

Maindeck:				Sideboard:	
Creatures: 4x Baral, Chief of Compliance 2x Goblin Electromancer Lands: 2x Island 1x Mountain 2x Snow-Covered Island 4x Shivan Reef 4x Spirebluff Canal 4x Steam Vent		Cantrips: 3x Opt 4x Sleight of Hand 4x Serum Visions Rituals: 4x Desperate Ritual 4x Manamorphose 4x Pyretic Ritual		Win-con: 4x Gifts Ungiven 3x Grapeshot 2x Past in Flames Utility: 1x Noxious Revival 2x Remand 1x Repeal 1x Unsubstantiate	1x Abrade 1x Echoing Truth 1x Engineered Explosives 2x Empty the Warrens 1x Gigadrowse 2x Lightning Bolt 4x Pieces of the Puzzle 1x Pyromancer Ascension 1x Shattering Spree 1x Wipe Away
Matchup:	Opponent's usual sideboard cards:	Ins:	Outs:	My game plan & comments:	
8-Rack	Permission: Damping Sphere, Leyline of the Void, Nihil Spellbomb Board wipe: Bontu's Last Reckoning, Ratchet Bomb Tricks: Surgical Extraction	1x Abrade 1x EE 2x Empty the Warrens 4x Pieces of the Puzzle	2x Baral 2x Electromancer 1x Grapeshot 2x Remand 1x Unsubstantiate	Game one, I usually prioritize hitting land drops and eventually go off using Past in Flames. Post board things get a lot harder due to 8-Rack often playing multiple Surgical Extractions. Our plan doesn't change though. Although I could see an argument for bringing in Pyromancer Ascension, I think our easiest and most effective game plan is to win from a medium size Empty. I most often keep Noxious in as protection for Surgical. Hitting hand drops is the most important thing in this matchup	
5C Humans	Spot removal: Dismember, Path Permission: Damping Sphere, Gaddock Teeg, Grafddigger's Cage Board wipe: Izzet Staticaster Discard: Sin Collector	1x Abrade 1x EE 1x Echoing Truth 2x Lightning Bolt	3x Opt 2x Remand	Game one can be rough with their combination of Kitesail Freebooter, Thalia, Meddling Mage, and Phantasmal Image. Repeal goes a long way in helping us avoid a Meddling Mage lock. Post board things get a lot better as our removal suite diversifies making Meddling Mage less potent. Storm sort of becomes the control deck in the sideboarded games, answering Humans threats that matter and buying enough time to combo off. This matchup is slightly unfavorable for Storm, but close to 50-50. A good Storm pilot makes this matchup MUCH closer than the general Modern Magic community believes.	
Abzan	Tricks: Golgari Charm, Surgical Extraction Permission: Damping Sphere, Grafddigger's Cage, Nihil Spellbomb Board wipe: Damnation, EE, Flaying Tendrils Discard: Collective Brutality, Duress	1x EE 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Pyromancer Ascension	1x Baral 2x Electromancer 2x Gifts 1x Noxious 1x Opt 1x PiF 1x Remand 1x Unsubstantiate	If they have discard and pressure, we are in for a bad time (as do most combo decks). If they durdle and can't end the game fast enough, we have a fine game one. Postboard, they have a good combination of spot removal, lok, Thoughtseize, Lilliana of the Veil, and Scavenging Oozes. Since they are relying on discard and are most likely tapping out on crucial turns 3, 4, or 5, the right topdeck can often be game-winning. We should often be as patient as possible (waiting until the turn before we die), but sometimes we should also go for it if they give us a room to get a bit lucky with cantrips/Manamorphoses.	
Ad Nauseam	Tricks: Silence Permission: Leyline of Sanctity Board wipe: Bontu's Last Reckoning, Echoing Truth	1x Echoing Truth 1x Empty the Warrens 4x Pieces of the Puzzle 1x Wipe Away	4x Gifts 1x Grapeshot 1x Noxious 1x Opt	Game one is a race, and we are often faster. We need to be able to Grapeshot multiple times in a row since they will often have an Angel's Grace. Leave yourself enough gas to kill the opponent on the following turn after an Angel's Grace. Post board they are still relying on Angel's Grace and Pact of Negation. Their Leylines doesn't mean much since we will side out Gifts and look to kill them with goblins or bounce spell + Grapeshot.	

