

CZO495: OUR FAVORITE CARDS FROM 40K

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1) INTRO Jimmy & Josh

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The brand new Warhammer 40,000 Commander Preconstructed decks have arrived and there are TONS of spicy new cards that will definitely shake things up in the format. Today we're covering the ones that we like most and do some brainstorming about how they might become a new Commander favorite.

****CARD KINGDOM** **ULTRAPRO #1** **PATREON ROBBIE STRICKLIN ****

2) MAIN TOPIC: OUR FAVORITE CARDS FROM 40K

There are four new preconstructed decks from Warhammer 40k with 168 new cards in total! Since there are so many, we're covering the ones we personally like the most and discussing some cool cards that combo and synergize with them.

**IN NO PARTICULAR ORDER:*



VEXILUS PRAETOR

Progenitus For All!

- As a reminder, you can learn what Protection From means by remembering the word “DEBT” - Damaged, Enchanted / equipped, Blocked, or Targeted. If your Commander relies on Auras like Light-Paws, Emperor’s Voice, then you should not play Vexilus Praetor.
- It still can be destroyed in a board wipe like Wrath of God
- Commanders that need to stay alive to win (typically combat-based decks). Mana cost and instant speed, this looks a lot like Akroma’s Will.



SHADOW IN THE WARP

Seems quite efficient. If you cast this on turn 3, it's liable to net you 8+ mana and deal 20+ damage over the course of the game.

- Damage Multipliers: Torbran, Tor Wauki, Fiery Emancipation, etc
- Feels like a Sol Ring of sorts (given you can't untap and re-use it more than once).



CELESTINE, THE LIVING SAINT

Lifelink = creature recursion in Mono-White

- Might be one of the best Mono-White Commanders printed in a long time. There's a ton of support for this card in the color.
- Key to the City, Anvil of Bogardan, Piece of Mind - discard outlets with upside
- Once you get some lifelink creatures swinging in or a recurring effect, you can bring back cards as terrifying as Avacyn, Angel of Hope or Elesh Norn
- Mono White value looks a lot like Mono Black Reanimator, but caring about gaining life instead
- Commander decks I would play this in: Shanna, Purifying Blade; Oloro, Ageless Ascetic; Lathiel, the Bounteous Dawn



TOMB FORTRESS

Someone's got a lot of tombs to be able to build a fortress with them. Necrons rise up.

- Mono Black will want to play this, it feels like Takenuma level if you care about either milling or Creature recursion from the graveyard.
- It's any creature, so it doesn't limit itself to the 4 cards you mill
- The activation cost means you really can't play this in a deck over 2-colors.
- Commanders I'd play this in: Braids, Arisen Nightmare; Chainer, Nightmare Adept; Hogaak, Arisen Necropolis



BIOTRANSFERENCE

I dunno. Cast a lot of artifacts. Profit. Especially since a lot of artifacts cost very little mana (often zero).



GHOST ARK

The ark keeps on rowing.

- Unearth Rules Text: (Cost): Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. Activate only as a sorcery."
- ONLY Artifact Creature cards - 874 in Magic's history, not as many playables, but powerful ones: Esper Sentinel; Academy Manufacturer; Alibou, Ancient Witness; Shimmer Myr; Phyrexian Metamorph
- There are a TON of new Artifact Creature cards from the Necron deck: Imotekh the Stormlord; Anrakyr the Traveller, Lychguard;
- This combos very well with a card from the same deck: Convergence of Dominion
- Also, Zirda the Dawnwaker
- You can crew a Vehicle after it's already been crewed, meaning you can re-trigger the effect if you have the Creatures to do so. If you have some incidental mill along the way from cards you unearth (Stitcher's Supplier), then any new cards in the graveyard won't have Unearth (3).

*****MIDROLL BREAK*****



TOXICRENE

This card might be Toxic.

- You probably aren't worried that you helped fix everyone's mana, but you are happy because it
- Hoses a lot of different value lands: Bouncelands, Reliquary Tower, Strip Mine, Field of the Dead, Lotus Field, Kessig Wolf Run, Creature lands (Blinkmoth Nexus, Celestial Colonnade), Gaea's Cradle, Maze of Ith
- It also turns your lands off too, but if you don't care about it then... no prob, bob.



MAGNUS THE RED

Big time spell reduction. (Jimmy is playing this on an upcoming Extra Turns episode!)

- Magnus is a 5-drop, which gives you a lot of time to prepare some Creature tokens on earlier turns: Dance With Devils; Dragon Fodder; Hordeling Outburst; Irenicus's Vile Duplication
- Once Magnus is down, start casting some wildly powerful spells - bonus if they make some tokens along the way: Release the Gremlins; Ghired's Belligerence; Stolen by the Fae; Reality Spasm; Occult Epiphany; Mascot Exhibition
- Play a Polymorph Package: Chaos Mutation (from 40k!); Descent of the Dragons; Transmogrify
- Win with whatever big creatures you want to slap in there



GHYRSON STARN, KELERMORPH

For the Tim deck! And also good with Pestilence and things like:

- Impact Tremors, Grapeshot, Goblin Bombardment, Reckless Fireweaver, Defiler of Instinct, Stuffy Doll, Mana Barbs
- Give it Deathtouch (Basilisk Collar, etc) or Infect (Grafted Exoskeleton)
- Clone it - (is there some way to prevent 1 damage for your opponents?)



BLOOD FOR THE BLOOD GOD!

The effect is very powerful. How often will you be able to reliably cast this for 3 - or even 4?



TRAZYN THE INFINITE

Almost certainly the most powerful new Commander from the set. As the name suggests, goes infinite with just about everything.

- Basalt Monolith + Chromatic Orrery/Pili-Pala/Anything that taps for 4+
- Buried Alive = Pili-Pala + Metalworker (win with Walking Ballista / Staff of Domination) or Walking Ballista + Phyrexian Devourer

This probably should have said "non-creature artifact" right?

OVERRATED?

There are two cards that are pre-selling for a pretty high amount and I don't get it. Seems worth talking about.



THE GOLDEN THRONE

Needs the “You can’t lose the game THIS turn” clause. Won’t save you from infect, for example. It’s just not very good. Even in an aristocrats deck it’s mediocre.



SCEPTRE OF ETERNAL GLORY

Thran Dynamo is a card that already exists. And it has zero conditions about controlling 3 lands of the same name. And it doesn't even see a lot of play anymore!

3) TO THE LISTENERS:

What's your favorite Warhammer card? What do you think is the most powerful card from the set? Is there any card from the set that is your favorite that we didn't talk about?

****CARD KINGDOM SHOUT-OUT #2** **ULTRA PRO #2****

4) CLEAN-UP STEP

*Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Arthur Meadowcroft, Ashlen Rose, Ladee Danger, Manson Leung, Craig Blanchette, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Mitch Trafford, and Evan Limberger.***

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