

Sideboard: 3 [[Thoughtseize]]; 2 [[Fatal Push]]; 2 [[Force of Vigor]]; 1 [[Ashiok, Dream Render]]; 1 [[Culling Ritual]]; 1 [[Fulminator Mage]]; 1 [[Grist, the Hunger Tide]]; 1 [[Murderous Cut]]; 1 [[Soulless Jailer]]; 1 [[Vexing Bauble]]; 1 [[Witherbloom Charm]].

Boros Energy / Mardu Energy
IN: 2 Fatal Push; 1 Culling Ritual; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Witherbloom Charm.
OUT: 4 Malevolent Rumble; 1 Endurance; 1 Ignoble Hierarchy.
<i>Bring in creature removal. Grist also kills a flipped Ajani.</i>

Goryo's Vengeance
IN: 3 Thoughtseize; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Vexing Bauble; 1 Witherbloom Charm.
OUT: 2 Delighted Halfling; 1 Dredger's Insight; 1 Walking Ballista; 1 Ignoble Hierarchy; 1 Haywire Mite; 1 Young Wolf.
<i>Keep Endurance and the remaining Green Sun's Zenith copies. Bauble interferes with free interaction and Ephemerate rebound; sacrifice it before evoking Endurance.</i>

Affinity
IN: 2 Force of Vigor; 1 Culling Ritual; 1 Vexing Bauble; 1 Witherbloom Charm.
OUT: 1 Endurance; 1 Green Sun's Zenith; 1 Grist, the Hunger Tide; 1 Formidable Speaker; 1 Ouroboroid.
<i>This preserves the fast creature engine while replacing the slower and narrower cards with artifact interaction. Sequence Culling Ritual around your own cheap permanents.</i>

Eldrazi Tron
IN: 3 Thoughtseize; 1 Force of Vigor; 1 Fulminator Mage; 1 Grist, the Hunger Tide.
OUT: 1 Badgermole Cub; 1 Dredger's Insight; 1 Endurance; 1 Ignoble Hierarchy; 1 Young Wolf; 1 Ouroboroid.
<i>Force is for Chalice of the Void, Trinisphere, and high-value Karn targets rather than the Eldrazi creatures. Thoughtseize and Fulminator attack the mana-development turns.</i>

Ruby Storm
IN: 3 Thoughtseize; 1 Soulless Jailer; 1 Witherbloom Charm.
OUT: 1 Badgermole Cub; 1 Grist, the Hunger Tide; 2 Yawgmoth, Thran Physician; 1 Ouroboroid.
<i>The plan prioritizes disruption without overboarding. Charm answers a two-mana engine, while Jailer shuts off Past in Flames lines. Vexing Bauble does not stop ordinary storm spells.</i>

Izzet Prowess / Grixis Prowess
IN: 2 Fatal Push; 1 Culling Ritual; 1 Murderous Cut; 1 Vexing Bauble; 1 Witherbloom Charm.
OUT: 3 Green Sun's Zenith; 1 Grist, the Hunger Tide; 1 Formidable Speaker; 1 Ouroboroid.
<i>All the interaction, kill their creatures quickly. Be creful of lava dart.</i>

RG Eldrazi
IN: 3 Thoughtseize; 1 Force of Vigor.
OUT: 2 Dredger's Insight; 1 Green Sun's Zenith; 1 Ignoble Hierarchy.
<i>This is the direct adaptation of the paper guide: the third Dredger's Insight in that list becomes the third Green Sun's Zenith in this one.</i>

Eldrazi Bloodchief / Gruul Broodscale
IN: 2 Fatal Push; 2 Force of Vigor; 1 Culling Ritual; 1 Murderous Cut; 1 Witherbloom Charm.
OUT: 2 Dredger's Insight; 1 Endurance; 1 Green Sun's Zenith; 1 Formidable Speaker; 1 Ignoble Hierarchy; 1 Ouroboroid.
<i>Prioritize Basking Broodscale and Glaring Fleshraker. Force is justified by Blade of the Bloodchief, Urza's Saga, and other artifact-heavy configurations; trim a Force for Thoughtseize if the opponent is presenting fewer permanent targets.</i>

