

## CZ0569: WHO CARDS THAT MATTER (IN THE 99)

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\*\*\*CLAP AND SLATE\*\*\*

\*\*\*ROOM TONE\*\*\*

- 1) INTRO JOSH & RACHEL

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*Our coverage of Doctor Who has reached its conclusion and we're wrapping it all up with the cards you need to know for your library and your opponents'. Of course, we can't cover every card that could be in your 99, but we will try to cover the ones we expect to see the most of or simply want to take a moment to talk about. BUT FIRST:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*TIKTOK\*\* \*\*PATREON: DYLAN HOWARD\*\***

- 2) MAIN TOPIC: **CARDS THAT MATTER (IN THE 99) - DOCTOR WHO**

### AUTON SOLDIER

- *This is a nonlegendary clone that makes even more nonlegendary clones!*
- *If you're the type of deck that likes having even more of your commander (in combat), this card might be interesting. (Combat damage, ETB, LTB triggers)*
  - Terror of the Peaks; Reaper King
- *Particularly good when copying creatures with Haste:*
  - Xenagos, God of Revels; Goro Goro and Satoru; Zurgo and Ojutai; Cormela, Glamour Thief + Sac Outlet;
- *6 is a LOT*
  - Clones at 6 > Sakashima's Protege; Progenitor Mimic; Sublime Epiphany;
- *Keep the Tokens > Sundial of the Infinite*

### BIGGER ON THE INSIDE

- *You really want to put this on an artifact that doesn't tap for mana, otherwise, you're eating into your ramp.*
  - Equipment, artifact creatures; clues; altars; artifacts with static effects (The Medallions; Urza's Incubator; Herald's Horn)
- *Enchant these artifacts/lands*
  - *Want to be tapped* > Howling Mine; Blinkmoth Urn; Genesis Chamber; (Winter Orb; Static Orb; Trinisphere;)

- *Untap themselves* > Basalt Monolith; Honor-Worn Shaku; Traxos, Scourge of Kroog; Blasting Station;
- *Combo potential* > Staff of Domination; Soliton;
- *Untappers* > Clock of Omens; Voltaic Key; Deserted Temple;

### CONFESSION DIAL

- *Comparison* > Underworld Breach; Conduit of Worlds; Loyal Retainers; Emry, Lurker of the Loch; Kethis, the Hidden Hand; Havengul Lich; Chainer, Nightmare Adept;
- *This is a colorless card though! How much more playable does that make this?*

QUESTION: **HOW NARROW IS THIS CARD?** Does this go in every legendary deck or just ones that use the graveyard?

### CYBER CONVERSION

- *Compare* > Resculpt; Reality Shift; Pongify; Rapid Hybridization;
- *It doesn't give you a chance to send it to the Command Zone.*
- *They can blink it and turn it face up again. They can bounce it and recast.*

QUESTION: **DOES THIS REPLACE REALITY SHIFT, PONGIFY, ETC?**

### CYBERMAN PATROL

- *You want to be making a LOT of artifact creatures for this to have the impact that you want. That said, it isn't very hard to make a LOT of artifact creatures*
  - Mites, Myrs, Servos, Thopters, Golems, artifact Soldier tokens; incubate tokens
- *This creates a damned if you block, damned if you don't situation, but it's even more powerful when combined with combat damage triggers* > Professional Facebreaker; Sharding Sphinx;
- *This is generally worse than a pump. Because it doesn't make your creatures more likely to win combat.*

### CYBERMEN SQUADRON

- *Nonlegendary, but NOT nontoken*
  - *Strong with Karnstructs*
- *Myriad is great for multiplying ETBs and LTBs* > Solemn Simulacrum; Baleful Strix; Phyrexian Metamorph; Myr Battlesphere; Combustible Gearhulk; Thought Monitor;
- *Add a sac outlet and you can still get death triggers* > Wurmcoil Engine; Treasure Keeper; Clone Shell;
  - *Artifact-o-crats* > Junk Diver; Scrap Trawler; KCI, etc.
- *Keep the Tokens* > Sundial of the Infinite
- *Probably only strong enough for dedicated artifact creature decks. Doesn't necessarily win the game with just thopters.*
- *The play pattern with this at least makes sense. Play it and then attack the same turn with a creature(s) you already had on the battlefield.*

