

List Updated 9/19/19

Hogaak Depth

Lands (27)

- 2 Bayou
- 4 Dark Depths
- 4 Verdant Catacombs
- 1 Ghost Quarter
- 1 Dryad Arbor
- 1 Karakas
- 1 Khalini Garden (Nurturing Peatland)
- 1 Sejiri Steppe
- 1 Snow-Covered Forest
- 1 Snow-Covered Swamp
- 4 Thespian's Stage
- 4 Urborg, Tomb of Yawgmoth
- 1 Bojuka Bog
- 1 Wasteland

Creatures (14)

- 4 Elvish Reclaimer
- 2 Hogaak, Arisen Necropolis
- 4 Satyr Wayfinder
- 4 Vampire Hexmage

Spells (16)

- 3 Abrupt Decay
- 1 Assassin's Trophy
- 4 Crop Rotation
- 4 Thoughtseize
- 3 Duress (3 Cabal Therapy)
- 4 Mox Diamond

Sideboard

- 3 Surgical Extraction
- 3 Pithing Needle
- 2 Plague Engineer
- 3 Hymn to Tourach
- 2 Sylvan Safekeeper
- 1 Force of Vigor
- 1 Liliana, the last hope

Random Things to Remember

1. You can turn thespian stage into a basic land in response to wasteland
2. Vampire Hexmage can remove counters from planeswalkers and chalice of the void
3. Plague Engineer should come in against infect
4. Dark Depths into a Blood Moon, then blow up the Blood Moon gets Marit Leige

4-color Delver - 9.7%

Lands (19)

1 Badlands
4 Polluted Delta
3 Scalding Tarn
3 Tropical Island
2 Underground Sea
2 Volcanic Island
4 Wasteland

Creatures (11)

4 Delver of Secrets
1 Gurmag Angler
4 Tarmogoyf
2 True-Name Nemesis

Spells (30)

2 Abrupt Decay
4 Brainstorm
4 Daze
4 Force of Will
3 Lightning Bolt
4 Ponder
1 Preordain
1 Spell Pierce
1 Thoughtseize (might be more of a flex slot)
2 Wrenn and Six
4 Flex Slots - Possible concerning options: 0.1 Vapor Snag, 0.1 Assassin's Trophy, 0.3 Bitterblossom, 0.4 Fatal Push

Sideboard

1-2 Lilana's Triumph + Diabolic Edict
2 Plague Engineer
1 Pyroblast
1 Submerge
2 Surgical Extraction
1 Thoughtseize
1 Winter orb
6 Flex slots - Possible Concerns: 0.1 Back to Basics, 0.1 Bitterblossom, 0.2 Vapor Snag, 0.1 Tyrant's Scorn

Cards that matter from OP game 1:

4 Wasteland

4 Daze - if you cast spells (Sequence Land, then Mox diamond, then 1 mana interaction T1 on draw if possible)

4 Force of Will - if you cast spells

What they will side in

1-2 Lilana's triumph

1 Submerge

Possibly 1 additional way to answer Marit Leige

Possibly 2 Surgical Extraction - try to not let your depths get wastelanded

Could have Crop Rotation and Karakas plan in the board

Sideboard Plan

In:

3 Pithing Needle (answers for wasteland and possible karakas)

Out:

This strikes me as a match-up where you just cut some bad lands. We are favored so we do not have to change a ton

1 Karakas

1 Bojuka Bog

1 Khalini Garden

RB Reanimator - 4.1%

Lands (14)

2 Badlands
3 Bloodstained Mire
1 Marsh Flats
3 Polluted Delta
2 Swamp
1 Fetchland
1 Bayou - Depends on sideboard cards
1 Scrubland - Depends on sideboard cards

Creatures (10)

4 Chancellor of the Annex
4 Griselbrand
1 Ashen Rider - Flex
1 Grave Titan - Flex
Flex - Tidespout Tyrant

Spells (36)

4 Animate Dead
2 Cabal Therapy
4 Dark Ritual
4 Entomb
4 Exhume
4 Faithless Looting
4 Lotus Petal
4 Reanimate
2 Thoughtseize
4 Unmask

Sideboard

1 Archetype of Endurance
1 Coffin Purge (B instant: exile target card from a graveyard, Flashback B)
1 Elesh Norn, Grand Cenobite
1 Iona, Shield of Emeria
1 Magus of the Moon
1 Pyroblast
2 Reverent Silence
1 Serenity
1 Shenanigans
1 Wear Tear
4 Flex slots - Possible Concerns: 0.4 Assassin's Trophy, 0.1 Bitterblossom, 0.2 Pithing Needle, 0.1 Terastodon

