

Removal Guide



In multiplayer games, one-for-one removal spells like Murder fall under the same category as one-for-one discard effects. Therefore (although we know that the circumstances could make it worth), they may also lead to unwanted card disadvantage, making the caster and the targeted creature's controller both lose one card, while the rest of the board keeps their resources. This numeric disadvantage that may be avoided, among other ways, by the symmetrical effects of Innocent Blood, Fleshbag Marauder, Merciless Executioner and Slum Reaper. You may even make it repeatable, casting permanents like The Abyss or Magus of the Abyss. Your goal is a) to use the noncreature spells when you control no creatures, sufficient creatures or even sacrifice-powered engines, or b) to deprive your opponents of more expensive and/or menacing creatures than the one you'll lose with the "on a stick" versions. Yet, if your objective is to obtain as much real card advantage as possible, with numeric consistency, you might want to balance those with some of the following options. Targeted removal spells on a stick. Preferring to cast creatures with ETB effects rather than their noncreature counterparts makes all sense in a format with a higher medium mana curve. Keeping a permanent is what makes options like Shriekmaw and Big Game Hunter so effective in EDH. If you're willing to pay a little more to cast

Overseer of the Damned, you could even extend the advantage by getting tokens out of your opponent's creatures deaths.