

## CZ489: DMU "IN THE 99" ANALYSIS

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1) INTRO JLK & Rachel

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*We continue our coverage of Dominaria United with a look at the new cards from the set that cannot be your Commander. Which ones do we think will make a splash in the format? Let's find out. BUT FIRST:*

**\*\*CHANNEL FIREBALL\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: WES SEIGLER\*\***

### 2) MAIN TOPIC: IN THE 99 - DOMINARIA UNITED

*We're not going to cover every card, just the ones we think are interesting and will have an impact in the format. I.e. You will likely see them on the battlefield in the coming months/years. We're also gonna skip the more obvious stuff like the cycle of tribal lords, for example. SPEAKING OF CYCLES:*

#### **THE DEFILER CYCLE**

*The most talked-about cycle in the set. There is one of these in each color. They all allow you to pay 2 life instead of one colored pip (of their color) to cast only permanent spells.*

#### **DEFILER OF VIGOR** \*GREEN\*

**OF THE TOP 25 GREEN CARDS ON EDHREC.COM, HOW MANY ARE PERMANENTS? 11**

**1-DROPS** *These are all at their best with 1-drops, because it reduces 100% of the cost of the spell. And Green has some of the best 1-drop permanents in the game:*

- Birds of Paradise, Carpet of Flowers, Deathrite Shaman (yes it works w/ hybrid mana); Exploration, Allosaurus Shepherd, Abundant Growth...the list goes on and on.

**COUNTER SYNERGY** *Green also has a lot of synergy with +1/+1 counters:*

- Hardened Scales (1-drop!), Winding Constrictor, Evolution Sage

**MOST POWERFUL?** *Rachel makes the argument that this is the most powerful of the cycle.*

#### **DEFILER OF DREAMS** \*BLUE\*

*Don't forget that it only affects permanent spells. Sorry Brainstorm, et al.*

**OF THE TOP 25 BLUE CARDS ON EDHREC.COM, HOW MANY ARE PERMANENTS? 04**

**1-DROPS** Mystic Remora...Siren Stormtamer, Wizard Class?

**CLONES** *You know what's better than having a single defiler out? Having multiples!*

- Phantasmal Image, Mirror Image

**WHAT DECKS WANT IT?** *Blue doesn't tend to play a lot of permanents. A few tribes/archetypes might want this but it's probably not a staple:*

- Merfolk, Sea Creatures, Faeries

**DEFILER OF FAITH** \*WHITE\*

**OF THE TOP 25 WHITE CARDS ON EDHREC.COM, HOW MANY ARE PERMANENTS? 12**

**1-DROPS** *White has some pretty good ones:*

- Esper Sentinel, Mother of Runes, Land Tax

**TOKEN SYNERGY** *Feels like it will go well in a token deck:*

- Anointed Procession, Cathar's Crusade, Felidar Retreat, etc

**LIFEGAIN** *One upside of white is that they're good at gaining life to make up for the life you're paying.*

- Soul Warden/Soul's Attendant, etc

**DEFILER OF INSTINCT** \*RED\*

*Note: This is a 4-drop. So it will come down a turn earlier than the others (except Black).*

**OF THE TOP 25 RED CARDS ON EDHREC.COM, HOW MANY ARE PERMANENTS? 09**

**1-DROPS** *Red has surprisingly few highly played 1-drops:*

- Ragavan, Nimble Pilferer, Curse of Opulence, Goblin Welder

**DEATHTOUCH** *It is the defiler doing the damage so:*

- Basilisk Collar, Gorgon's Head, etc

**DEFILER OF FLESH** \*BLACK\*

*Note: This is also a 4-drop.*

**OF THE TOP 25 BLACK CARDS ON EDHREC.COM, HOW MANY ARE PERMANENTS? 13**

**1-DROPS**

- Viscera Seer, Deathrite Shaman, Phyrexian Reclamation

**PAY LIFE SYNERGY** *Paying life (and for mana) is already a somewhat supported theme in black:*

- Font of Agonies, Villis, Broker of Blood

**LIFEGAIN** *Black is also a lifegain color:*

- Extort Mechanic (Crypt Ghast), Blood Artist, Grey Merchant of Asphodel

**HOW MANY PERMANENTS OF A COLOR FOR DEFILER TO BE PLAYABLE?**

Question: How many permanents with a certain color pip in the casting cost does a deck need before running a Defiler is "good"?

### CHAOTIC TRANSFORMATION

Rachel is hyped about this card.

