

Top 1 'Gones Legacy n°6' with Yorion Death and Taxes Tournament Report / 12-12-2021

Hello everybody! As it has become a tradition - and a great thing to remember and improve myself - I would like to share my impression in this 58-people-tournament.

A few hours of sleeping and a big coffee is my classic pre-tournament ritual. But this time I had to wake up at 7:30am to go to Lyon (second biggest city in France) with a few friends and I was already tired after a couple of glasses of red wine from the last evening...

But Magic is a great reason for waking up so early on a Sunday!

We finally arrived at CartaJeu, which happens to be a really cool LGS. One thing I must tell you: I was waiting for 2 letters with Urza's Saga and other random cards such as Retrofitter Foundry and Shadowspear. They did not arrive early enough. Lucky me, I borrowed the missing cards from two friends the day before the tournament. I was still short of a Timeless Dragon – 0.25€-cards are always the hardest to get! I found someone at the last minute that basically gave me the precious dragon: I had to finish my deck list with a Walking Ballista instead, but I could finally change in the last moment.

Let's go! I was pretty confident with this Yorion D&T list from xJCloud that I trained a lot on MTGO during the God account time (6-3 and 7-3 at two Eternal Weekends and a few 4-1 leagues – D&T does not provide a lot of trophies, mainly 4-1s and 3-2s). And you often need 3 hours for a single league. Maybe a reason why this deck isn't that popular.

I won't detail all the MU as it will be a tournament report, but check-out xJCloud's article if you want a primer: <https://minmaxblog.com/death-and-taxes-for-eternal-weekend-2021/>

I also wrote a primer of the 60-card D&T, which is unfortunately unplayable at the moment: https://www.reddit.com/r/MTGLegacy/comments/ouiiv8/a_tribute_to_legacy_death_and_taxes_or_the_power/

Here's the list I played:



I am convinced that Yorion D&T is really stronger than the classic version. You need to try both to understand that this pile is sooooo good!

Main advantages:

- Your toolbox is bigger with Sagas and Recruiters
- Urza's Saga is busted
- Your mana base is more consistent, playing 34 Lands, including 18 Plains, + Timeless Dragon
- 4 copies of Urza's Saga, Solitude, Recruiter of the Guard and Spirit of the Labyrinth are insanely good
- Your sideboard is entirely dedicated to combo decks as you already have a main deck toolbox
- Grabbing Yorion and Vial-in + Karakas or just casting a 4/5 flyer is just ridiculous. It happens more often than most people think as D&T has the capacity to temporise until late game.
- You always have something to do with your mana as Sagas + Retrofitter, Yorion and Timeless Dragon are good mana sinks
- Last but not least your opponent cannot play around everything as you play 80 cards

The main disadvantage is the odds of having an Aether Vial and Wastelands in your opener, which is not that important anymore as Prismatic Ending is heavily played. Wasteland is more an utilitarian land than it used to be – keep it for Sagas only now - but it's fine to see less of them. Having 4 Recruiter of the Guard + 4 Solitude + 4 Swords to Plowshares allows you to delay the game and finally find an Aether Vial or tutor it with Urza's Saga if needed.

Quick recap:

2-0 on the draw - Match 1: 8cast

1-2 on the draw - Match 2: MonoR Aggro Burn

1-0 on the draw - Match 3: Classic D&T

2-0 on the draw - Match 4: Cephalid Breakfast

2-1 on the draw - Match 5: 8cast

2-0 on the draw - Match 6: MonoR Fireflux Squad Stompy

2-0 Q on the play - Match 7: Grixis Sagavan

2-1 S on the play – Match 8: MonoR Aggro Burn

2-0 F on the play – Match 9: Classic Bant Uro no Zenith

Anyways, I sat on that first table and took a big breath to start 6 rounds + potentially a top 8.

2-0 on the draw - Match 1: 8cast

I do not really enjoy playing against 8cast as I think this deck is quite all-in and either explosive either 'OK'. So, you can't really outplay him, and it goes both ways. The main decision remains in the mulligans.

Game 1: He lost against his deck, and I had one good wasteland on Saga. Nothing really spicy to say.

Game 2: I mulligan 6 into Spirit of the Labyrinth. Your best cards are Spirit, Karakas, Wasteland, Deafening Silence and Peacekeeper. Your job is to keep wastelands for Sagas, find a Spirit on Recruiter if needed, and keep Emry + Sai in check with Karakas. Peacekeeper is not gamebreaker as he plays one Aether Spellbomb and 1 or 2 Dismember SB. Still, it can really slow down the game if you already have Spirit of the Labyrinth: he will struggle to find a removal.

I ended up winning by landing Yorion with a lot of value.

1-2 on the draw - Match 2: MonoR Aggro Burn

I must admit that this version of burn is way scarier than the classic one. Dragon's Rage Channeler is the main reason: you filter your deck and make every draw a spell, which is exactly what burn needs. He also plays Ragavan, of course.