	Discard: Thoughtseize			
Affinity	Spot removal: Dispatch Permission: Grafdigger's Cage, Rest in Peace, Relic of Progenitus, Rule of Law, Spell Pierce (or other counters) Discard: Thoughtseize	1x Abrade 1x Echoing Truth 1x EE 1x Lightning Bolt 1x Shattering Spree	3x Opt 2x Remand	Game one is basically a race in which we only have to worry about Galvanic Blast and sometimes Spell Pierce. Luckily, we are often a turn faster than them. Usually, we don't have time to wait on casting a mana bear. Run it out and make them have the Galvanic Blast. Post board we have some great answers, and we can be patient since they will have a hard time killing us early through our disruption. Try to be as patient with your answers as possible, especially if they haven't played a Cranial Plating yet, since it will save a lot more damage if we can wait until they attack with an equipped creature. One of the most common mistakes against Affinity is to board in all our answers since we might ruin our own game plan by doing so. For that reason, I like five cards in and out.
Blue Moon	Permission: Dispel, Negate, Relic of Progenitus Board wipe: Anger of the Gods, EE	1x Empty the Warrens 1x Gigadrowse 4x Pieces of the Puzzle 1x Pyromancer Ascension	2x Electromancer 2x Gifts 1x Grapeshot 1x Noxious 1x PiF	This is a tougher matchup for us based on the amount of permission (particularly Spell Snare) the opponent plays. That in combination with instant-speed threats (Snapcaster Mage/Vendilion Clique) can make winning games difficult. Try to bottleneck the opponent's mana on a critical turn with EOT Gifts Ungiven or Remands. If they are on the Kiki-Jiki-version you can side in Wipe Away as well.
Bogles	Permission: Damping Sphere, Eidolon of Rhetoric, Ethersworn Canonist, Gaddock Teeg, Leyline of Sanctity, Rest in Peace	1x EE 4x Pieces of the Puzzle 1x Wipe Away	4x Gifts 1x Grapeshot 1x Noxious	Game one is a straight race if the opponent doesn't have Leyline of Sanctity in the opener and very difficult to win if they do. We aren't cold to it do to Repeal, but are required to naturally draws to bounce and win (Gifts Ungiven are turned off). Post board, we get around Leyline of Sanctity by having more ways to bounce it and Pieces of the Puzzle. They often board Rest in Peace in addition to Leyline of Sanctity and can also have weird stuff like Rule of Law on occasion.
BR Hollow One	Spot removal: Big Game Hunter, Fatal Push Permission: Leyline of the Void, Nihil Spellbomb, Tormod's Crypt Board wipe: Engineered Explosives Discard: Collective Brutality, Liliana of the Veil, Thoughtseize	1x Abrade 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle	4x Gifts 1x Noxious 2x Opt 2x Remand	Game one we only worry about Burning Inquiry, Lightning Bolt, and Collective Brutality. Sometimes they will be faster than us, but on average I believe we are at least as fast as they are and are above 50-50 to win. Post board they get access to more discard and graveyard hate. Luckily, we also get more ways to slow down their game plan and eventually get there. Sometimes it's correct to Empty for 6-8 to buy us 2-4 turns depending on their board. The later it goes, the more favored I feel in this matchup.
BTL Scapeshift	Permission: Dispel, Negate Board wipe: Anger of the Gods, EE, Izzet Staticaster, Maelstrom Pulse, Damnation	1x Gigadrowse 1x Wipe Away	1x Grapeshot 1x Opt	We need to worry about Remand, Cryptic Command, and Snapcaster Mages. They have a natural clock (winning when they hit 7-8 mana) which means we most likely have to go off on turn 4-5 at the latest. We should most likely commit a bear to the table early since they don't have much to remove it once it's there. Remand is crucial in this matchup and duplicates of Gifts (eot into mainphase) can often be game-winning.
