

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	<b>1+2 to equip+2+{T}: Pathway Arrows</b>	<b>1</b>	<b>1+2 to equip+2+{T}: Pathway Arrows (tap colorless)</b>		
		3+reveal colorless C from hand: Titan's Presence (exile P <= revealed C)				
		<b>7+attack: Bane of Bala Ged (opp exiles 2 permanents)</b>			<b>7+attack: Bane of Bala Ged (opp exiles 2 permanents)</b>	
		<b>8+attack: Breaker of Armies (all Cs must block ~)</b>				
	rare	<b>4: Aligned Hedron Network (exile all P &gt;= 5)</b>				
		6: Gruesome Slaughter (your colorless Cs gain "{T}: P dmg to C")				
	mythic	<b>9: Void Winnower (opps can't block with even CMCs)</b>				<b>9: Void Winnower (opps can't cast even CMCs)</b>
		<b>10: Ulamog, the Ceaseless Hunger (exile 2 permanents)</b>			<b>10: Ulamog, the Ceaseless Hunger (exile 2 permanents)</b>	
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	<b>3WW: Roil's Retribution (5 dmg among attkr/blkr)</b>	<b>5</b>	<b>4W+ETB/Ally: Kor Entanglers (tap)</b>		
		<b>1WW: Stasis Snare (exile opp's C)</b>				
	rare	<b>3WW: Planar Outburst (destroy nonland Cs)</b>				
	mythic	<b>XXWW: Quarantine Field (exile X nonland permanents)</b>			<b>XXWW: Quarantine Field (exile X nonland permanents)</b>	
Blue	common	<b>1U: Tightening Coils (-6/-0 and loses flying)</b>		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)		
				<b>1U+4U: Coralhelm Guide (C can't be blocked)</b>		
	uncommon			<b>2U+landfall: Retreat to Coralhelm (tap)</b>		<b>1U: Horribly Awry (counter + exile CMC &lt;= 4)</b>
				<b>3U: Adverse Conditions (freeze 0-2)</b>		
				<b>3U+2U+process 1: Cryptic Cruiser (tap)</b>		
	rare	4U: Exert Influence (steal P <= #colors used to cast ~)		<b>5U+sac an Eldrazi Scion: Drowner of Hope (tap)</b>		<b>1UU: Scatter to the Winds (counter)</b>
				<b>3UU+landfall: Guardian of Tazeem (freeze if Island, o/w tap)</b>		
				<b>4U/converge+remove counter: Prism Array (tap)</b>		
Black	common	4B: Demon's Grasp	5			<b>3B: Mire's Malice (opp discards 2)</b>
		B+sac C: Bone Splinters				3B+process 1: Mind Raker (opps discard 1)
		2B: Complete Disregard (exile P <= 3)				
	uncommon	<b>2B+4B: Hagra Sharpshooter</b>	<b>1</b>			<b>1B: Transgress the Mind (exile CMC &gt;=3 from hand)</b>
		<b>3B: Rising Miasma</b>	<b>2</b>			
		<b>4BB: Grip of Desolation (exile C + L)</b>			<b>4BB: Grip of Desolation (exile C + L)</b>	
		4B+{T} land: Blighted Fen (opp sacs C)				
	rare	2B+process 1: Wasteland Strangler	3			
		1BB: Ruinous Path (destroy C/PW)				
	mythic	<b>3BB-3 loyalty: Ob Nixilis Reincarnated</b>				
Red	common	<b>1R: Boiling Earth (opps' Cs)</b>	<b>1</b>		3R: Volcanic Upheaval (L)	
		2R: Touch of the Void	3			
		<b>2R+8: Valakut Invoker</b>	<b>3</b>			
		R: Outnumber (# your Cs)	#C			
		3RR: Stonefury (# your Ls)	#L			
	uncommon	<b>2R+colorless spell: Molten Nursery</b>		<b>1 2R+landfall: Retreat to Valakut (C can't block)</b>	3R: Crumble to Dust (exile nonbasic + any copies in hand, GY, or library)	
		4R+{T} land: Blighted Gorge	2	<b>4R: Turn Against (borrow at instant speed)</b>		
		1R+process 1: Processor Assault	5			
		XRR: Rolling Thunder (X dmg among Cs)	X			
	rare	<b>4RR+landfall: Akoum Hellkite (2 dmg if Mountain, o/w 1 dmg)</b>	<b>1-2</b>			
		<b>2R: Radiant Flames (dmg to each C equal to # colors of mana spent to cast)</b>	<b>1-3</b>			
		<b>5RR: Serpentine Spike (2 dmg, 3 dmg, 4 dmg + exile)</b>	<b>2-4</b>			
		<b>4R+2R+spell another colorless C: Barrage Tyrant</b>	<b>P</b>			
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	<b>2UR: Brutal Expulsion</b>	<b>2</b>	<b>2UR: Brutal Expulsion (bounce)</b>	<b>2UR: Brutal Expulsion (2 dmg to PW)</b>	<b>2UR: Brutal Expulsion (bounce spell)</b>
		<b>3BG+BG+sac C: Brood Butcher</b>	<b>2</b>			
	mythic	<b>3RRGG+Elemental dies: Omnath, Locus of Rage</b>	<b>3</b>			