop (destroy tapped C)				
		3W: Smite the Monstrous (P >= 4)				
	uncommon	3WW: Roil's Retribution (5 dmg among attkrs/blkrs)	5	4W+ETB/Ally: Kor Entanglers (tap)		
		<i>1WW: Stasis Snare (exile opp's C)</i>				
	rare	3WW: Planar Outburst (destroy nonland Cs)				
	mythic	XXWW: Quarantine Field (exile X nonland permanents)			XXWW: Quarantine Field (exile X nonland permanents)	
Blue	common	<i>1U: Tightening Coils (-6/-0 and loses flying)</i>		U: Clutch of Currents (bounce)		U: Dispel (counter I)
				U: Rush of Ice (freeze)		2U: Spell Shrivel (counter + exile unless controller pays 4)
				3U+process 1: Murk Strider (bounce)		
				1U+4U: Coralhelm Guide (C can't be blocked)		
	uncommon			2U+landfall: Retreat to Coralhelm (tap)		1U: Horribly Awry (counter + exile CMC <= 4)
				3U: Adverse Conditions (freeze 0-2)		
				3U+2U+process 1: Cryptic Cruiser (tap)		
	rare	4U: Exert Influence (steal P <= #colors used to cast ~)		5U+sac an Eldrazi Scion: Drowner of Hope (tap)		1UU: Scatter to the Winds (counter)
				3UU+landfall: Guardian of Tazeem (freeze if Island, o/w tap)		
				4U/converge+remove counter: Prism Array (tap)		
Black	common	4B: Demon's Grasp	5			3B: Mire's Malice (opp discards 2)
		B+sac C: Bone Splinters				3B+process 1: Mind Raker (opps discard 1)
		2B: Complete Disregard (exile P <= 3)				
	uncommon	2B+4B: Hagra Sharpshooter	1			1B: Transgress the Mind (exile CMC >=3 from hand)
		3B: Rising Miasma	2			
		4BB: Grip of Desolation (exile C + L)			4BB: Grip of Desolation (exile C + L)	
		4B+{T} land: Blighted Fen (opp sacs C)				
	rare	2B+process 1: Wasteland Strangler	3			
		1BB: Ruinous Path (destroy C/PW)				
	mythic	3BB-3 loyalty: Ob Nixilis Reignited				
Red	common	1R: Boiling Earth (opps' Cs)	1		3R: Volcanic Upheaval (L)	
		2R: Touch of the Void	3			
		2R+8: Valakut Invoker	3			
		R: Outnumber (# your Cs)	#C			
		3RR: Stonefury (# your Ls)	#L			
	uncommon	2R+colorless spell: Molten Nursery	1	2R+landfall: Retreat to Valakut (C can't block)	3R: Crumble to Dust (exile nonbasic + any copies in hand, GY, or library)	
		4R+{T} land: Blighted Gorge	2	4R: Turn Against (borrow at instant speed)		
		1R+process 1: Processor Assault	5			
		XRR: Rolling Thunder (X dmg among Cs)	X			
	rare	4RR+landfall: Akoum Hellkite (2 dmg if Mountain, o/w 1 dmg)	1-2			
		2R: Radiant Flames (dmg to each C equal to # colors of mana spent to cast)	1-3			
		5RR: Serpentine Spike (2 dmg, 3 dmg, 4 dmg + exile)	2-4			
		4R+2R+sac another colorless C: Barrage Tyrant	P			
Green	common	1G: Plummet (flyer)			2GG: Reclaiming Vines (A/E/L)	
		2G: Unnatural Aggression (your C fights opp's C)				
Multicolor	uncommon			1WU: Roil Spout (bounce to library)		2UB+process 2: Ulamog's Nullifier (counter)
	rare	2UR: Brutal Expulsion	2	2UR: Brutal Expulsion (bounce)	2UR: Brutal Expulsion (2 dmg to PW)	2UR: Brutal Expulsion (bounce spell)
		3BG+BG+sac C: Brood Butcher	2			
	mythic	3RRGG+Elemental dies: Omnath, Locus of Rage	3			