Burn	Spot removal: Exquisite Firecraft, Searing Blood Permission: Grafdigger's Cage, Rest in Peace	1x Abrade 1x Echoing Truth 2x Empty the Warrens 2x Lightning Bolt	3x Opt 2x Remand 1x Noxious	Game one, Eidolon of Great Revel is game-winning for them, but it's a race otherwise. I typically Grapeshot their creatures aggressively early on to give me the highest chance of surviving until turn 4/5 and try to win then. Post board we get access to more answers to Eidolon. Going for an early Empty of 8-plus (sometimes even six if you can back it up by some bolts) is always correct. This matchup is not great for us, but better than people think on average. The games we lose are so lopsided it makes the matchup feel worse than it is.

Creatures Toolbox	Spot removal: Abrupt Decay, Path to Exile Permission: Damping Sphere, Eidolon of Rhetoric, Scavenging Ooze, Unified Will Board wipe: Izzet Staticaster, Maelstrom Pulse, Orzhov Pontiff Discard: Sin Collector, Thoughtseize Tricks: Surgical Extraction	1x Abrade 1x Echoing Truth 1x EE 2x Lightning Bolt 1x Wipe Away	1x Grapeshot 3x Opt 2x Remand	<p>Depending on whether they are GW, Bant, or Abzan, they have access to Spell Queller, Reflector Mage, Scavenging Ooze, and Path to Exile in pre-boarded games. We are as fast as they are and it's basically a pure race in which we have Grapeshot working as a pseudo one sided board wipe.</p> <p>Post board they will always have some sort of permission permanents, so we board in order to beat that. I rarely Bolt the bird unless I suspect them having mana issues (like if they play Horizon Canopy + Bird) since we need to answer their Devoted Druid, Viziers, Spell Quellers, Scavenging Oozes.</p> <p>Expect a couple must-answer cards post board such as Eidolon of Rhetoric, Ethersworn Cannonist, Ruric Thar, etc. Remember, the opponent can likely tutor for them with cards like Chord of Calling, Eldritch Evolution and Collected Company (depending on what version the opponent is playing).</p>
Dredge	Spot removal: Abrupt Decay, Lightning Axe Permission: Leyline of the Void Discard: Collective Brutality Thoughtseize	1x Echoing Truth 2x Empty the Warrens 4x Pieces of the Puzzle	1x Electromancer 4x Gifts 1x PiF 1x Repeal	<p>Game 1 is a race in which we are usually a turn faster. We only have to watch out for Conflagrate and Despair.</p> <p>Post board we assume that they have spot removal, discard, and maybe Leyline of the Void. We use our same game plan except we can use Empty to buy ourselves time since we will need something in the range of 14+ goblins in order to race them (depending on whether we can cast a semi-big grapeshot in the mix of making goblins). Generally, I commit Baral to the board early (and force them to use their Conflagrate early, which is rarely good for them), but I would be careful about committing Electromancer since they have Collective Brutality for that.</p>
Eldrazi Tron	Spot removal: Spatial Contortion Permission: Grafdigger's Cage, Relic of Progenitus Board wipe: Ratchet Bomb Tricks: Surgical Extraction	1x EE 2x Empty the Warrens 1x Shattering Spree 1x Wipe Away	1x Noxious 3x Opt 1x Grapeshot	<p>Eldrazi Tron is usually an extremely lopsided match since they either have an early TKS/Chalice or we simply Storm them without being disrupted much. Game one we try to watch out for Chalice of the Void, Thought-Knot Seer, Dismember, All is Dust, and sometimes Warping Wail/Relic of Progenitus, and post board they usually get a bit more graveyard hate plus Surgical Extraction. Empty can often be a game winner, but generally we are trying not to lose to Chalice and eventually win through their other disruption spells.</p> <p>With time, I have accepted that sometimes they just have their nut draws (generally involving 2 Tron pieces and Expedition Map). If they don't, we are in good shape.</p>