**REMOVAL OR POLYMORPH?** Are you using this more often on your own stuff or on your opponents?

### CUT DOWN

The question is how many format staples this is able to target:

**HITS 29 OF THE TOP 100 COMMANDERS**

**HITS 63 OF THE TOP 100 CREATURES**

- Might be a bit misleading since things like Dockside Extortionist, Sakura-Tribe Elder & Muldrifter are technically legal targets but you don't want to use it on them.

**TOP TARGETS** There are a lot of juicy targets that we see very often though:

- Esper Sentinel, Dauthi Voidwalker, Tymna, Thrasios, Ragavan, Professional Face-Breaker, Storm-Kiln Artist, Beast Whisperer
  - The fast/more spikey your meta is - the better this gets.

\*Question for the hosts: Will you personally play it?

### KARN'S SYLEX

**PAY LIFE HATE** Let's look at the major cards it shuts off (\*remember it affects YOU too)

- Fetchlands→Polluted Delta, Wooded Foothills
- Bolas's Citadel, Aetherflux Reservoir, Force of Will; Necropotence, K'rrik, Son of Yawgmoth; (any use of phyrexian mana→Gitaxian Probe, Noxious Revival, also works against Defilers)

**DOESN'T STOP** There are a lot of things you might think this card will stop, but it won't:

- Painlands→Sulfurous Springs, Caves of Koilos
- Talisman→Talisman of Curiosity, Talisman of Conviction
- Horizon Lands→Horizon Canopy, Fiery Islet
- Other Stuff→Sylvan Library, Tymna (these are triggered abilities)

**CLOSE COMPS** If you look at the board wipe side, this card has some decent comps:

- Nevinyrral's Disk, Perilous Vault, Pernicious Deed
  - (remember that "activate as a sorcery" is a significant downside)

Question: **WHAT TYPES OF DECKS MIGHT PLAY THIS CARD?**

- Green = bad at board wipes
- Blue = can easily tutor for it
- High CMC decks = can make this one-sided
- Land's matter decks

\*\*\*MIDROLL POINT\*\*\*

## THE PHASING OF ZHALFIR

Destroy ALL Creatures in BLUE? What? (Reminder: It is important to note the "READ AHEAD" thing)

## RECURABLE WRATH

Tameshi, Reality Architect, Capsize/Chain of Vapor; (Enchantment recursion stuff in other colors).

- If you can make a Crafty Cutpurse indestructible then you get all the tokens.

**FOREVER PHASED** R&D has been playing with phasing a little recently (Out of Time) and it can be brutal for certain decks to lose their Commander.

- Clockspinning, Power Conduit,, Soul Diviner; (remove a counter every turn and strand a couple of things phased out "forever")

Question: **ARE YOU MEANT TO PHASE YOUR OWN STUFF OUT?**

## PLAZA OF HEROES

**TOWER COMPARISONS** How does this compare to Command Tower?

**WHEN SHOULD YOU PLAY IT?** What decks want it/don't? Mono colored? 2 color? 3+ color?

**ABILITY EVALUATION** How much does the activated ability affect our evaluation?

## RELIC OF LEGENDS

**SHAKU COMPARISONS** Lots of Comparisons to Honor-Worn Shaku. The key differences are:

- Legendary Creature vs Legendary Permanent
- Mana of Any Color vs Colorless Mana
- Mana Ability vs Not a Mana Ability

## WHAT DECKS WANT IT?

- Legendary Creature Theme→Dihada, Binder of Wills, new Jodah, the Unifer
  - (If your deck has 20+ legendary creatures, then this is a colorless Cryptolith Rite that taps for mana on it's own)
- Tap Theme→King Macar, Emmara, Soul of the Accord, Magda, Brazen Outlaw
- Low CMC Commanders→ (but they also have to NOT want to attack) Dina, Soul Steeper, Kinnan, Bonder Prodigy; Rograkh, Son of Rohgahh;
- Decks with Partner Commanders

Question: **IS THIS A "PLAYABLE" 3 MANA ROCK?**

## SERRA PARAGON

**LAND RECURSION** *Ramunap Excavator/Crucible of Worlds comparisons.*

- Fetchlands, Cycle Lands (if your deck has any amount of discard Faithless Looting, etc)

**3CMC OR LESS** *This is great with anything that sends itself to the graveyard:*

- Fun w/ Sagas!
- Selfless Spirit, Remorseful Cleric, Cathar Commando
- Gonna be real annoying with Merciless Executioner/Fleshbag Marauder); Also artifact-o-crats Scrap Trawler, Myr Retriever stuff. Dockside Extortionist;

**AVOID EXILE** *The exile clause is a little annoying (though probably will be overrated) but you CAN get around it if you need to:*