Cards that matter from OP Game 1:

1. 4 Chancellor of the Annex - Burn a spell if you have to free up crop rotation or surgical extraction
2. They are just faster than we are, so discard and graveyard hate are important. We have two mainboard answers in Karakas and Bog. Try to set-up Bog to respond to a reanimation spell
3. Name Reanimator spell with therapy

What they will side in:

1 Magus of the Moon
1 Ashen Rider if they do not have it main.
Possible
1 Iona, Shield of Emeria

Sideboard Plan

In:

3 Surgical Extractions

Out:

We have to go fast and play a disruptive game. Decay needs to stay to answer Magus of the Moon and can get animate dead (animate dead has a triggered ability when it enters the battlefield, you can respond to the trigger of putting the creature into play by destroying animate dead)

In:

1 Dryad Arbor - too slow
1 Khalini Garden
1 Ghost Quarter - does not do much

ANT - 3.8%

Lands (15)

- 1 Bayou
- 1 Bloodstained Mire
- 1 Island
- 3 Misty Rainforest
- 4 Polluted Delta
- 1 Swamp
- 1 Tropical Island
- 2 Underground Sea
- 1 Volcanic Island

Creatures (0)

Spells (45)

- 1 Ad Nauseam
- 4 Brainstorm
- 4 Cabal Ritual
- 1 Dark Petition
- 4 Dark Ritual
- 4 Duress
- 4 Infernal Tutor
- 4 Lion's Eye Diamond
- 4 Lotus Petal
- 2 Past in Flames
- 4 Ponder
- 4 Preordain
- 1 Tendrils of Agony
- 4 Thoughtseize

Sideboard

- 2 Abrupt Decay
- 1-2 Chain of Vapor
- 2 Echoing Truth
- 1 Empty the Warrens
- 1 Flusterstorm
- 1 Hurkyl's Recall
- 1 Massacre
- 1-2 Veil of Summer
- 3-4 Flex Slots - Possible Concerns 0.1 Karakas,
- 0.1 Perilous Voyage, 0.2 Surgical Extraction

Cards that matter from OP Game 1:

1. They have no interaction for us game 1.
Once you determine you are playing storm, your job is to disrupt and assemble

a clock. Then you hope they don't top deck.

2. Bog is important to keep them off threshold for Cabal Therapy and to stop Past in Flames.
3. Getting chip damage from Reclaimers or Wayfinders is good as each damage is a card when they ad nauseum

What they will side in:

- 1-2 Chain of Vapor
- 2 Echoing Truth
- 1-2 Veil of Summer

Sideboard Plan

In:

- 3 Surgical Extraction
- 3 Hymn to Tourach

Out:

- 3 Abrupt Decay - No real targets, can get an LED, but your OP should not give you the chance
- 1 Assassin's Trophy
- 1 Karakas
- 1 Ghost Quarter

Bowman does NOT bring in Empty the Warrens against Depths. If you get emptied game 2, you can side in 2 Plague Engineers for 1 Reclaimer and 1 Satyr Wayfinder.

Depths - 5.9 %

GB Depths, GW Depths and Hogaak Depths the same. I feel like the key cards and game plan will be similar

Land (25)

2 Bayou
1 Bojuka Bog
4 Dark Depths
1 Forest
1 Karakas
1 Nurturing Peatland
1 Sejiri Steppe
1 Swamp
4 Thespian's Stage
3 Urborg Tomb of Yawgmoth
3 Verdant Catacombs
2 Wasteland
1 Windswept Heath

Creatures (11)

1 Dark Confidant - 4 in slow depths
4 Elvish Reclaimer
1 Satyr Wayfinder - 4 in Hogaak Depths
4 Vampire Hexmage - Not in GW Depths
1 Sylvan Safekeeper

Spells (19)

2 Abrupt Decay
4 Crop Rotation
2 Duress
1 Green Sun's Zenith
4 Mox Diamond
1 Sylvan Library
1 Sylvan Scrying
4 Thoughtseize
5 Flex Spots - Possible concerns 0.2 Maze of Ith, 0.4 Ghost Quarter, 0.6 Knight of the Reliquary, 0.6 Path to Exile
Random Lands 1-3