Eldrazi & Taxes	Permission: Kambal, Consul of Allocation, Rest in Peace Board wipe: Flaying Tendrils Discard: Collective Brutality	1x Abrade 1x EE 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Shattering Spree	4x Gifts 1x Grapeshot 1x Noxious 3x Opt 1x PiF 1x Remand	<p>Eldrazi & Taxes should be a rough matchup with them having Wasteland Strangler, Tidehollow Sculler, Thought-Knot Seer, Path to Exile, Fatal Push, and Relic of Progenitus game one, but they are also an extremely slow and clunky deck which we sometimes just beat on turn 3-4. Even though they are slow, I always try to assume that we are under pressure which is why I tend to go for a rushed kill since the later it goes the higher the chance is of them drawing Relic which can be really problematic when we are low on resources.</p> <p>Post board we get a lot grindier and turn into a pseudo-midrange deck. They only add a bit more discard and some hate permanents. Abrade and Shattering Spree are both all-stars in this matchup since they hit Aether Vial, hate permanents and Tidehollow Sculler.</p>
Elves	Spot removal: Fatal Push, Path to Exile Permission: Eidolon of Rhetoric, Ethersworn Canonist, Loaming Shaman, Rest in Peace, Relic of Progenitus, Scavenging Ooze	1x Abrade 1x EE 2x Lightning Bolt 1x Wipe Away	3x Opt 2x Remand	<p>Game one is a race in which we should generally be a little bit faster since our Grapeshot does wonders against them. Don't be afraid to use resources to "mow the lawn" and kill several of their elves, particular mana creatures. That slows them down a ton.</p> <p>Post board they usually have their hate stuck to creatures, which is easy for us to deal with. I like committing mana bears early and force them to have their spot removal since they usually don't run a lot of that.</p>

	Discard: Thoughtseize			
Grixis Death's Shadow	Permission: Disdainful Stroke Board wipe: EE, Izzet Staticaster, Kozilek's Return Discard: Collective Brutality, Liliانا of the Veil Tricks: Surgical Extraction	1x Echoing Truth 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Pyromancer Ascension 1x Wipe Away	4x Gifts 1x Baral 2x Electromancer 1x Noxious 1x PiF 2x Remand	Game one is difficult as they have discard for our hand, removal for our bears, permission (in the form of Stubborn Denial) for our spells and a quick clock. If they give us a window to go for it, it's usually worth it. Post board I like Caleb Scherer's idea of blanking their removal, but I still keep in a couple of bears since we sometimes just get our chance early on to win in which we often need a bear. Other games go into - mode (if we commit to Grapeshotting their creatures or other stuff like that) and mana bears can be game winning once you are building up your hand again. We turn into a pseudo-midrange deck where Empty the Warrens for 6-plus is often game-winning.
Gx Tron	Spot removal: Dismember, Fatal Push, Spatial Contortion Permission: Relic of Progenitus, Warping Wail Discard: Collective Brutality, Thought-Knot Seer, Thoughtseize Tricks: Surgical Extraction	1x Abrade 1x Empty the Warrens 4x Pieces of the Puzzle 1x Shattering Spree	2x Gifts 1x Noxious 3x Opt 1x PiF	Game one, we only have to worry about Karn, Ugin, Oblivion Stone, and sometimes Relic/Dismember. Generally, we can safely commit a bear to the table on turn two and hopefully go off on turn 3-4. Post board, they usually have a lot to fight us, but in my experience, they will also mulligan pretty aggressively towards their hate which often means that we get more time to set up a combo through disruption. I usually don't commit bears before the turn I try to storm off, unless I have an additional bear in hand. I usually try my best to play around Surgical Extraction by not allowing PiF, Grapeshot, and Manamorphose to go into the graveyard before they have to. I pretty much always Spree or Repeal Expedition Map if I have the opportunity to do so. Generally, I value slowing them down more than speeding up my own game post board (especially if that means I can get them to tap out around turn 3-5).
Goryo's Vengeance	Permission: Pact of Negation, Chalice of the Void Board wipe: Anger of the Gods, EE, Pyroclasm Discard: Collective Brutality	1x Wipe Away	1x Repeal	A pure race game one where their nut draws is a turn quicker than ours. I usually go for it liberally in this matchup, even if it means having only 1-2 draws at hitting a card we need. Post board is also a race, but they have access to counters and a bit of discard, which can make some games rough. Their deck is highly unreliable from my experience, and sometimes they will just be a turn faster than us. We are way more reliable to go off on turn 3-4 than them though.