## DEATH IN HEAVEN

- Graveyard removal WITH a payoff? Sign me up!
- It's sorcery speed so it doesn't answer everything, but so is Bojuka Bog
- Similar to > Ashiok, Dream Render; Ghastly Conscript
- Finding graveyard interaction that feels synergistic or flavorful in your deck is a difficult task, so I'm pretty excited about this card.
- This synergizes with saga decks, artifact decks, morph decks, mill decks, and even blink decks if you have the right blink spells to bring them back under your control.
  - YES > Conjuror's Closet; Thassa Deep-Dwelling; Ghostly Flicker; Deadeye Navigator;
  - NO > Eerie Interlude which says owners' control

## DECAYING TIME LOOP

- Retrace doesn't exile.
- This card lets you DIG at instant speed.
- Not a great rate, but is available to recur as long as you have a land in hand.
- The joke: You're pitching a land to wheel so your hand is getting smaller, unless...
  - Alhammarret's Archive; Teferi's Ageless Insight
- Similar to > Valakut Awakening; Into the Night; Shattered Perception
- Discard synergy > Glint Horn Buccaneer; Waste Not; Surly Badgersaur; Rielle, the Everwise
- I like this a lot with cost reducers, but when you run all the cost reducers, you also tend to dump your hand.

## QUESTION: WHAT IS THIS CARD FOR?

Tutoring? Draw/Discard Triggers? Self Mill?

## DISPLACED DINOSAURS

- *Legendaries* > Krenko, Tin Street Kingpin; Selvala, Heart of the Wilds; Halana and Alena, Partners; Yavimaya, Cradle of Growth;
  - Planeswalkers are still Planeswalkers and can still be attacked. They can block a creature attacking them, but if they take damage, you still remove loyalty from it.
- *Artifacts* > Esper Sentinel; Darksteel Citadel; Vehicles;
  - Creatures cannot equip other creatures so dinosaur equipments are just 7/7s
  - *Token Artifacts* > Treasures; Clues; Food; Blood; Scrap;
    - Make Dinosaur Nuggies!
- Hard to have a 7-drop that doesn't do anything on its own, but this is a very cool finisher for Scrap decks or any deck that wants to make a LOT of artifacts.

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

We have more cards to talk about from Doctor Who, including a card that could be compared to Teferi's Protection? Stay tuned to hear all about it after a few words from our sponsors.

## EVERYBODY LIVES

- What does it stop?
  - Alternate Win Conditions > Approach from the Second Sun
  - Destroy-based board wipes > Wrath of God
  - Targeted Removal Spells > Swords to Plowshares; Settle the Wreckage;
  - Targeted graveyard removal or mill > Bojuka Bog; Altar of Dementia;
  - Your life from changing > Yawgmoth, Thran Physician vs. Ad Nauseam
- What doesn't it stop?
  - Damage from occurring (all damage triggers still resolve) > Professional Facebreaker, lifelink, Commander Damage
  - Exile Based Board Wipes > Farewell
  - Non-creature board wipes > Bane of Progress
- *Play FOREVER* > Isochron Scepter + Seedborn Muse

## INEVITABLE COMPARISONS

*How do we compare this to Teferi's Protection? Heroic Intervention? Clever Concealment? Boros Charm? Angel's Grace? Where does it fit in? Does it replace any of them?*

## EVERYTHING COMES TO DUST

- *This can be a one-sided exile board wipe that also hits artifacts and enchantments? Seems very powerful in the right deck.*
- *Wants to be in a pretty dedicated creature deck so it doesn't get WRECKED by the enchantment/artifact thing.*
- *The more common your creature types the worse this is.*
- *Great in Superfriends if you can reliably cast it.*
- *At what "mana cost" are you happy with this?*
- *Compare to > Farewell; Austere Command; Sunfall;*