I don't have the entire list, but I saw Chandra, Dressed to Kill, Cemetery Gatekeeper (insane card against D&T) and Shattering Spree SB for non-classical cards.

Game 1: He quickly get delirium and a couple DRCs, cast a Cemetery Gatekeeper T3 which was really painful. He ends the game turn 5 I believe, killing my SFM on the spot. I didn't see any Solitude, and one STP was not enough.

Game 2: I kept a medium hand with 1 Thalia and 1 Solitude for the best cards but had 3 non-basic which is bad against Price of Progress. My deck delivered quite well, and I could easily overwhelm the board. I had the chance to Council's Judgment a Cemetery Gatekeeper to avoid the life loss.

Remember that mulliganing against burn on the play is really a bad idea, that is why I kept an 'OK' hand. Yorion get the job done T7. This version kills with creatures more than burn spells, so you need to cast multiple threats to at least block their team.

Game 3: I had a pretty good hand with a Thalia, a Skyclave Apparition, a Mother and a SFM. He casts DRC T1. I cast Mother T1. He cast DRC + Bolt my mom T2 and find Enchantment + Creature out of the top of his library. Since he fetched, he already had delirium T2 and the game went bad. DRCs were just better Delver of Secrets. He landed a Sulfuric Vortex T4 and I couldn't stabilise quickly enough.

Tip: keep STP for Cemetery Gatekeeper if possible, and side-in Soul-Guide Lantern as he MUST attack with DRC, then you crack the SGL and block random 1/1s.

1-0 on the draw - Match 3: Classic D&T

This match was definitely a good one for Yorion to shine. I mean you can't deny that the 80-card version is strictly better in the mirror. These grindy matchups are always hard to navigate. Having an extra card + a good toolbox such as Cathar Commando, Shadowspear to go over Mom, and Saga to outgrind your opponent is just insane.

Game 1: He started T1 Plains go, and he didn't reveal Yorion before. I was already in a good shape. The game was quite interesting, but the main thing to note is that I Landed a Saga T3 that basically did the game. He killed a Construct with Palace Jailer and STP the Spirit of the Labyrinth (which was relevant

for the monarchy!). He kept the monarchy 3 turns in a row, which is just game in the classic mirror. But I was not really afraid, and I finally could trigger my Jitte then I took back the monarchy with a 1/1 Thopter from my trusty Retrofitter Foundry. At this point that was already lost from his perspective. My Foundry was running, and we both had Jitte. But I just had to block and sacrifice to avoid the Jitte's trigger and Mother of Runes as I am the one playing with artifacts.

Tip: Retrofitter Foundry is a nightmare. Tutor it in the mirror excepted if you really need an Aether Vial.

Game 2: He had a good hand with an Aether Vial and a SFM searching for Jitte. But he also had the classic hided Batterskull that surprised me during a combat phase. T6 he cast a Mother of Runes that I couldn't kill and I was wondering what I should do. At this stage of the game, I drew a Peacekeeper, which I sided-in as I cut 4 Thalia. This Peacekeeper was clutch. He already spent 2 Skyclaces and 2 STPs and couldn't find a way to kill it. That bought me 4 turns, and I could rebuild way more than he could. He finally killed my Peacekeeper flickering a Skyclave Apparition, but that was too late. I had 2 Aether Vial on 5 and 3 the turn after with a Karakas, Yorion, and 1 Solitude up. His Kaldra Compleat was a problem, but I had 19 life and two 7/7 Construct to contain the rest of the board. The clock was running, and he couldn't kill me before the last 5 additional turns. I think I would have won anyways as every turn was Yorion + Karakas value on a Recruiter of the Guard and a SFM.

Remember to drink water between rounds. It helps.

2-0 on the draw - Match 4: Cephalid Breakfast

I love this deck! This is not a Tier 1, but I admire this combo. Historically, D&T is not good against 'stupid' combos that require more than a Thalia. But the Yorion version is more consistent.

Game 1: T1 Tundra Nomad En-Kor. OK I knew that was not a good sign. Plains go for me, he took his turn and played Cavern of Soul on whatever then said go. I played wasteland and cast Thalia T2 that got Forced I believe. T3 He went for SFM to find Shuko and missed a land drop. He only had to find the Cephalid. I took my turn and double wastelanded him, having only one Plains up and a STP. But I also had Karakas + SFM in hand to continue the game. Well, he didn't find a land for like 4 turns and I won.

