## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

[**Official Card Reference v13.2**](https://drive.google.com/file/d/1p6nwr5cbeTZCaDJsNLH7XUSVgl2g0jHN/view?usp=sharing)

* Melted Expectations play requirement corrected to 2 Orange
* Cheese Sandwich, Partied Out requirement corrected to 1 Pink
* Home limit of Queen Chrysalis, Overt Operations corrected to 4/4
* Added Legion of Doom, Your New Overlords which supersedes Legion of Doom, Triad of Terror

[**~~Tournament Floor Rules v3.17~~**](https://drive.google.com/file/d/1ozYSX9TYk0SK_CTUdo77E25EwzaTY7DQ/view?usp=sharing)

[**Tournament Floor Rules v3.17.1**](https://drive.google.com/file/d/153HZsS5zPIITvQmab4w8HX955guyZVSl/view?usp=sharing)

* 3.17.1 resynchronizes the ban lists with our announcements and what Ponyhead enforces; we had a lot of little discrepancies in 3.17.
* Ban list changes as follows:

|  |
| --- |
| **Core**  **Harmony**  **Adventure**  **Leaders** |

### Ban Legion of Doom, Triad of Terror with intent to **immediately** reform

*“The bad guys aren’t supposed to win, what’s going on here?!”*

Legion of Doom, while being favored by control and farm players alike making it one of the most prolific Troublemakers across multiple formats, has been significantly meta-warping in a manner which is now noticeably unhealthy.  
  
When Legion of Doom was first designed and released in New Dawn, farm decks in Core were nearly non-existent due to the limited number of desirable Epic Troublemakers. A decision was made to introduce an Epic with a high point value and utility that would encourage more TM-focused control lists, which the meta was also absent. For about a year, things seemed to be going relatively well. However, the release of Fond Memories brought with it a large amount of additional tools for both Farm and Control to play with in a variety of colors, and what had previously been considered a fair sub-Tier 1 deck strategy began rapidly growing in both popularity and power, and hasn’t really stopped since.  
  
Legion’s most noticeable impact can be felt in its second ability, which when played early or when the opponent has no reliable methods of breaking through, can create a control lock where the opponent is effectively incapable of ever winning a faceoff again. Combine this with popular cards like Staff of Sacanas or just more Epic Troublemakers to farm at other Problems, and throw in some new efficient control cards to prevent the opponent from successfully bypassing Legion, and you’ve got a recipe for “success”. The fact that this ability would continue to scale up turn after turn indefinitely AND could leave potentially lingering counters for the next Legion to start with really left players with few options, creating one-sided matchups often determined by a single card.  
  
The first ability on Legion of Doom is worth equal note, as it is perhaps one of the biggest offenders of a rule we’re trying more and more to avoid: the primary defense against Troublemakers should not be trying to avoid them entirely through dilemmas, bypassing effects, and the like. Players should be *encouraged* to take risks and challenge opposing Troublemakers, but that risk/reward element - something which the game was founded on - seems to have been lost to time. However, when the most desirable or impactful Friend that you play to Legion’s Problem to set up a challenge next turn will just find itself frightened, the risk/reward balance gets thrown completely out of whack. Why waste action tokens playing a Friend that will do nothing (and have to waste *more* AT rallying it later) when you can just pay to draw for one of your numerous outs?  
  
Finally, although we did see Enter-Play exploring the space of non-symmetrical Epic Troublemakers with Pony of Shadows and have carried that design philosophy forward somewhat, Legion of Doom pushed that envelope too far: it was a complete powerhouse for the player who drew it and a total brick wall for the player that had to face it. Unless you already had a Legion of Doom face-up on the table or the opponent had such a powerful board position (and available resources) that you risked not being able to defeat your own Legion the turn it uncovered, there was almost no reason not to play the card if you drew it.

The new design of Legion of Doom should address many of these concerns. The symmetrical nature ensures that players should be cautious about when and where the card is being played; in fact, the opponent will actually be at an advantage for their first challenge attempt compared to the controller! Removing the frighten ability means players will be more encouraged to set up to challenge in a later turn, and restricting characters’ contributed power to only faceoffs involving Legion of Doom means less instant synergies and fewer Turn 1 “wins” with the perfect starting card. While these effects are all noticeably weaker than the previous incarnation, the high bonus points should still serve as enough of an incentive to farm players (or control players looking for a win condition) that we expect the new version to still see significant constructed play.

Let’s take a look at the new design and how we’ll roll this one out:



Due to the timing of this change, Commentary is Magic will be handing out a playset of Legion of Doom, Your New Overlords to every player in the North American Continental Championship events at Everfree Northwest 2022 prior to the start of the event to ensure the reformation has minimal impact on gameplay.

Each player will get a playset regardless of whether they are running Triad of Terror in their deck, and are encouraged to swap any copies of Triad they are running out for Overlords either in private or as they are revealed during play to avoid leaking information about their deck.

OnlineCon 14.0 will use Legion of Doom, Your New Overlords instead of Triad of Terror, despite the ban and reformation going into effect after the event. This is being done to ensure that OnlineCon 14.0’s Core tournament is representative of the continentals meta for any players who wish to use it to practice.

The reformed version will also be included with the next significant release.