Sideboard

1 Assassin's Trophy
1-2 Force of Vigor
1 Hymn to Tourach

2 Pithing Needle

1 Plague Engineer

2 Surgical Extraction

1 Sylvan Safekeeper

5-6 Flex Spots - Possible Concerns: 0.1 Ghost Quarter, 0.1 Glacial Chasm, 0.1 Karkas, 0.1 Liliana of the Veil, 0.2 Rite of Consumption

Cards that matter from OP Game 1:

1. 4 Crop Rotation to set up the combo or get Karakas
2. Thespian Stage - they can copy our Dark Depths, we can do the same
3. Wasteland and Ghost Quarter

What they will side in:

1 Assassin's Trophy
2 Surgical Extraction

Do not pitch a depths to mox diamond if you think they might surgical you

GW

1-2 Path to Exile

Sideboard Plan

There are some questions about how we want to approach this match-up. We can treat it like a combo deck and attack their hand and keep them off their combo. Cards like pithing needle lock us out as well

GB

In:

3 Surgical Extraction
3 Hymn to Tourach
1 Liliana, the last hope

Out:

1 Bojuka Bog
3 Abrupt Decay
1 Khalini garden
2 Cabal Therapy

GW

I think we have to play it more like Maverick.

In:

3 Pithing Needle - for their wastelands and Knight
of the Reliquary

2 Sylvan Safekeeper - swords, path and karakas

Out:

1 Bojuka Bog

1 Hogaak

1 Satyr Wayfinder

1 Dryad Arbor

1 Abrupt Decay

UW Stoneblade - 2.9%

Lands (20)

4 Flooded Stand
6 Island
1 Karakas
2 Plains
1 Polluted Delta
3 Prismatic Vista
2 Tundra
1 Fetch

Creatures (11)

3 Snapcaster Mage
4 Stoneforge Mystic
3 True-Name Nemesis
1 Vendilion Clique

Spells (29)

1 Batterskull
4 Brainstorm
2 Council's Judgement
1 Force of Negation
4 Force of Will
3 Jace the Mind Sculptor
1 Narset, Parter of Veils
4 Ponder
2 Spell Pierce
1 Spell Snare
4 Swords to Plowshares
1 Teferi, Time Raveler
1 Umezwa's Jitte
1 Flex Slots - Possible Concerns: 0.1 Wasteland,
0.1 Palace Jailer, 0.1 Back to Basics, 0.1 Repeal,
0.2 Supreme Verdict

Sideboard (15)

1-2 Back to Basics
1 Celestial Purge
1 Containment Priest
1-2 Disenchant
1 Flusterstorm
1-2 Supreme Verdict
2 Surgical Extraction
5-7 Flex Spots - Possible Concerns: 0.1 Ashiok,
Dream Render, 0.5 Palace Jailer, 0.3 Path to

Exile, 0.4 Teferi, Time Raveler, 0.6 Vendilion
Clique, 0.1 Venser, Shaper Savant

Cards that matter from OP Game 1:

1. 4 Swords to Plowshares + 3 Snapcaster Mage - if we do not have protection, then plan to lose your Marit Leige
2. 2 Council's Judgement, 3 Jace the Mind Sculptor, 1 Teferi, 1 Time Raveler - Since there are really few to no Wastelands in the deck, try to EOT make Marit Leige
3. Equipment - random lifegain leads to needing multiple attacks, so if you think you have a window to jam before they can get the equipment down, take it

What they will side in:

1-2 Back to Basics
1 Celestial Purge
1-2 Additional Answers to Marit Leige

Sideboard Plan

This is aggro miracles, so sideboarding is similar Fetch basics in Game 2 when possible

In:

2 Sylvan Safekeeper
3 Hymn to Tourach
1 Liliana, the last hope

Out:

4 Mox Diamond - cards over speed
1 Karakas
1 Dryad Arbor

Sneak and Show

Lands (19)

- 3 Ancient Tomb
- 2 City of Traitors
- 1 Flooded Strand
- 3 Island
- 1 Mountain
- 2 Polluted Delta
- 4 Scalding Tarn
- 3 Volcanic Island

Creatures (7)

- 3 Emrakul, the Aeons Torn
- 4 Griselbrand

Spells (34)

- 4 Brainstorm
- 1 Daze
- 4 Force of Will
- 4 Lotus Petal
- 2 Omniscience
- 4 Ponder
- 3 Preordain
- 4 Show and Tell
- 4 Sneak Attack
- 2 Spell Pierce

Sideboard (15)