Game 2: This game was strange. He ended up casting SFM on turn 2. I had one Urza's Saga running and wanted to find Pithing Needle soon enough. He also played around Solitude as he saw that I was full taping without being scared. Turn 3 I drew a Sanctum Prelate, and I had Surgical Extraction in my hand, that I used on Daze to secure my Sanctum and look at his hand. I could have kept the Surgical to avoid the combo, but I had that instinct that the Sanctum could represent a real lock and I had nothing going on. I needed to cast Surgical before Sanctum Prelate as 1 is the best number. I believe that was: 2 Brainstorms, Shuko, Cephalid Illusionist, Polluted Delta and Aether Vial. OK. He had the combo last turn but wanted to play around Solitude – fair enough. I named 1 on the Sanctum to shut down his 2 brainstorms and future draws. I was losing to exactly Force of Will on top, but next turn I would be safe with Pithing Needle searched with Saga. He did not draw FoW, and I end up winning the game on the Sanctum naming 1.

2-1 on the draw - Match 5: 8cast

Another one. Stay focus, stay the DAMN course as they say... Well, my little hatebears must dispatch this stupid deck before I get swarmed by an army of Sai's Thopters (means no offense!).

Game 1: He had a turn one Chalice of the Void that was a bit painful on the play as I had Aether Vial and STP. Still, Flickerwisp was in my opener and it's a good 3 drop against 8cast. He FoW the

Flickerwisp. He LED + Echo the turn after and started to overwhelm the board and put another Chalice on 2. I took my draw step and conceded.

Game 2: Intricated game with resource denial from my part. Wasteland and Karakas did well. I landed a Spirit of the Labyrinth and found a Deafening Silence turn 4 or 5. I had to Flickerwisp the Chalice at 1 before. He took his turn and sacrificed the Chalice and a random artifact with Sai, then replayed the Chalice with Emry. The game lasts long enough for me to setup a Yorion + Peacekeeper combo and he conceded as the first loop was happening.

Game 3: Clock was at 5 minutes left, but we had 5 additional minutes for warning reasons. My hand was pretty good: Aether Vial, 2 Spirit of the Labyrinth, Thalia, Wasteland, Karakas, Plains. Keep. T1 Ancient Tomb + Torper Orb: ouch! Still my hand was good against it. I landed a Vial, T2 he cast Engineered Explosive with Ancient Tomb and put a counter on it, as we both forgot that it doesn't work. We realised that the turn after, and the judge said that the play was legal, so the Engineered remains here with no counter. Still, he missed a land drop. And I knew I could gamble with my wasteland. Moreover, I drew Solitude. It was basically a free 3/2 lifelink with Torper Orb on the battlefield. I took the riskiest and the fastest line (rarely happens with D&T): I wastelanded the Ancient Tomb and went in full aggro-mode. He found a Saga the turn after, but had only one Mox Opal to work with, and Thalia was in play. I topdecked another Solitude that I flashed in at his next end step and attacked him for exactly lethal. This game was awkward, but I think I played well taking the riskier line, but also the right one as the clock was ticking down.

2-0 on the draw - Match 6: MonoR Fireflux Squad Stompy

The win-and-in match. Honestly, I feel really good against this deck, even if Fury made the match-up harder. I mean, nearly all my creatures are meaningful and having access to 12 STP effects is nice.

Game 1: Shatterskull Smashing taped, go. OK, that's what you want to see! Plains go. Legion Warboss T2 got instantly STPed. He cast Fireflux Squad and I STP it on the spot too. Then I put a SFM unchecked, and it was over.

Game 2: Mulligan 6 into Mountain go. OK, that's good too! He had bad openers but playing stompy has some downsides. I had a reactive hand and didn't do much before T3. I cast Sanctum Prelate on 4. 4 is insane against Classic MonoR Stompy: Fiery Confluence, Karn and Chandra... Against this version it only disrupts Fiery Confluence and sometimes Karn but it was still fine. At this stage of the game, he only had Mountain + City of Traitors with 2 Simian Spirit Guide in play – basically nothing. I landed Shadowspear + Mother of Runes and equipped Shadowspear to Sanctum Prelate to contain the two stupid guides. Mother got stomped at his turn. He found a Fury two turns after to kill the Sanctum Prelate but it was too late as I had a SFM running.

One of the less interesting matches of the tournament as his deck obviously did not work well and I always found STP effects in my openers.

Quarterfinals 2-0 on the play - Match 7: Grixis Sagavan

Finally, a delver! Finally, on the play as I was second in the standings (it easier to win a toss if you don't have to roll the dice)! As a D&T player, we all know that we are here to farm delver decks... Well, that is what I clearly did.

Game 1: T1 Ponder, I had a tiny smile under my mask. I wastelanded. T2 DRC. T2 Plains. T3 Expressive Iteration if I remember correctly. T3 wasteland again to be out of Murktide's range + STP DRC at his turn. I needed to find a Recruiter, Solitude, or another STP for the incoming Murtide. He couldn't cast

it as he found a Badlands and get a bit stuck on 2 lands (which is not surprising after being wastelanded twice). He also found an Urza's Saga, I did too. My Retrofitter Foundry + Jitte killed him soon after. He had a couple irrelevant Baleful Strix + Shadowspear and some cantrips but well... That was over.

