

## CZ412: IN THE 99 AFR MAIN SET REVIEW (BLACK & WHITE)

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- 1) INTRO DJ and JIMMY

**@jumbocommander** - **@jfwong** - **@commandcast**

*Tease Main Topic: New cards featuring dungeons and dragons.*

**\*\*CARD KINGDOM - ULTRAPRO CALL-OUT #1\*\***

KICKSTARTER

**\*\*PATREON CALL-OUT – Steve Boettjer\*\***

### 2) **MAIN TOPIC: IN THE 99 AFR MAIN SET REVIEW**

Let's talk about all of the new cards for commander decks

## **WHITE**

The Book of Exalted Deeds

- Easy to gain 3 life in an Angel deck / there are TONS of lifegain decks running around now / Aristocrats decks can easily get there
- 6 total mana to build your own platinum angel is great. I would run this in any angel deck and most lifegain decks.
- You CAN put this text on a Mutavault (or any Changeling)
- You can also put it on an Avacyn!

Dancing Sword

- Bonesplitter levels of efficiency
- You "May" have this become a 2//1 flyer. Sometimes you just need a body for your other equipments
- Equip costs this low is good.
- Seems fantastic in most equipment decks, esp Akiri, Fearless Voyager.

Flumph

- Defender Tribal
- Better in commander where you can give the card to your friend and NOT the player who attacked you. OR just have people chump attack all day. Would you play a 2 mana card that said. Draw 3 each OP draws 1 each EVERY TURN.
- Run it in Arcades, the Strategist (and no longer do your opponents want to attack into it)

### Grand Master of Flowers

- Monk of the Open Hand is a 1 mana 1/1 that can get bigger when you cast your second spell. Not great. Maybe if your deck could have any number ... just no.
- 4 mana to lock down 1 creature and hope that in 4 turns you can have a 7/7? Not likely in a multiplayer format.
- Even with Vorinclex / Doubling Season, this doesn't get to 7 loyalty counters.

### Guardian of Faith

- Creature protection I love. You can phase this creature out too. This is the stuff that fights against cyclonic rift. WHOOT MORE!
- White is getting more and more "Phase Out" type cards, beginning with Teferi's Protection and Out of Time. It seems like their unique way to protect their board state, and is definitely a new addition to the inherent "powers" of white in the color pie. Really interesting development for the color!

### Ingenious Smith

- Two mana Glint-Nest Crane (not played) in white. I think I would play this in some artifact decks. Gives you some selection, draws you cards and has a body that you can flicker or holds equipment.
- Play it in Osgir the Reconstructor or a Boros equipment deck like Wyleth / Akiri / Depala.

### Loyal Warhound

- Knight of the White Orchid (18k decks 7%) huge staple. This will also be a staple
- Relevant creature type, love the easier casting cost, great
- Rin and Seri players rejoice!

### Paladin Class

- A little disruption, an overcosted anthem, exalted-ish effect and Rafiq of the Many; we know how powerful that effect is. Really go wide and attacking focus - compare to something like True Conviction or Cathars' Crusade for enchantments that attack well.
- The idea being you have a ton of creatures swinging by the time you're at Level 3, and you can give the biggest whomper a huge boost and attack bonus. Probably going on a creature like an Angel.
- Great with Odric, Master Tactician (you choose which creatures block and how when attacking with 3+ creatures), but worse with Odric, Lunarch Marshall (the trigger to grant other creatures keyword happens at the beginning of combat, not when you attack)

### Teleportation Circle

- Thassa and Conjurer's closet! White needed this, a must play in blink decks. Hit artifacts too which is a nice way to diversify your blink like Archaeomancer's Map
- STAPLE Brago / Osgir the Reconstructor / Brea / Alela, Artful Provocateur

\*\*\*\* MIDROLL \*\*\*\*

## **BLACK**

### Death-Priest of Myrkul

- This is a fun triple lord, definitely an interesting card to consider for Vampire and Zombie decks (there's very little support for Skeletons) and even Aristocrats decks
- But this does crank out a 2/2 on your end step for 1 mana, which many decks with Black can definitely utilize well.

### The Book of Vile Darkness

- Create a 2/2 every turn - you can easily lose two life
- This needs to make 4-5 Zombies for me to be happy
- Compare to Endless Ranks of the Dead
- Synergizes really well with the Eye and Hand of Vecna (Eye ETBs to draw a card and lose 2 life, and you can pay 2 in your upkeep to draw a card and lose 2 life. The Hand is an equipment and can Equip cost for 1 life for each card in hand)
- How often are you going to get all three out though? Most likely not, but the flavor win here is massive if you do.