Hatebears	Spot removal: Dismember Permission: Aven Mindcensor, Dampening Sphere, Eidolon of Rhetoric, Gaddock Teeg, Rest in Peace Board wipe: EE	1x Abrade 1x Echoing Truth 1x EE 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle	4x Gifts 1x Grapeshot 1x Noxious 3x Opt 2x Remand	A close, fun, but hard matchup. They have Path to Exile, Thalia, Guardian of Thraben, Leonin Arbiter, and Scavenging Ooze game one, but once again they won't provide a fast clock, so we can be patient and try to wait with storming off until the absolute last turn before dying. I like committing mana bears, especially if I can hold up mana to pay for Leonin Arbiter. Even if they Path it, we still advance our board. Grapeshot should also be used as board wipe quite often, even if it means we have to rebuild our hand again. Post board they get access to even more hate, but we also get access to a lot of answers which often means that post board games will be very close. They usually don't have a lot of board wipes, but we will need a large Empty the Warrens to win since they will get to block more and more Goblins each turn (I prefer 12-plus, but I have gone for eight on turn two on the play, and 10 on turn two on the draw). This is a matchup where Abrade shines a lot, because they have Aether Vial and permanent must-answer cards from creatures to artifacts.
Infect	Spot removal: Dismember Permission: Dispel, Grafdigger's Cage, Relic of Progenitus, Spell Pierce	1x Abrade 1x Echoing Truth 2x Lightning Bolt 1x Wipe Away	3x Opt 2x Remand	One of the few matchups where we might be slower than them. They usually only have 0-2 Spell Pierces to worry about game one, and if we are on the draw, we usually have two options on our turn two. We try to grapeshot all their creatures or commit mana bear and hope not to die. I will spend my rituals very aggressively in this matchup. Post board we can play a bit more defensively, and as with Infect in general, we should always aim to Bolt post combat. Unless we have a certain

				answer like Wipe Away, I like trying to go off at the earliest possible time, even if that means that we have to get a bit lucky.
Jeskai Control	<p>Permission: Damping Sphere, Dispel, Negate, Relic of Progenitus, Rest in Peace, Runed Halo</p> <p>Board wipe: Anger of the Gods, Detension Sphere, EE, Izzet Staticaster</p> <p>Discard: Vendilion Clique</p>	<p>2x Empty the Warrens 1x Gigadrowse 4x Pieces of the Puzzle 1x Pyromancer Ascension 1x Wipe Away</p>	<p>1x Baral 2x Electromancer 2x Gifts 1x Grapeshot 1x Noxious 1x Opt 1x Unsubstantiate</p>	<p>A close matchup where I feel favored post board. Game one is all about hitting land drops and spending cantrips to do so. Unless they provide a clock, we pretty much have unlimited time to try to find a combination of multiple Gifts, or multiple Grapeshots which can win us the game through their counters. They usually have Spell Snare, Bolt, Path, Supreme Verdict, Logic Know, Cryptic Command, Helix, and Snapcasters, but Vendilion Clique mainboard is the thing I fear the most. Post board Pyromancer Ascension and Gigadrowse are our all-star cards. We should try to be as patient as possible throughout the game (unless they give us an opening). We can side in EE as well if we see both Damping Sphere and Rest in Peace.</p> <p>I like creating a sub-game that revolves around a spell (usually Empty the Warrens) that forces the opponent to react on their turn. I'll often Empty for six goblins to force action/get a window to combo off.</p>
Jund	<p>Permission: Damping Sphere, Grafdigger's Cage, Nihil Spellbomb</p> <p>Board wipe: Anger of the Gods, EE</p> <p>Discard: Collective Brutality</p>	<p>1x EE 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Pyromancer Ascension</p>	<p>1x Baral 2x Electromancer 2x Gifts 1x Grapeshot 1x Noxious 1x Opt 1x Remand 1x Unsubstantiate</p>	<p>Same as with Abzan: If they have discard and pressure, we are in for a bad time. If they durdle and can't end the game fast enough, we have a fine game one.</p> <p>They have a good combination of spot removal, IOK, Thoughtseize, Liliانا of the Veil, and Scavenging Oozes. Since they are relying on discard and are most likely tapping out on crucial turns 3-5, the right topdeck can often be game winning. We should often be as patient as possible (waiting until the turn before we die), but sometimes we should also go for it if they give us a room to get a bit lucky with cantrips/Manamorphoses (often times this will be on our turn 3-4 after they have casted something like discard + Goyf, Bloodbraid or Liliانا).</p>