- 1 Abrade
- 1 Arcane Artisan
- 1 Blood Moon
- 1 Defense Grid
- 1 Echoing Truth
- 1 Grafdigger's Cage
- 1 Pyroclasm
- 1 Tormod's Crypt
- 7 Flex Spots - Possible Concerns: 0.1 Iona, Shield of Emeria, 0.1 Jace the Mind Sculptor, 0.2 Pithing Needle, 0.5 Sorcerous Spyglass, 0.5 Surgical Extraction, 0.1 Trickbind

Cards that matter from OP Game 1:

1. This is similar to storm, we need a clock and some disruption
2. Karakas is the most important card here, crop rotation and Elvish Reclaimer to get it

important. If it is in your hand and think they will go for Show and Tell, wait to have it be the card you put in, this way you can just bounce their creature

3. We are racing and sometimes they just have it

What they will side in:

- 1 Blood Moon
- 1 Echoing Truth

Additional Possibles: Jace the Mind Sculptor, Pithing Needle, Leyline of Sanctity (mad men do this)

Sideboard Plan

I want to be able to disrupt them a lot post board. You could keep the Hogaak plan in and cut not have the pithing needles.

In:

- 3 Hymn to Tourach
- 3 Pithing Needle - sneak attack and Dad
- 1 Force of Vigor - for Sneak Attack, Blood Moon and Omniscience

Out:

- 1 Bojuka Bog
- 1 Ghost Quarter
- 1 Khalini Garden
- 2 Hogaak, the Arisen Necropolis
- 2 Satyr Wayfinder

Mono-Red Prison

Land (19)

4 Ancient Tomb
4 City of Traitors
11 Mountains

Creatures (13)

4 Goblin Rabblemaster
3 Legion Warboss
2 Magus of the Moon
4 Simian Spirit Guide

Spells (28)

1 Abrade - *Up to 4*
4 Blood Moon
4 Chalice of the Void
4 Chandra, Torch of Defiance
4 Chrome Mox
3 Ensnaring Bridge
2 Fiery Confluence
3 Karn, the Great Creator
3 Trinisphere

Sideboard (15)

1 Dead//Gone (Dead Deal 2 damage to a creature
// Gone - Return a creature you do not control to
its owner's hand)
1 Ensnaring Bridge
2 Leyline of the Void
1 Liquid Metal Coating
1 Mycosynth Lattice
2 Scab-Clan Berserker (1RR 2/2 Haste
Renowned If renowned deal 2 to an OP when
they cast a noncreature spell)
2 Sorcerous Spyglass
1 Sulfur Elemental
1 Thought-Knot Seer
2 Tormod's Crypt
2 Flex Slots - Possible Concerns 0.1 Endbringer,
0.2 Chaos Warp - Shuffle a permanent into deck,
then reveal until you hit a permanent)
Cards that matter from OP Game 1:

1. We are relying on Abrupt Decay to get us
out from under a Blood Moon or Ensnaring
Bridge

2. All the cards matter, we are best set up to
beat a Chalice of the Void or Trinisphere
game 1

What they will side in:

1 Dead//Gone
1 Ensnaring Bridge
2 Sorcerous Spyglass

Sideboard Plan

I think we need to have a play vs draw plan here

Play - keep a hand with discard

In:

1 Force of Vigor
2 Plague Engineer - Naming Goblin and is a
threat

Out:

1 Ghost Quarter
1 Karakas
1 Bojuka Bog

Draw - Cut our 1 drops vs. Chalice

In:

3 Hymn to Tourach
1 Force of Vigor
2 Plague Engineer

Out:

2 Thoughtseize
2 Cabal Therapy
1 Bojuka Bog
1 Karakas

Bombberman

1.5-2% of meta

Lands 20

4 Ancient tomb
4 cavern of souls
4 city of traitors
1-2 karakas
6-7 plains
(random ancient dens also)

Creatures 11

(all lists agree 100%)

4 Auriok salvagers
4 Monastery mentor
3 Walking ballista

Spells 29

4 Chalice of the void
4 karn the great creator
3 Lions eye diamond
4 Lotus petal
4 Mishra's Bauble
3 Mox opal
3 Mystic forge
4 urza's Bauble

Sideboard

Tormods crypt 1
Walking ballista 1
Mycosynth lattice 1
Swords to Plowshares 3
Lions Eye Diamond 1
Ensnaring Bridge 1
Cast out 0-3
Containment Priest 0-3
Disenchant 0-2
Engineered Explosives 0-1
Ethersworn Cannonist 0-1
Generous gift 0-1
Leyline of the void 0-3
Liquimetal Coating 0-1
Mystic Forge 0-1