Boros Ponza / Land Boom
IN: 3 Thoughtseize; 1 Grist, the Hunger Tide; 1 Witherbloom Charm.
OUT: 4 Malevolent Rumble; 1 Ignoble Hierarchy.
<i>Fetch basics early. Thoughtseize attacks the high-impact land-destruction and prison cards, while Charm covers cheap hate permanents. Force of Vigor is optional only after seeing enough enchantment targets.</i>

Amulet Titan
IN: 3 Thoughtseize; 2 Force of Vigor; 1 Fulminator Mage; 1 Ashiok, Dream Render.
OUT: 2 Dredger's Insight; 2 Green Sun's Zenith; 1 Grist, the Hunger Tide; 1 Young Wolf; 1 Ouroboroid.
<i>Force targets Amulet of Vigor, Spelunking, and Urza's Saga.</i>

Grixis Reanimator
IN: 2 Fatal Push; 1 Ashiok, Dream Render; 1 Grist, the Hunger Tide; 1 Murderous Cut.
OUT: 1 Badgermole Cub; 1 Dredger's Insight; 1 Ignoble Hierarchy; 1 Haywire Mite; 1 Ouroboroid.
<i>Push answers Psychic Frog and Emperor of Bones; Cut and Grist remain live against the larger reanimation targets.</i>

Mono-Green Eldrazi / Eldrazi Ramp
IN: 3 Thoughtseize; 1 Force of Vigor; 1 Fulminator Mage; 1 Grist, the Hunger Tide.
OUT: 2 Dredger's Insight; 1 Green Sun's Zenith; 1 Endurance; 1 Ignoble Hierarchy; 1 Ouroboroid.
<i>Force is for Fight Rigging, Trinisphere, Chalice, and similar noncreature engines rather than for the large threats.</i>

Jeskai / Azorius Energy-Control
IN: 3 Thoughtseize; 1 Grist, the Hunger Tide; 1 Vexing Bauble; 1 Witherbloom Charm.
OUT: 2 Dredger's Insight; 1 Green Sun's Zenith; 1 Walking Ballista; 1 Young Wolf; 1 Endurance.
<i>This extends the UW Chant plan to broader control configurations. Bauble covers free interaction and rebound spells; against a creature-heavy energy build, use the Boros Energy plan instead.</i>

Domain Zoo
IN: 2 Fatal Push; 1 Force of Vigor; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Witherbloom Charm.
OUT: 4 Malevolent Rumble; 1 Endurance; 1 Ignoble Hierarchy.
<i>This is the paper plan with one fewer Fatal Push, so Badgermole Cub remains in the deck. Force is primarily for Leyline of the Guildpact and Leyline Binding.</i>

Living End
IN: 3 Thoughtseize; 1 Soulless Jailer; 1 Vexing Bauble.
OUT: 3 Badgermole Cub; 1 Haywire Mite; 1 Young Wolf on the play or 1 Ouroboroid on the draw.
<i>Keep all three Green Sun's Zenith copies because they find Endurance, although only at sorcery speed. Bauble and Jailer stop the Living End spell cast from exile; sacrifice Bauble before evoking Endurance.</i>

UB Frog
IN: 3 Thoughtseize; 1 Fatal Push; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Witherbloom Charm.
OUT: 2 Delighted Halfling; 1 Dredger's Insight; 1 Endurance; 1 Walking Ballista; 1 Ignoble Hierarchy; 1 Young Wolf on the play or 1 Ouroboroid on the draw.
<i>Thoughtseize is central against the counterspell-heavy plan. The removal package answers Psychic Frog and other must-kill threats while preserving the core engine.</i>

Esper Blink / Azorius Blink
IN: 2 Fatal Push; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Vexing Bauble; 1 Witherbloom Charm.
OUT: 2 Delighted Halfling; 2 Dredger's Insight; 1 Ignoble Hierarchy; 1 Haywire Mite.
<i>Bauble catches free Solitude and Ephemerate rebound.</i>

Neobrand / Neoform
IN: 3 Thoughtseize; 1 Ashiok, Dream Render; 1 Vexing Bauble.
OUT: 1 Haywire Mite; 1 Ouroboroid; 1 Grist, the Hunger Tide; 1 Malevolent Rumble; 1 Dredger's Insight.
<i>Bauble counters the no-mana spells, while Ashiok shuts off Summoner's Pact and other library searches. Preserve a fast clock rather than adding narrow creature removal.</i>