KCI	<p>Permission: Nihil Spellbomb</p> <p>Board wipe: Pyroclasm</p> <p>Discard: Collective Brutality</p> <p>Tricks: Silence</p>	<p>1x Abrade 1x Echoing Truth 1x Shattering Spree</p>	<p>1x Grapeshot 2x Opt</p>	<p>Game one, we only have to worry about Pyrite Spellbomb and EE, but since it's a race we usually just commit a bear as early as possible and aim to go off no later than turn four.</p> <p>Post board they will have access to a bit hate – mostly Brutality and other artifact hate cards (which we are suited to beat), but most importantly some lists run Silence which means we need to be able to go off two turns in a row (if possible). Be wary of Guttural Response countering Gifts Ungiven post board.</p> <p>In general, I think this matchups is favorable for Storm.</p>
Lantern	<p>Permission: Leyline of Sanctity</p> <p>Board wipe: Maelstrom Pulse</p> <p>Discard: Collective Brutality</p> <p>Tricks: Welding Jar</p>	<p>1x Abrade 1x Echoing Truth 1x EE 1x Empty the Warrens 4x Pieces of the Puzzle 1x Pyromancer Ascension 1x Shattering Spree 1x Wipe Away</p>	<p>2x Electromancer 4x Gifts 1x Grapeshot 1x Noxious 1x PiF 1x Remand 1x Unsubstantiate</p>	<p>Lantern is a strange matchup where I feel games are often extremely lopsided. Sometimes they will have their fastest hands which give them access to Witchbane Orb, but other games they will not be able to do anything before we storm off. Their main deck hate cards consist of Pyrite Spellbomb, Thoughtseize, IOK, Abrupt Decay, Damping Sphere, Grafdigger's Cage, and Witchbane Orb. Post board we will try to force them to have both Witchbane Orb and Bridge (+ their natural lock with Lantern and mill rocks), since otherwise we can either Empty for a lot or Grapeshot them to death. I will keep almost any hand with lots of cantrips since they will have a hard time playing through that (Pieces is an all-star!). We should always watch out for their ability to tutor up Grafdigger's Cage at instant speed (or Welding Jar to protect their important artifacts against Shattering Spree – we need to target the important artifacts more than once if we are able to).</p> <p>A relevant line can sometimes be to Empty the Warrens for a ton and find a bounce spell to attack through multiple Bridges.</p>

Living End	<p>Spot removal: Shriekmaw</p> <p>Permission: Leyline of Sanctity Slaughter Games</p> <p>Tricks: Faerie Macabre, Ricochet Trap</p>	<p>1x Echoing Truth 4x Pieces 1x Wipe Away</p>	<p>3x Gifts 1x Grapeshot 1x Noxious 1x Repeal</p>	<p>Another race in which we have to worry about having to sacrifice our bear at instant speed to a cascaded Living End. They most likely also have access to Beast Within. Either way Remand is an absolute all-star, because if we can force them to cascade in their main phase, we are free to go off during our turn. Usually we can also survive their first hit since they will most likely Living End for anything between 10-16 power. Post board Faerie Macabre is what we should be most worried about, and if they have Leyline of Sanctity in their opening hand, we need to find one of our three bounce spells before Grapeshotting them.</p>
Mardu Pyromancer	<p>Permission: Leyline of the Void, Nihil Spellbomb</p> <p>Board wipe: Anger of the Gods, EE</p> <p>Discard: Collective Brutality</p> <p>Tricks: Rakdos Charm, Surgical Extraction</p>	<p>1x Abrade 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Pyromancer Ascension</p>	<p>1x Baral 2x Electromancer 4x Gifts 1x Noxious 1x Repeal 1x PiF</p>	<p>They have a lot of disruption with Thoughtseize, IoK, Collective Brutality, and Kolaghan's Command. They also have a lot of spot removal in the form of Bolt, Push, and Terminate. That said they usually don't provide a fast clock which should give us a spot to storm off in the turns when they use looting from the graveyard, Lingering Souls, or Bedlem Reveler.</p> <p>Post board we should expect them to turn off our graveyard, and they sometimes have tricks for that, which we should try to play around. I like committing to Empty the Warrens to buy ourselves time since it most likely won't win us the game due to them being able to provide tons of tokens themselves. It's usually a back and forth game. I think game one is very favorable for us, but postboard games are more difficult.</p>
