CZ416: AFC IN THE 99 REVIEW

--------------------------------------------------

1) UPKEEP STEP

2) MAIN TOPIC

3) TO THE LISTENERS

4) THE END STEP

5) CLEAN-UP PHASE

--------------------------------------------------

1) INTRO JOSH & DJ

 **@jumbocommander - @JoshLeeKwai** - @commandcast

*Adventures in Forgotten Realms is the Dungeons and Dragons themed magic set with four all new commander precons! There are fun singles in all of them that you are going to want to put in your decks!.*

\*\*CARD KINGDOM - ULTRAPRO CALL-OUT #1\*\* \*\*PATREON CALL-OUT - William Gerwig\*\*

2) **MAIN TOPIC:** AFC In the 99 Set Review

*These AFC Preconstructed Commander Decks are very cool but they are also quite narrow. We’re gonna spend less time on those cards. We think you can figure out on your own if it rolls dice, put it in the dice rolling deck. If it ventures into dungeons, play it with that strategy. We’re going to focus on the cards that have those mechanics that might be played outside of those strategies.*

**DUNGEONS**

There are some cards that work really well if you have a dungeon strategy but probably won’t shine in other decks. Here are a few all-stars:

Radiant Solar

* This is one of the best dungeon enablers available. Casting creatures, flickering them, reanimating them, creature loops all have you moving through the dungeon.
* EtB, not “cast” - There are many creature loops that will go infinite
* Discard is a good corner case scenario if reanimating or if you really need that last dungeon step. Instant speed is interesting.

Thorough Investigation

* Create a clue every turn. Sounds good - easy hoop to jump through
* Great rate for going into a dungeon. I also want to crack clues.
* Is this playable in a “regular” deck?

Midnight Pathlighter - A fine enabler. Solid evasion but this is no horsemanship :)

-is it playable outside of dungeon decks?

 *-Compare to Bident of Thassa*

**ROLLING DICE**

Component Pouch

- How often do you charge coalition relic? I’ve seen people charge it almost every turn waiting until it really mattered to actually use the 2 mana boost? This is certainly less reliable BUT I think in most cases it will actually play the same and in rolling matters decks this is awesome.

*-JLK thinks this card is much worse than coalition relic. Don’t play it outside of a dedicated dice rolling deck.*

Chaos Dragon

- 3MV 4/4 Haste - Amazing beater. Sometimes you just want to do damage and in multiplayer you will always have someone to attack. In 1v1 this is shut down 50% of the time. *-Are you playing it outside of a dice deck?*

Diviner’s Portent

- is a great card but no more special than Commander's Insight / Blue Sun's Zenith

**AURAS & EQUIPMENT**

Holy Avenger

* Normal Rate for double strike. Really fun way to cheat auras into play. You need a lot of them in the deck to be able to take advantage of this. You get to attach TWO w/ double striking.
* Eldrazi Conscription, Celestial Mantle, Colossification

Mantle of the Ancients

* An aura that solves one of the biggest weaknesses of aura decks - great design.
* Retether is in 30% of aura matters decks

Robe of Stars

* This dodges removal, board wipes, Cyclonic Rift. The robe even protects itself AND all the other things attached to the creature so you cannot even go after the releval auras or equipment. *Is this worth it just as protection for your Commander?*
* Great in toughness matters decks. Doran
* Protection like Flickerform can synergize with cards like Mangara of Corondor
* *(doesn’t trigger EtB though)*

Wand of Orcus

* This can make your zombies more difficult to handle - especially if they are all 2/2s
* The text “that many zombies” is huge. Compare to Tana, the Bloodsower

**WHITE**

Valiant Endeavor

* A rolling card but good enough to make it in non-rolling decks.
* If you roll correctly it destroys everything and creates 6 2/2s. NICE
* You might be able to keep some of your smaller creatures.
* This is comparable to Martial Coup’s main mode or Phyrexian Rebirth. These are not premium wipes but they are played.

Fey Steed

* Does this count as White card draw?