Dimir Midrange / Dimir Flash
IN: 3 Thoughtseize; 1 Fatal Push; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Witherbloom Charm.
OUT: 2 Delighted Halfling; 1 Dredger's Insight; 1 Endurance; 1 Walking Ballista; 1 Ignoble Hierarchy; 1 Ouroboroid.
<i>On the play, Young Wolf may be the final cut instead of Ouroboroid.</i>

Tameshi Belcher
IN: 3 Thoughtseize; 1 Fulminator Mage; 1 Vexing Bauble.
OUT: 2 Badgermole Cub; 1 Grist, the Hunger Tide; 2 Malevolent Rumble.
<i>Keep Haywire Mite for Lotus Bloom and Goblin Charbelcher; Bauble stops suspended Bloom and other no-mana spells.</i>

Sideboard: 3 [[Thoughtseize]]; 2 [[Fatal Push]]; 2 [[Force of Vigor]]; 1 [[Ashiok, Dream Render]]; 1 [[Culling Ritual]]; 1 [[Fulminator Mage]]; 1 [[Grist, the Hunger Tide]]; 1 [[Murderous Cut]]; 1 [[Soulless Jailer]]; 1 [[Vexing Bauble]]; 1 [[Witherbloom Charm]].

Yawgmoth Mirror
IN: 2 Fatal Push; 1 Grist, the Hunger Tide; 1 Murderous Cut; 1 Witherbloom Charm. OUT: 2 Dredger's Insight; 1 Green Sun's Zenith; 1 Walking Ballista; 1 Ouroboroid. <i>The plan emphasizes direct removal and the second Grist rather than Force of Vigor or Soulless Jailer.</i>

UW Chant
IN: 3 Thoughtseize; 1 Grist, the Hunger Tide; 1 Witherbloom Charm. OUT: 2 Dredger's Insight; 1 Green Sun's Zenith; 1 Walking Ballista; 1 Young Wolf. <i>This is the direct adaptation of the paper guide, replacing its third Insight with the additional Zenith in this list.</i>

Tron
IN: 3 Thoughtseize; 1 Force of Vigor; 1 Fulminator Mage; 1 Grist, the Hunger Tide. OUT: 2 Dredger's Insight; 1 Green Sun's Zenith; 1 Endurance; 1 Ignoble Hierarchy; 1 Ouroboroid. <i>Force is for Map, Chalice, and Karn artifacts; Thoughtseize and Fulminator pressure the mana plan.</i>

Hollow One / Vengevine
IN: 2 Fatal Push; 1 Ashiok, Dream Render; 1 Murderous Cut; 1 Soulless Jailer; 1 Witherbloom Charm. OUT: 1 Haywire Mite; 1 Ouroboroid; 1 Badgermole Cub; 1 Malevolent Rumble; 1 Dredger's Insight; 1 Green Sun's Zenith. <i>Keep Endurance and the remaining Zeniths. Jailer stops permanent recursion, while Ashiok can clear the graveyard after milling.</i>

Mill
IN: 3 Thoughtseize; 2 Fatal Push; 1 Vexing Bauble; 1 Witherbloom Charm. OUT: 3 Malevolent Rumble; 2 Dredger's Insight; 1 Grist, the Hunger Tide. <i>This deliberately leaves the deck at 61 cards. Keep every Green Sun's Zenith because it finds Endurance, avoid unnecessary self-mill, and use Charm as an answer to Mesmeric Orb when relevant.</i>

Burn
IN: 2 Fatal Push; 1 Murderous Cut; 1 Witherbloom Charm. OUT: 1 Ouroboroid; 1 Grist, the Hunger Tide; 1 Malevolent Rumble; 1 Green Sun's Zenith. <i>Keep both Dredger's Insights for the life gain. Charm can either answer Roiling Vortex or gain 5 life; Force of Vigor is too costly unless the opponent shows an unusually enchantment-heavy plan.</i>

Samwise / Devoted Creature Combo
IN: 3 Thoughtseize; 2 Fatal Push; 1 Culling Ritual; 1 Murderous Cut; 1 Witherbloom Charm. OUT: 2 Dredger's Insight; 1 Endurance; 1 Green Sun's Zenith; 1 Malevolent Rumble; 1 Formidable Speaker; 1 Ignoble Hierarchy; 1 Ouroboroid. <i>Against artifact-heavy Samwise builds, replace one Thoughtseize with Force of Vigor; against graveyard-dependent loops, Soulless Jailer can replace the remaining Rumble.</i>