Merfolk	<p>Permission: Damping Sphere, Dispel, Grafddigger's Cage, Negate, Relic of Progenitus</p> <p>Board wipe: Echoing Truth</p>	<p>1x Abrade 1x Echoing Truth 1x EE 1x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle</p>	<p>3x Gifts 1x Grapeshot 1x Noxious 3x Opt 2x Remand</p>	<p>Game one is favorable since they only have access to Cursecather and either Spell Pierce or Dismember (if they keep colorless mana open in the early turns, we can identify it as being Dismember). It's easy to play around, and they usually can't kill us before turn five which is why I feel heavily favored game one.</p> <p>Post board it gets a lot more tricky, and I like killing their Aether Vial if possible since that will force them to tap out or give us enough space and time to set up a clean kill. I Grapeshot aggressively against them to buy myself time, but don't fall into the trap of having a Grapeshot denied by a vial lord pumping their team (if they have Aether Vial on 2, we should add one more damage to each of their creatures).</p>
RG Eldrazi	<p>Permission: Chalice of the Void, Grafddigger's Cage, Relic of Progenitus</p> <p>Board wipe: Anger of the Gods, EE</p>	<p>1x Abrade 1x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Wipe Away</p>	<p>3x Gifts 1x Grapeshot 1x Noxious 3x Opt 1x PiF</p>	<p>The deck has access to Thought-Knot Seer, Lightning Bolt, Dismember, and sometimes Scavenging Ooze and Relic of Progenitus. Either way we hope to be faster than them game one (which usually depends on their number of Temples). We shouldn't expect our bear to live if they have mana open, so we should aim to set up a kill around turn 4-5 (depending on the pressure they provide).</p> <p>Post board they can have all the artifact hate permanents, and we play a slower game trying to sculpt our hand since they will most likely have to tap out at some of the crucial turns 4-6.</p>
Ponza	<p>Permission: Damping Sphere, Trinisphere, Relic of Progenitus, Scavenging Ooze</p> <p>Board wipe: Anger of the Gods</p>	<p>1x Abrade 1x EE 2x Lightning Bolt 1x Wipe Away</p>	<p>1x Grapeshot 1x Noxious 3x Opt</p>	<p>We are favored, but sometimes they can keep us from casting spells by chaining land hate. We should always prioritize lands when we cantrip, and eventually we will get there. They only have a few Lightning Bolts, Chandra, Torch of Defiance, and Inferno Titan to deal with our bears, so I like committing one as early as possible.</p> <p>Post board they get a bit of permanent hate, but it's usually Damping Sphere/Relic of Progenitus which we should be able to handle. Assuming we win game one, we should be in good shape to win game three when we are on the play.</p>
TitanShift	<p>Spot removal: Beast Within</p> <p>Permission: Damping Sphere, Grafddigger's Cage, Relic of Progenitus</p> <p>Board wipe: Anger of the Gods</p>	<p>1x Wipe Away</p>	<p>1x Grapeshot</p>	<p>A pure race game one. Sometimes they have access to Sweltering Suns, Lightning Bolt, and Relic of Progenitus, but most likely they will just play some ramp spells before dying to our Grapeshots. I like playing it safe since we can almost always tell when we are dead, which means we can wait until our last turn before storming off. I also like to stay at 19 lives+ since that will require them to have Primastic Omen or 8 lands before killing us with Scapeshift.</p> <p>Post board they will side in all their artifact permanent hate, but our game plan doesn't change. Hopefully, they will be slowed down having to commit their hate in</p>

				the early turns, which gives us a lot of time to set up a storm through the hate. For the same reason, I wholeheartedly believe it's a trap to side in Empty the Warrens.
