

## Bant Toxic sideboarding cheat sheet before RC Dallas - by Sodek

### Decklist:

Maindeck

4 Crawling Chorus  
 4 Skrelv, Defector Mite  
 4 Venerated Rotpriest  
 4 Jawbone Duelist  
 2 Annex Sentry  
 4 Skrelv's Hive  
 4 March of Swirling Mist  
 4 Fading Hope  
 3 Serum Snare  
 2 Bring the Ending  
 2 Spell Pierce  
 1 Aspirant's Ascent  
  
 4 The Seedcore  
 4 Seachrome Coast  
 3 Botanical Sanctum

2 Razorverge Thicket  
 4 Adarkar Wastes  
 2 Mirrex  
 1 Island  
 2 Thran Portal

### Sideboard

2 Bloated Contaminator  
 2 Aspirant's Ascent  
 2 Annex Sentry  
 2 Destroy Evil  
 2 Fateful Absence  
 2 Bring the Ending  
 1 Spell Pierce  
 1 Mirrex  
 1 Knockout Blow

*OTP: OTD: - It means that certain cards are additionally sided in/out on on the play or draw.*

Archetype	IN	OUT	COMMENTS
<b>BG MIDRANGE</b>	2 Destroy Evil 2 Bring the Ending 2 Fateful Absence 1 Mirrex	2 Annex Sentry 2 Spell Pierce 1 Jawbone Duelist 1 Aspirant's Ascent 1 Serum Snare	Slowroll Rotpriest if possible and try to play it with protection up
<b>CONVOKE</b>	2 Aspirant's Ascent 2 Bring the Ending 1 Spell Pierce 1 Fateful Absence	4 Skrelv's Hive 2 Annex Sentry	mull aggressively for Skrelv + Duelist or double Rotpriest draw
<b>DOMAIN (REGULAR VERSION)</b>	2 Destroy Evil 2 Bring the Ending 1 Fateful Absence 1 Spell Pierce 1 Mirrex	2 Fading Hope 2 Annex Sentry 2 Skrelv's Hive 1 Aspirant's Ascent	If they have a lot of 3 cmc creatures post side, you can add 2nd Fateful Absence instead of Hive

<b>DOMAIN (BLACK VERSION)</b>	2 Destroy Evil 2 Bring the Ending 1 Fateful Absence 1 Spell Pierce 1 Mirrex	2 Annex Sentry 2 Fading Hope 1 Aspirant's Ascent P: 2 Skrelv's Hive D: 2 Jawbone Duelist	If they don't have Lockdowns, switch Fading Hope with Serum Snares and additionally +1 Fateful Absence -1 Serum Snare
<b>ESPER MIDRANGE (WEDDING ANNOUNCEMENT BUILD)</b>	2 Destroy Evil 2 Bring the Ending 1 Spell Pierce 1 Mirrex	2 Jawbone Duelist 2 Annex Sentry 1 Serum Snare 1 Aspirant's Ascent	Check their removal package. If they are low on Annex Sentry answers (for example only 2 Cut Down + 1-2 Long Goodbye) and rely hard on 3 Pest Control, you can switch Serum Snares with Sentries. Same with Contaminator and cut Duelists.
<b>ESPER MIDRANGE (CREATURE CENTRIC BUILD)</b>	2 Destroy Evil 2 Fateful Absence 1 Mirrex	2 Spell Pierce 2 Bring the Ending 1 Jawbone Duelist	
<b>LEGENDS</b>	2 Bloated Contaminator 2 Fateful Absence 1 Annex Sentry 1 Spell Pierce 1 Mirrex	4 Skrelv's Hive 2 Bring the Ending 1 Serum Snare	Try to go under. Sentry is good early and since we don't want to go late, it's a solid answer despite Boseiju.
<b>MONO RED/RG</b>	2 Bloated Contaminator 2 Annex Sentry 2 Aspirant's Ascent 1 Knockout Blow 1 Fateful Absence	4 Jawbone Duelist 2 Bring the Ending 2 Serum Snare	Try to prolong the game and win with Hive with lifelink or Sentry/Contaminator
<b>TEMUR ANALYST</b>	2 Bring the Ending 1 Spell Pierce 1 Aspirant's Ascent 1 Fateful Absence 1 Mirrex	4 Skrelv's Hive 2 Annex Sentry	Go under and do not let them start the engine. Sentry may be good G1, but post side it's bad vs Pick Your Poison
<b>TOXIC</b>	2 Annex Sentry 2 Destroy Evil 2 Fateful Absence 1 Aspirant's Ascent D: 1 Aspirant's Ascent	2 Bring the Ending 2 Spell Pierce P: 2 Skrelv's Hive, 1 Serum Snare D: 4 Skrelv's Hive	Rotpriest and Sentry are key. Skrelv is also good at protecting key creatures and breaking board stalls. Post side either tempo them out or protect important cards. Hive is usually too slow.
<b>UB CONTROL</b>	2 Destroy Evil 2 Fateful Absence 2 Bring the Ending 1 Spell Pierce 1 Mirrex	3 Serum Snare 2 Annex Sentry 1 Fading Hope 1 Aspirant's Ascent 1 Jawbone Duelist	Key cards: Hive > Mirrex > Chorus. Prepare for a lot of wraths. Eventually, they should run out of answers. Their only way to win is to steal the game with 3-4 mana creatures like Sheoldred or Seedshark - that's why white removal comes in.
<b>UW CONTROL</b>	2 Destroy Evil 2 Bring the Ending 1 Spell Pierce 1 Fateful Absence 1 Mirrex	3 Fading Hope 2 Annex Sentry 1 Jawbone Duelist 1 Aspirant's Ascent	Their best card is The Wandering Emperor, keep it in check if possible. Don't rely too hard on Hive because they have multiple answers to it. The best plan is to go under and have 1-2 counters for their key spells.