QUESTION: **DO YOU SAVE YOUR BOARD OR EXILE AS MUCH AS POSSIBLE?**

*Is this better in decks that are dedicated to a single creature type, like Angels?*

## FLESH DUPLICATE

- *If Phantasmal Image has taught us anything, it's that 2-mana clones are great regardless of their downside.*

QUESTION: **IS THIS BETTER THAN PHANTASMAL IMAGE?**

## GALLIFREY FALLS // NO MORE

*Will phase your stuff out and then "wipe" the board if you fuse it. Let's talk about the sides individually:*

### NO MORE

- *This is decent board protection. 3 is a lot of mana to hold open all the time, but we do it with Teferi's Protection and occasionally Guardian of Faith*
- *ONLY protects creatures*

- Compare to > Clever Concealment; Flawless Maneuver; Guardian of Faith;

### **GALLIFREY FALLS**

- We don't typically play Storm's Wrath unless it's a red deck that needs a lot of board wipes
- I do typically like Mizzium Mortars, but that's because it's one-sided.
- So, the instant speed is the whole conversation here.

### **GALLIFREY FALLS // NO MORE**

- 9-mana, instant speed Mizzium Mortars?

QUESTION: **HOW MUCH IS FLEXIBILITY WORTH?**

### **GENESIS OF THE DALEKS**

- Chapter 1 - you have 1 3/3 with menace
  - NOTE: We found these tokens to be a real pain in the butt
  - If you have anthem effects or artifact creature or token synergies, this token is a problem
- Chapter 2 - you have 3
- Chapter 3 - you have 6
- Chapter 4 - One opponent decides if you keep all your Daleks and blow up everything else or if you lose all your Daleks and everyone loses life equal to the total power of your Daleks
  - If you have all your daleks and no modifications, each opponent loses 18 life
  - If you have one Chief of the Foundry and all your daleks, each opponent loses 24 life
  - At some point they have to board wipe, leaving you with a ton of power on board still
  - However, if you lose all the Daleks for any reason, the last chapter is dead.
  - This is a very slow clock, especially starting at 6 mana, but extremely powerful
- GREAT in changeling decks
  - Mirror Entity; Taurean Mauler; Bloodline Pretender
- This feels like the type of card that demands a board wipe between the 1st and 4th chapter, but then again, that is a long time.

### **HEAVEN SENT**

- Having a 2-mana enchantment that just spits out clues is pretty nice.
- Chapter 3 is curious. Most of the time it will just ping, but if an opponent is dead, this becomes a HUGE bomb. It's not a wheel, you just DRAW 7 cards.
- I love that you can cast it again when it goes off
  - Have to obey timing restrictions, so be careful with proliferation
- Cool engine for cast from exile decks, although it feels like it only makes the cut if you care about the clues or knocking one opponent out early
  - My two decks that are looking at it > Galazeth Prismari; Lord of Tresserhorn

### **IMPENDING FLUX**

- Compare to > Delayed Blast Fireball; Volcanic Torrent; Mizzium Mortars
- If you foretell this, it deals 2 damage to each creature and player.

- *Seems great in > Prosper, Tome-Bound; Ob Nixilis, Captive Kingpin; Rocco, Street Chef; Commander Liara Portyr*

**QUESTION: HOW MUCH DAMAGE ARE YOU HOPING FOR?**

- *To get this to Delayed Blast Fireball level you need to cast 4 spells from exile that turn?*
- *This seems like a lot, but cast from exile decks tend to have a stormy element to them.*
- *This is a mini one-sided board wipe that lets you progress your board while still casting it*
- *Even if it only kills a couple creatures, it's still pretty good*

**NANOGENE CONVERSION**

- *Similar Effects > Augmenter Pugilist // Echoing Equation; Sakashima's Will*
- *This card makes this effect legal in non-UG decks and offers the ability to make multiple legends, which has already proven to be very powerful in a variety of decks*
  - *Volo, Guide to Monsters; Magnus the Red; Brudiclad, Telchor Engineer; Lord of the Nazgul; Orvar, the All-Form;*