\*\*\*MIDROLL BREAK\*\*\*

**BLUE**

Phantom Steed

* Protection but also just rebuy ETBs of your favorite creature.
* Mirror Mockery is not played a lot but this has a reasonable body attached
* Adrix and Nev, Twincasters, Yarok, the Desecrated, Sundial of the Infinite

Rod of Absorption

* You have to pay for the spells! This can be a form of card draw and let you rebuy important spells. Very clunky and comparable to cards that just return spells to owners hands
* This can be a sort of slower but bigger snapcaster mage.
* Nice that it hits OPs spells and exiles. *How useful is the GY hate aspect of it?*

**BLACK**

Death Tyrant

* Can create a lot of zombies when things die in combat - not as efficient as Kalitas but can come back over and over. (Vedalken Orrery + Board Wipe)
* Great in attacking matters decks
	+ Karazikar, the Eye Tyrant / Kardur, Doomscourge / Thantis, the Warweaver

Grim Hireling

* If you are creating two treasures per turn then this is like a 4 mana ramp spell, that’s good. That is a sizable hoop to jump through. (can make up to 6 treasure per turn)
* Activated ability is nice but NOT ideal

Hellish Rebuke

* No Mercy is just an enchantment where you can always have this effect.
* Damage can totally kill someone out of nowhere and answers hexproof and shroud.
* Can be an answer to Purphuros and other effects that deal damage without attacking.
* Thantis, the Warweaver and other “control the combat step” decks

**RED**

Fiendlash

* Auto Include in every deck with Brash Taunter and Boros Reckoner. Also Piru decks.
* Even more signpost cards Pyrohemia / Blasphemous Act / Star of Extinction
* Maybe play **Reckless Endeavor** - a rolling matters card that COULD do 12 damage to all creatures and make some treasures.

*Quick chat about Reckless Endeavor on it’s own. Is it any good?*

Share the Spoils

* A shared pool of spells from everyone. Interesting mechanic. Can only cast one extra thing (or play one land) and only on your turn.
* Laelia, the Blade Reforged? Other exile matters cards like Prosper (from AFC).
* Break the symmetry by playing this in a deck full of not great cards.
* Drannith Magistrate shuts this down but you will also run out of a new card pool.

. Vengeful Ancestor

* This is an upgraded Coveted Peacock and I’m SO HAPPY
* Goad is a great mechanic and this creature can help you take over a game.
* Synergizes even better with more goad
	+ Disrupt Decorum / Karazikar, the Eye Tyrant / Marisi, Breaker of the Coil
	+ Kardur, Doomscourge does NOT technically goad.

**GREEN**

Druid of Purification

* One of the best cards in the set. Can be a 4 for 1. Feels like Pir’s Whim but you have more control. I love it.
* They can all select the same target to spite you or if there are not enough targets.

**COLORLESS**

Ebony Fly

* One of the best mana rocks I’ve seen in a while, Two mana mana rocks are great and this can deal damage and help boost another attacking creature! Just phenomenal.
* Very low downside. Auto-include in many decks.

Underdark Rift

* Free removal on a land but it’s expensive to activate but a free inclusion. I’d play this as utility in a few different decks that struggle with removal or if you are plagued by indestructible creatures in decks that cannot answer them.

**MULTICOLORED**

Dragonborn Champion

* It’s difficult to deal 5 or more damage. This is NOT combined damage it has to come from a single source. But drawing a card is the best kind of payoff.
* Maybe in a Ruric Thar, the Unbowed deck

Fevered Suspicion

* 8 mana cast 6 spells at random over two turns. I think you will get your mana value from this but it still can whiff by hitting board wipes or counter spells
* Very expensive and random 6 for 1. Etali is probably better. .
* Vial Smasher loves that this rebounds for another 8 damage.

Hurl Through Hell

* 4 MV exile removal spell is fine., Not totally efficient but not bad.
* In the late game this can let you cast something epic. This is very playable. I can compare it to hostage taker because I ALWAYS want to cast what I take hostage before my OP has a chance to get it back.

Ride the Avalanche

* Savage Summoning or Quicken (replaces itself)
* I can imagine creatures that want to be pumped up (like infect and commanders) I can imagine spells I want to cast at instant speed to make huge pump happen (Blasphemous Act & Temporal Trespass) but I have a hard time imagining that I will have all three pieces of this combo together and ready to cast. I don’t want a combat trick that grants +1/+1 counters much less one that does it conditionally. I also don’t want to use a card to just to grant a single instance of flash.
* DJ does not like this card but the internet was excited.

What do you think is the most powerful card that we talked about today?

Josh:

DJ: Druid of Purifacation

What card are you personally excited about?

Johs:

DJ: . Vengeful Ancestor

3) **TO THE LISTENERS:**

What singles from the precons will make it in your decks? Tell us in the comments below.

\*\*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, and Gaurav Gulati.**

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