- Blink/Flicker→Ephemerate, Conjuror's Closet, Sword of Hearth and Home, etc
- Flash Creatures (If it's your turn, you can flash the creature back into play in response to the exile trigger (since it is a *trigger* and not a replacement effect)-->Aven Mindcensor, Deep Gnome

## SILVERBACK ELDER

*Very powerful and versatile effect. On a 5cmc body - how big of a downside is that?*

**COMPARISONS** *We know you can play 4cmc cards that are force multipliers, but what are the 5cmc examples? (example: Beast Whisperer/Guardian Project/Panharmonicon/etc)*

- 5cmc "do nothing" comparisons→Chulane, Kindred Discovery, (most of the Defilers)
  - Token Creators: Sigil of the Empty Throne, Metallurgic Summonings, God-Eternal Oketra
- 6cmc→Zendikar Resurgent, Hullbreaker Horror, Tidespout Tyrant, (most of the Defilers)

Question: **IS THIS A NEW "STAPLE"?**

Question: **HOW MUCH OF A DOWNSIDE IS ITS MANA COST?**

## TEMPORARY LOCKDOWN

**STOP IT** *This will get rid of A LOT of stuff:*

- 2mana Rocks→Arcane Signet, Fellwar Stone, Mind Stone, et al
- Mana Dorks→Birds of Paradise, Llanowar Elves, Deathrite Shaman
- Other Stuff→Lightning Greaves/Swiftfoot Boots; Esper Sentinel, Mystic Remora, Sylvan Library;

**OF THE TOP 100 MOST PLAYED COMMANDER CARDS \*ACCORDING TO EDHREC**

**HOW MANY ARE PERMANENTS 2 MANA VALUE OR LESS?**

**ANSWER: 32**

**HOW MANY OF THE TOP 100 COMMANDERS ARE 2 MANA VALUE OR LESS?**

**ANSWER: 06**

Question: **WHAT TYPES OF DECKS SHOULD PLAY TEMPORARY LOCKDOWN?**

- Lands Matter, High CMC Decks (Keruga Companion!)
- Is there a way to blink/flicker your own stuff before you cast this?
  - \*JLK note: I like this design. Format needs more low-cmc hate.

## THREATS UNDETECTED

### OBVIOUS COMPARISONS

- Gifts Ungiven, Realms Uncharted (but there are TWO IMPORTANT DIFFERENCES):
  - Difference #1: You have to search for cards cards with different power.
  - Difference #2: You shuffle cards back into library instead of going to graveyard.
    - How significant are these differences?

**COMBO COMBINATIONS** *The first question with cards like this is always: Are there any guaranteed combos? Meaning: combinations of 4 cards where your opponent can't NOT give you the combo:*

- Imperial Recruiter + Rocco Cabaretti Caterer + Kiki-Jiki + + Coercive Recruiter
  - This is just an example. Undoubtedly, there are more/better combinations.

**CREATURE TUTORS** *These end up being incredibly good with Threats Undetected.*

- Recruiter of the Guard, Sidisi, Undead Vizier, Stoneforge Mystic, Spellseeker

Question: **IS IT PLAYABLE JUST AS A VALUE CARD?**

*Do you run this if you AREN'T trying to combo?*

## VESUVAN DUPLIMANCY

*Echoes of Orvar:*

**ANY SPELL** *This is not the exact same as Orvar.*

- #1: It makes non-legendary copies
- #2: It triggers off any spell, not just instants/sorceries:
  - Mutate→Gemrazer, Sea-Dasher Octopus
  - Auras→Bear Umbra, Curiosity

**TARGET COUNT** *How many spells do you need to have in your deck that are able to target a creature or artifact you control in order to make this good/playable?*

## WEATHERLIGHT COMPLETED

*\*Spoiler alert!!\* (Speaking of: Did you watch our KarnQuest Story Summary Series??)*

- Good in Token/Aristocrat builds
- How hard is it to get to 4 or 7 counters? How reliably do even Aristocrats decks do that?
- 2cmc is VERY cheap.
- How many sac outlets does your deck need to have to indicate this card will be good in it?

**OUR FAVORITE "IN THE 99" CARD FROM DMU?**

JLK =

Rachel =

**MOST POWERFUL "IN THE 99" CARD FROM DMU?**

JLK =

Rachel =

3) **TO THE LISTENERS**

What do you think about this deck? Are you excited about it? What new cards slot in perfectly to your existing commander decks?

\*\*CHANNEL FIREBALL CALL-OUT #2\*\* \*\*ULTRA PRO #2\*\*

4) **THE END STEP**

Something cool outside the world of Magic.

5) CLEAN-UP STEP

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

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