Nature's chant 0-1

Sanctum Prelate 0-1

Seal of cleansing 0-1

Skysovereign consul flagship 0-1

Sorcerous Spyglass 0-1

Wurmcoil 0-1

- Flex slots seem to be in sideboard, to be expected in a pseudo wish deck
- Game 1 is almost like postboard, karn toolbox in sideboard.
- Karakas is problematic, but can't be tutored for
- Other than karakas, maindeck no answers to mom
- Fight through chalice same as prison

Note - Vampire Hexmage to remove the counters on chalice of the void turns off their deck

Their Sideboard Plan

+3 Swords to Plowshares

Our Sideboard Plan - I think this will be similar to playing against Eldrazi which is typically a good match up. I think we should board lightly and keep our main plan in effect

Play

In:

1 Force of Vigor
2 Hymn to Tourach
2 Plague Engineer - Name Monk
3 Pithing Needle

Out:

1 Khalini Garden
1 Karakas
2 Hogaak
4 Satyr Wayfinder

Draw:

In:

1 Force of Vigor
2 Plague Engineer
3 Hymn Tourach

Out:

4 Thoughtseize

1 Karakas
1 Dryad Arbor

UB Shadow 1-2%

Lands 18

2 Underground Sea
3 Watery Grave
4 Wasteland
4 Polluted Delta
0-1 Island
0-1 swamp
3-5 other fetches

Creatures 18

4 Death Shadow
4 Delver of secrets
4 Street Wraith
2 Gurmag Angler

Spells 28

4 Brainstorm
4 Ponder
4 Thoughtseize
4 Daze
2 Fatal Push
2 Reanimate
1 Snuff Out
4 Force of Will
0-1 Dismember
0-2 Stubborn denial
0-2 Force of Negation
0-1 Preordain
0-2 Spell Pierce

Sideboard

2 Plague Engineer
1 Blue Elemental Blast
2 Winter orb
2 Karakas
3 Surgical Extraction
0-2 Ratchet Bomb
0-2 Hymn to tourach
0-1 Extripate
0-1 Contentious Plan
0-1 Flusterstorm
0-1 Grafdiggers cage
0-1 Nihil Spellbomb
0-2 Liliana's Triumph
0-4 Leyline Of the void

Flex slots

- Some have basics some don't

- Fetches just seem to be whatever people have
- Creature suite is solid, 3 flex slots in spells seem to be mostly countermagic

Their sideboard plan

- + Karakas
- + Winter orb??
- + Liliana's Triumph
- + Hymn to Tourach??
- Street wraith
- Reanimate
- Stubborn denial

Our Plan

Dont go overboard, i think our g1 deck should be fine, basically delver

In:

3 Pithing Needle - for wasteland and Karakas

Out:

1 Karakas
1 Khalini Garden
1 Bojuka Bog

Death and Taxes

Lands (24)

3 Karakas
10 Plains
4 Rishadan Port
4 Wasteland
3 Flex Slots

Creatures (25)

4 Flickerwisp
1 Giver of Runes
1 Mirran Crusader
3 Mother of Runes
1 Palace Jailer
2 Phyrexian Revoker
2 Recruiter of the Guard
1 Sanctum Prelate
4 Stoneforge Mystic
4 Thalia, Guardian of Thraben
1 Tomik, Distinguished Advokist

Spells (11)

4 Aether Vial
1 Batterskull
1 Sword of Fire and Ice
4 Swords to Plowshares
1 Umezawa's Jitte

Sideboard (15)

1-2 Cataclysm
1 Containment Priest
2 Council's Judgement
1 Ethersworn Canonist
1 Leonin Relic-Warder
1 Path to Exile
2 Rest in Peace
1-2 Surgical Extraction
4-6 Flex Slot - Possible Concerns: 0.2 Blessed Alliance, 0.1 Cast out, 0.2 Palace Jailer, 0.6 Pithing Needling

2. You are trying to go get under them game 1 with protection. Try to Turn 3 the Marit Liege with crop rotation
3. Discard to get them into a top deck situation

What they will bring in:

2 Council's Judgement
1 Path to Exile
1 Additional way to answer Marit Liege

Our Sideboard Plan

In:

2 Plague Engineer - Name Human, Elemental or horror
2 Sylvan Safekeeper
3 Pithing Needle - to name wasteland or karakas
1 Liliana, the Last Hope

