

Round 1 - Andrew Wolthuis (Mardu Hollow One)

Andrew and I both take a mulligan to 6. I don't remember the full game structure but there's some fighting over a Marauding Mako that's got a Detective's Phoenix on it, I bounce it and end up casting thoughtcast into a surprise Orcish Bowmasters. I lose a construct and 1 life in the process but I'm able to force a chump to a Shadowspear before I can fall below 10. Game 2, I keep 7 and Andrew mulls again. I get things rolling relatively slowly after my turn 1 Pinnacle Emissary gets bolted but he misses on land 2 despite a Faithless Looting and when he gets there it's just too late. He had Orcish Bowmasters+Burning Inquiry to mess me up but didn't end up having more interaction or the mana to play anything meaningful out.

Round 2 - Cliff Boyardee (Esper Goryo's)

Minor misplay in game 1 I think, I just didn't realize it until after Cliff pointed it out to me mid-match. I have no pressure, Cliff has a payoff in the bin and a Teferi, Time Raveler with 5 loyalty, I play Tormod's Crypt and pass the turn over, Cliff pauses after drawing, thinks and activates Teferi's -3 with no target. At this point, before resolving Teferi's ability I should have realized that Cliff has either no Goryo's Vengeance and another way to remove the Tormod's Crypt (this was the case in game) or has given up on reanimation for the foreseeable future (unlikely given no frog in play at the moment). I should have popped my Tormod's Crypt here but instead I let Cliff draw the Goryo's Vengeance and when they cast prismatic ending on Tormod's Crypt I had to try and target them, they cast the Goryo's in response and took over the game handily. Game 2 was pretty nuts, I think I had a turn 2 or 3 Kappa Cannoneer as well as a Portable Hole for a Psychic Frog and graveyard interaction. Game 3 was a non-game, I had interaction and Cliff had to mull to 4 or 5 and really just couldn't keep up with anything because of it.

Round 3 - Jacob Cupp (Blue Belcher)

This matchup seemed almost free in my testing of MTGO leagues but I'm not sure whether that came from the opponent's errors or not. Regardless, it did not look close in this match either. I was on the play and managed to kill with a Kappa Cannoneer the turn before Lotus Bloom came off suspend. I may have used a Metallic Rebuke in this game but I don't remember. Game 2 I had much less of a clock but I was able to assemble the following hate pieces before eventually getting there with Pinnacle Emissary plus 1-3 drones: Pithing Needle naming Goblin Charbelcher, Tormod's Crypt+Soul-Guide Lantern to stop Tameshi, Haywire Mite for a Charbelcher/Bloom that might be run out before it could be activated, Emry to recur anything that had been used/destroyed and Otawara in hand to be a worse Haywire Mite. There was a neat interaction point here where I used Haywire Mite in Jacob's upkeep to target Lotus Bloom as it came off suspend, Jacob made 3 mana with it and cast a Whir of Invention for 0 but I was able to counter it, either with Force of Negation or Metallic Rebuke. From that point forward I just slowly constricted Jacob's ways out of the soft-prison.

Round 4 - Drew Buchanan (Scepter Chant)

Game 1 Drew had Scepter on turn 2 and I was unable to answer the scepter but I did have constructs plus creature tamiyo going for a bit. Drew was unable to find land 6 and had been kicking Orim's Chant for a few turns when I drew a Metallic Rebuke, I was able to rebuke the

upkeep chant and swing for lethal on the first turn in a while where I had been allowed to. Game 2 Drew took a mulligan, cast Orim's Chant on turn 1 in response to my Pinnacle Emissary warp and then had to cast another chant from hand for very little value, I was able to make a Kappa Cannoneer that went the distance relatively early.

Round 5 - Raja Sulaiman (UW (Control))

This match was brutal, I had some value engines get answered in game 1 but was unable to stick a Kappa Cannoneer soon enough and eventually drew the 2nd one. By the point I was doing anything meaningful, there was already a Jace, the Mind Sculptor in play able to bounce the Kappa and pay ward 4 to undo my whole turn and he had lands to keep advancing the boardstate or cast Consult the Star Charts on his end.

Game 2 was really interesting, I cast a Test of Talents on a Prismatic Ending and then flipped a Tamiyo really early, he ended up with no way to remove Tamiyo now that his Prismatic Endings were gone. He managed to resolve a Narset though to prevent the ultimate from winning the game singlehandedly. Eventually I picked up the Test of Talents and had maneuvered into a position where I had an Urza's Saga with 2 counters on it, 3 other mana sources and a Mishra's Bauble as well as a hand that contained Force of Negation, Metallic Rebuke and Test of Talents. I knew from earlier that Raja's hand was Wrath of the Skies, Counterspell and 1 unknown card and I passed. When Raja drew for turn he played a Teferi, Time Raveler and I had to think through the available options. I could cast Force of Negation, pitching the Test of Talents and then Rebuke the Counterspell by improvising a construct I would have just made, this line seemed strong because he would never have Teferi in play but the last card in his hand might be able to protect Narset, still he couldn't cast Wrath of the Skies this turn and my Tamiyo was 1 loyalty away from Ultimate so I wouldn't be able to resolve the Ultimate yet and I was really worried about him getting to Wrath of the Skies away everything but Tamiyo and then deploy a new Narset. The line I took was to cast Force of Negation pitching Metallic Rebuke, leave Test of Talents for Wrath of the Skies open to me later and then let the Force get countered. When Raja bounced my Urza's Saga I made a construct and prepared to kill Teferi with it and then Narset before finishing off the game completely. However, Raja's secret unknown card was a Solitude and he managed to draw a new white card so he was able to both protect Teferi and keep the Wrath in hand. I fought for a while after this but I was completely lost after making a mistake here and getting greedy over trying to remove Wrath of the Skies from his deck.

Round 6 - Charlie Dusterberg (Esper Blink)

Charlie's draws in both games here just didn't pan out when I had early Metallic Rebuke for relevant cards backed up by early Kappa Cannoneers. In game 2 Charlie answered 2 Emrys just to die to the value from the 3rd one. His final hand had 2 Fatal Pushes and a Solitude with no way to trigger revolt and only 4 lands.

The rest of my run from here was on camera, I recommend watching it rather than reading about it, I'm not sure I've done the existing matches much justice. The semifinals match was cut off a bit so I'll just mention that game 1 against Raja I had mulled to 4 and nearly clawed my way back to a win, it was a good match. twitch.tv/nrgseries or hopeful their youtube soon.