### Forsworn Paladin

- Is this a viable black "mana dork"?
- Works well in menace decks
- Pairs well with Xorn and Academy Manufacturer and the new Commander Kalain, Reclusive Painter

### Gelatinous Cube

- Not a Ravenous Chupacabra or a Hostage Taker
- White has this kind of effect with cards like Banisher Priest and Fiend Hunter
- The flavor is awesome, but it's a little underwhelming. You definitely don't want to stick the creatures into the graveyard, it'd be way nicer if it exiled. But I guess "dissolve" isn't exile ;D

### Lolth, Spider Queen

- Gains loyalty by creatures dying that can happen a lot. - The ultimate is easy to achieve. Lolth + a boardwipe? Sac outlet? Any creature, tokens too - Aristocrats say hello.
- Draw a card and lose a life is a great 0
- The -3 creates TWO blockers and they're Menace and Reach. Pretty sweet.
- Shadow creatures and unblockable creatures just 8 power with this ultimate - not actually that great an ultimate
- Weird wording - the player has to have had LOST less than 8 life (could be aristocrat damage or extort for example), then the combat damage they take is subtracted by that to make them lose additional life.
- So if I swing with a 2/1 black Spider creature with Menace, and prior in the turn I drained them for 5, then they'll take 2 damage from the spider, and then lose  $5-2=3$  more damage.

- I think your baseline for this card is to either draw a card, or drop 2 spiders, use them in an Aristocrats-y type way, and keep pumping out more creatures every turn. Keep in mind that Elspeth cranked out 3 1/1s and that was insanely powerful - Lolth loses loyalty to do so, but any creatures dying adds right back to it.

#### Power Word Kill

- Kills 95/100 of the top 100 creatures in commander - obviously it is terrible against some decks.
- Pretty efficient, but ask yourself if you'd rather have a Victim of Night (3k decks)?
- Most played STR in black Feed the Swarm (19k) and Deadly Rolick (18k)
- What would you run?

#### Sphere of Annihilation

- Delayed exile board wipe based on mana cost. Lets you rebuild first but also opens it up to removal so your turn is wasted and you don't have your wipe - hard to get a mana advantage because you have to pre-invest
- This seems pretty interesting in the right deck - only Creatures and Planeswalkers get hit, so your Artifacts/Enchantments are going to be A-OK. Where does this see play? A Sanctum of All deck with Shrines? Kess Dissident Mage spellslinger decks? The turn before you play Codie, Vociferous Codex?
- Do you just play this for X = a specific number in your deck as well?
- The hosing of graveyards is important too and will be relevant when you play this card.

#### Skullport Merchant

- Shirei, Shizo's Caretaker definitely likes the look of this
- Way better than Ruthless Knave (Sac 3 treasures: Draw a Card)
- Don't sleep on creatures like this - if you have the ability to recur or blink it, it can definitely provide a ton of value
- Steal a creature, sac it for a card? Ok.

#### Vorpall Sword

- This must be respected. Very fun effect and Black has no problems getting up to that amount of mana with Cabal Coffers / Crypt Ghast / Magus of the Coffers
- Not a bad equipment without ridiculous activated ability either

#### Warlock Class

- Minor effect at first but then a Ransack the Lab which is a solid draw spell and then a Wound Reflection which is VERY powerful

#### Westgate Regent

- This can get out of control fast. "That many" is a great line of text.
- Discarding a card to target this thing is a huge downside for opponents - this is the kind of card I'd try to politic my way out of (I'll take the first hit for free but not the 2nd or 3rd!)

What is your favorite card from the White, Black, and Multicolored cards we spoke about today?

DJ: The Book of Exalted Deeds

Jimmy: Lolth, Spider Queen

What is the most powerful?

DJ: Teleportation Circle

Jimmy: Teleportation Circle

### 3) **TO THE LISTENERS:**

What do you think of the White/Black cards from this review? What about the Class cards?

Anything we missed?

**\*\*CARD KINGDOM CALL-OUT #2\*\***

**\*\*ULTRA PRO #2\*\***

### 4) **THE END STEP** (no End Step on these special episodes)

### 5) CLEAN-UP STEP

-Big thanks to our amazing team here at The Command Zone! **Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Arthur Meadowcroft, Sam Waldow, Gaurav Gulati and Dan Sheehan.**

-Special thanks to **Geoffrey Palmer** for the living card animations (**@LivingCardsMTG**)