**SONIC SCREWDRIER**

- *This does a lot of good things at an acceptable rate.*
- *If you're untapping an artifact it has to make 3 or more mana before it's mana positive, but this feels more likely for activated abilities like Shorikai, Genesis Engine*
- *This Scry feels way too expensive.*
- *Unblockable is slightly better than a Rogue's Passage, but unblockability is a win con*
- *Feels like you only play this if you can take full advantage of untapping an artifact.*
  - *If Voltaic Key was or wants to be in your deck then you play this card. If not probably not.*

**THE FLOOD OF MARS**

- *This is such a neat card and I don't actually know where it goes or what to do with it.*
- *You cannot mana screw people with this because it's an island in addition to its other types*
  - *Makes the islandwalk better and also Carpet of Flowers?*
- *It gets exponentially better the longer you have it, but it starts quite slow*
  - *1st attack you make something else a Flood of Mars. Is it one of your own creatures to guarantee the attack trigger?*
  - *2nd attack you make two other things Floods. Is it still your creatures or can you start Flooding opponents' creatures now?*
  - *When is it correct to choose to make other lands into islands?*
  - *Should you be giving your opponents 3/3s that you probably can't block?*
- *If it targets a Commander, they don't have a chance to put it in the Command Zone.*
- *What kind of deck wants this?*
  - *Tokens? Pillowfort decks?*
  - *Decks that don't need their Commander as much.*

## **THE FLUX**

- *4 damage will take out a lot of creatures*
  - **Commanders**
    - 65% of the Top 100 Commanders on EDHREC can reliably be killed with 4 damage
    - 35% of the Top 100 Commanders on EDHREC cannot
  - **Non-Commanders**
    - 62% of the Top 100 Creatures on EDHREC can reliably be killed with 4 damage
    - 15% of the Top 100 Creatures on EDHREC cannot
    - 23% of the Top 100 Creatures on EDHREC are reliably not worth removing
      - ETB creatures, Sakura Tribe Elder, etc.
- *But that's an expensive, sorcery speed removal spell*
- *Now you draw an extra card once per turn for 4 turns (likely the end of the game)*
- *My main complaint about cards like Outpost Siege is that they don't do anything when they come down and this does?*
  - *Compare to > Outpost Siege; Visions of Phyrexia*
- *Great in proliferate decks that can make sure you get all of those impulse draws*

## **TRIAL OF A TIME LORD**

- *This is a little slow, but it does take a lot off the board in the process.*
- *Let's talk about this vote. You need Guilty to get MORE votes to tuck the exiled creatures. So in most commander pods, 3 guilty, 1 innocent.*
  - *This means you're most likely to win the vote if you gang up on one player*
  - *At most, hit the creatures of two players and maybe the two from one player are egregious enough to get the other player to vote Guilty.*
- *Compare > Grasp of Fate*

## **WEEPING ANGEL**

- *This isn't a GREAT removal spell. Relies on them attacking and attacking you, but removing a creature that's attacking you is fairly common. So maybe it's not as narrow as I might think.*
- *It's also a great attacker for decks that want combat damage or attack triggers*
  - *Combine with Lure effects? > Lure; Nemesis Mask;*
  - *Lure effects mean you lose your Angel as long as they have more than two blockers, but you also get to tuck one of their creatures?*
- *From there, this is just an annoying card for your opponents to play around. Have to play a creature in their first main phase to attack you.*

## **OUR FAVORITE "IN THE 99" CARD?**

JLK = Heaven Sent

Rachel = Displaced Dinosaurs

## **MOST POWERFUL "IN THE 99" CARD?**

JLK =

Rachel = Flesh Duplicate

3) **TO THE LISTENERS**

Are you a Doctor Who fan? Does this set live up to your imagination? What new cards slot perfectly into your existing commander decks?

**\*\*CARD KINGDOM #2\*\* \*\*ULTRA PRO #2\*\* \*\*TIKTOK\*\***

4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Eric Lem; Megan Yip; Gaurav Gulati; Jordan Pridgen; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; and Jimmy Wong.**