Out:

4 Mox Diamond
1 Bojuka Bog
1 Khalini Garden
1 Karakas
1 Satyr Wayfinder

Cards that matter from OP Game 1:

1. This is the nightmare match-up, almost all of their cards matter

Miracles

Lands (20)

4 Flooded Strand
5 Island
2 Plains
1 Polluted Delta
3 Prismatic Vista
1 Scalding Tarn
2 Tundra
1 Volcanic Island
1 Fetch Land

Creatures (5)

2 Monastery Mentor
3 Snapcaster Mage

Spells (35)

1 Accumulated Knowledge (4 or 0)
1 Arcom's Astrolabe
1 Back to Basics
4 Brainstorm
1 Council's Judgement
1 Counterbalance
1 Counterspell/Dovin's Veto
1 Force of Negation
4 Force of Will
2 Jace the Mind Sculptor
1 Narset, Parter of Veils
4 Ponder
1 Portent
1 Predict
1 Spell Pierce
4 Swords to Plowshares
1 Teferi, Time Raveler
2 Terminus
3 Flex Slots - Possible Concerns: Teferi, Hero of Dominaria, 0.2 Humility, 0.1 Detention Sphere, 0.6 Supreme Verdict

Sideboard (15)

1 Containment Priest
1 Disenchant
2 Flusterstorm
1 Hydroblast
1 Pyroblast
2 Surgical Extraction

1 Vendilion Clique

6 Flex Slots - Possible Concerns: 0.2 Oblivion Ring, 0.4 Palace Jailer, 0.3 Pithing Needle, 0.6 Supreme Verdict, 0.1 Terminus, 0.1 Karakas, 0.0 Blood Moon

Cards that matter from OP Game 1:

1. You are trying to go get under them game 1 with protection. Try to Turn 3 the Marit Liege with crop rotation. Assume they have swords, but if you can't play around it, I just jam
2. Discard to get them into a top deck situation
3. The Hogaak plan may stretch their removal

What they will bring in:

1 Vendilion Clique
1 Back to Basics
0-1 Blood Moon
1-2 Ways to deal with Marit Liege

Our Sideboard Plan - Jund'em out

In:

(2 Plague Engineer - name Monk or Faerie)
3 Hymn to Tourach
2 Sylvan Safekeeper
1 Liliana, the last hope

Out:

4 Mox Diamond
1 Ghost Quarter
1 Dryad Arbor
1 Khalini Garden
1 Wasteland

4c Control 3%gf 10%mtgt8

Lands 20-22

1 Badlands
1 Bayou
4 Polluted Delta
2 Snow-covered Island
1 Snow-covered Swamp
1 Tropical Island
1 Underground Sea
1 Volcanic Island
2 Wasteland
3-4 Scalding Tarn
0-1 Bloodstained Mire
0-1 Verdant Catacombs
0-1 Snow-covered Forest
0-1 Snow-covered Mountain
0-4 Misty rainforest

Creatures 5-7

3 Snapcaster Mage
2 Plague Engineer
0-2 Baleful Strix

Spells

3 Wrenn and Six
3 Jace the Mind Sculptor
4 Brainstorm
4 Ponder
3 Fatal Push
2 Abrupt Decay
1 Liliana's Triumph
1 Kolaghan's Command
4 Force of Will
4 Arcum's Astrolabe
0-2 Thoughtseize
0-1 Tyrant's Scorn
0-1 Assassin's Trophy

Sideboard

2 Pyroblast
1 Hydroblast
2 Surgical Extraction
0-2 Leovold, Emissary of Trest 86%
0-1 Plague Engineer 86%
0-1 Karakas 79%
0-1 Red Elemental Blast 79%
0-1 Blue Elemental Blast 64%

0-1 Veil of Summer 57%
0-1 Crop Rotation 50%
0-1 Pithing Needle 43%
0-1 Force of Negation 43%
0-1 Thoughtseize 36%
0-1 Bojuka Bog 21%
0-1 Nihil Spellbomb 21%
0-1 Assassin's Trophy 21%
0-1 Vendilion Clique 21%

Their Sideboard Plan

Surgical
Karakas
Crop Rotation

Our Sideboard Plan

3 Pithing Needle
-1 karakas
-1 khalini garden
-1 Dryad Arbor

Notes

- Maindeck edicts, wasteland, and Jace Bounce
- Probly Dont care about w6 unless wasteland lock
- Save Hexmage until you combo because of Wrenn and Six