Game 2: A game 1 remake, but my hand was better. He full taped for a Plague Engineer to kill a Recruiter. I took my turn and played Jitte + equip to Spirit and it was over. Not a lot to say, he conceded with one card in hand as I had 5 cards including 1 Solitude and Yorion.

Clearly one of the most one-sided matches of the tournament. D&T is designed to beat delver, and the Grixis version is easier to beat, so I guess it was fair work.

Semi 2-1 on the play – Match 8: MonoR Aggro Burn

The rematch! Alexandre N. is a nice and joyful opponent, and it was a pleasure to play against him – also a nightmare. I hate burn. You always have that sensation that everything can happen. Badly.

Game 1: One-sided from my perspective as SFM lives and Batterskull hitting once without Vortex on the field is a relief. I also had Karakas against Ragavan.

Game 2: Close game. To be honest I do not remember all the turns, but I end up dying after a DRC's trigger that took a while. I was at 2 life and had Yorion on the Battlefield. My hand was Solitude and known Batterskull. I took a big pause wondering why he spent that much time to finally let the card on top. Was it a Smash to Smithereens as I could play Batterskull with only 2 mana left after casting it so I couldn't bounce it to avoid the 3 damage? Was it Ragavan dash as Yorion needed to attack to kill Chandra, Dressed to Kill on my turn and it was my only creature? I finally cast Batterskull to let only one draw to my opponent to win. It was Sulfuric Vortex. Loose. Outch.

Game 3: Hardest and most beautiful game of my tournament. On the play, mulligans are horrible against Burn. My hand was: Aether Vial, Wasteland, Urza's Saga, Mother of Runes, Thalia, Swords to Plowshares, Umezawa's Jitte. I took a breath before taking the decision. The hand was insanely good if... I found a white source. I took that risk and kept my hand. And the Plains arrived on turn 10 or 11... Funny thing playing 18 Plains + 4 Karakas. Not funny at all! Well, Saga search Foundry, and the turn Saga dies I took my colorless mana in pool to make a Servo. This Servo was the most MVP Servo I ever made. He turned into a Thopter with my trusty colorless mana with wasteland, and into a 4/4 Construct that basically did the game. It was horrible as he did T1 Ragavan + T2 Chandra. I fought well with my Aether Vial, even though putting the 3rd counter, and drawing 2 drops afterwards is the classic D&T pattern. Well, I needed to land Recruiter for Skyclave on that Sulfuric Vortex anyways. Then, Solitude shined. My 4/4 applied a real pressure on Chandra and him, and he ended up blocking it with a 3/3 Illusion from the skyclaved vortex + a 3/3 brand-new DRC before she had to attack. My Solitude killed the DRC and my Construct ate the Illusion. My opponent drew a lot of lands, so it was D&T with a single Wasteland VS MonoR burn with 10 Mountains: picture the scene! I finally found ONE Plains, casting SFM for Kaldra Compleat, and attacking for exactly lethal with Kaldra + 4/4 Construct.

May the Foundry be with you.

Finals 2-0 on the play – Match 9: Classic Bant Uro no Zenith

Did I say Grixis Sagavan was the easiest match of the day? This final match was brutal for the Bant player. I mean, the MU is 90-10 for Yorion D&T and my deck delivered well. Such a petty for the finals, but I wanted that Revised Bayou!

Game 1: T2 Thalia got Prismatic Ended. T3 Sanctum Prelate. Resolves. Name 1. T4 Thalia + SFM. Game over. Rishadan Port the white source for terminus. Kind of a steal as Sanctum Prelate is not good since

Prismatic Ending and Dress Down were printed. I even cut Sanctum game 2. But well, he drew 1 mana cantrips 3 turns in a row.

Game 2: T1 Aether Vial. I attacked his manabase with Rishadan + Wasteland. I drew a Pitching Needle, naming Jace. He Prismatic Ending the needle, I Flickerwisp it in response with Vial. Renaming Jace. Then I grabbed Yorion, equip Jitte to Flicker. He STP the Flickerwisp, in response Vial at 5, in response Containment Priest, in response evoke Solitude killing the Priest, in response he conceded (conceding is a split second effect, right? 😊).

Quite a journey! Thanks everybody for reading, I hope this tournament report will be helpful, fun, interesting, or just cool! I had tons of hard decisions to take with Yorion D&T, and paper is clearly the right way to play MTG... It seems like the game is meant to be a social game, and you will have more edge in paper than in MTGO/MTGA. I almost forgot it after more than a year of Covid...

And don't forget to stay the damn course!

Many thanks,

Seb
Isolated_System