Traverse Death's Shadow	Permission: Grafddigger's Cage, Nihil Spellbomb Board wipe: EE, Izzet Staticaster, Maelstrom Pulse Discard: Collective Brutality	1x Echoing Truth 2x Empty the Warrens 2x Lightning Bolt 4x Pieces of the Puzzle 1x Pyromancer Ascension 1x Wipe Away	4x Gifts 2x Baral 2x Electromancer 1x Noxious 2x Remand	Since most Traverse Shadow builds have adopted the Stubborn Denial plan, we are in for a rough time. Generally, we are at their mercy and hope they can't provide a clock next to their heavy discard suite of Thoughtseize + 4 IoK in combination with tons of spot removal. Post board we can try to play the grindy game with Empty the Warrens, but Izzet Staticaster is a concern we have to live with. Our shot lies in our ability to make a medium Grapeshot which can be lethal in their effort to turn on Death's Shadow himself. Post board Lightning Bolt is a huge help in this regard, and it's mostly against decks like Traverse Shadow that I miss the third Lightning Bolt over Abrade.
UR Gifts Storm	Spot removal: Lightning Bolt Permission: Dispel, Gigadrowse	1x Abrade 2x Lightning Bolt	1x Grapeshot 1x Opt 1x Repeal	Truth be told, this has a lot to do with drawing the best seven. That said, I don't believe people are playing this matchup aggressively enough. I often waste a few rituals + Grapeshot to kill their bear if I'm on the draw. I always assume that they have it, so it's all about playing to your outs. In the end we have Remand, Unsubstantiate, Grapeshot, Noxious Revival at our disposal, which is true for our opponent as well. Using our resources at the right time is crucial, and we should remember that Noxious can even be used to put a card from their graveyard on top of their library. It's rarely right, but it's an option. I don't believe it's right to side in Gigadrowse post board, but Caleb does it, so you should probably be doing it as well.
UW Control	Permission: Damping Sphere, Dispel, Distainful Stroke, Leyline of Sanctity, Negate, Rest in Peace, Runed Halo Board wipe: EE Discard: Vendilion Clique	1x Engineered Explosives 2x Empty the Warrens 1x Gigadrowse 4x Pieces of the Puzzle 1x Pyromancer Ascension 1x Wipe Away	1x Baral 1x Electromancer 2x Gifts 1x Grapeshot 1x Noxious 1x Opt 1x PiF 1x Pyretic Ritual 1x Unsubstantiate	Exactly the same as Jeskai Control (HIT LAND DROPS) except they are even less likely to provide a clock which means I feel heavily favored against them. They might have something like Runed Halo main which we should consider, but generally we can play the slow game and wait until we have every angle covered before storming off. Post board, we aim to be as patient as possible and eventually have a stacked hand or Gigadrowse to fight through their hate. Wipe Away is an all-star if they have something like Rest in Peace or Leyline of Sanctity in the board. I don't like Unsubstantiate post board even though it can bounce Supreme Verdict. Between EE, Supreme Verdict and Detention Sphere, Empty is simply too unreliable anyway. That said, Repealing a single Goblin getting targeted by Detention Sphere can be right in very special cases. Generally, I like being extremely patient in this matchup (unless we have a clear opening from them over-extending by throwing a Search, planeswalker, or Geist early). Sometimes I side in an Echoing Truth over one Empty if I suspect a lot of hate.
Zoo (5c)	Permission: Ethersworn Cannonist, Disdainful Stroke, Gaddock Teeg, Negate Discard: Collective Brutality, Duress, Thoughtseize	1x Abrade 2x Empty the Warrens 2x Lightning Bolt	3x Opt 2x Remand	Zoo is a race in which we are usually a turn faster game one. They can play all sorts of colors, but either way they most likely have access to spot removal, and we should consider our first bear dead unless they are tapped out (which is also likely). Post board they most likely have some sort of permanent hate, and even though I didn't list it, it could also be artifacts. Either way, we consider Lightning Bolt, Abrade, Repeal and Empty our answers. If they play blue, they most likely have counters which means we need to play a bit slower and conservatively. Then again, their deck is made to tap out, so there should be room for us to storm off.