

## CZ0533. MOM COMPLETED COMMANDERS

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- 1) INTRO Jimmy & Rachel

**@jfwong - @wachelreeks - @commandcast**

*We're taking a look at some of the Completed Commanders coming out in March of the Machine and there are some very exciting ones to talk about this time. BUT BEFORE WE GET INTO THEM:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: CODY SIMPSON\*\***

### 2) MAIN TOPIC: **COMPLETED COMMANDERS - MARCH OF THE MACHINE**

*Today, we are going back to finish up the Commanders in March of the Machine. We've talked about the good guys, we've talked about the bad guys. Today we're talking about the good guys gone bad, the completed Commanders. These are double-sided legendaries that enter on their front side that can transform to their Phyrexian side.*

*Note that the COLOR IDENTITY of these cards is not immediately apparent - they may look like mono color on the frontside, but pay attention to the Phyrexian mana symbol on their activated abilities. You can also just look at the colors of the card itself on the backside to know what colors it is.*

### **AYARA, WIDOW OF THE REALM // AYARA, FURNACE QUEEN**

#### **AYARA, WIDOW OF THE REALM**

##### **CREATURES**

- *Dies triggers* > Junji, the Midnight Sky; Vindictive Lich; Chaos Defiler; Body Snatcher; Balor; Ebondeath, Dracolich
  - *Like to watch* > Doom Weaver; Body Launderer; Nightmare Shepherd; Kinzu of the Bleak Coven
- *High CMC* > Avatar of Fury; Shadow of Mortality; Chandra's Incinerator; Emrakul, the Promised End; Ancient Stone Idol; Avatar of Woe; Gorex, the Tombshell;
  - Keen Duelist; Hidetsugu, Devouring Chaos; Protection Racket;
- *Threaten* > Seize the Spotlight; Firbolg Flutist; Zealous Conscripts; Song-Mad Treachery;
- *Copies* > Jaxis, the Troublemaker; Fable of the Mirror-Breaker;
- *Bring em back* > Lifeline; Chainer, Nightmare Adept; Feldon of the Third Path; Shallow Grave;

##### **ARTIFACTS**

- *Dies triggers* > Triplicate Titan; Phyrexian Triform; Wurmcoil Engine; Ruin Grinder; Scuttling Doom Engine;
- *High CMC* > Metalwork Colossus; Chiss-Goria, Forge Tyrant; Combustible Gearhulk; Technomancer; Coveted Jewel; Spine of Ish Sah; The Cauldron of Eternity;

- *Threatenish* > Red Sun's Twilight; Treasure Nabber
- *Bring em back* > Daretti, Scrap Savant; Goblin Welder; Portal to Phyrexia; Scrap Trawler;

#### ENHANCERS

- Sneak Attack; Solphim, Mayhem Dominus; Drivnod, Carnage Dominus; Illusionist's Bracers

#### AYARA, FURNACE QUEEN

*I think you build around the front side of this card, but there is probably a point where you switch to the back to close things out.*

- Conjuror's Closet; Sundial of the infinite; Ashnod's Altar; High Market
- *Multiple combats = multiple triggers*
  - Combat Celebrant works great - sacrifice it after it's been exerted with Ayara, next turn flip Ayara, go again.
  - Seize the Day on Ayara's front side lets you activate her twice that turn

#### ETALI, PRIMAL CONQUEROR // ETALI, PRIMAL SICKNESS

*Do you care about flipping this thing over or do you just make copies of it for multiple triggers?*

#### ETALI, PRIMAL CONQUEROR

#### CAST FROM EXILE

- Passionate Archaeologist; Keeper of Secrets; Faldorn, Dread Wolf Herald;

#### TOPDECK CONTROL

- Sensei's Divining Top; Scroll Rack; Mirri's Guile

#### GRUUL "BLINK"

- *Copies* > Fable of the Mirror-Breaker; Rionya, Fire Dancer; Jaxis, the Troublemaker; Delina, Wild Mage; Twinflame; Molten Echoes; Bramble Sovereign;
- *Blink* > Voyager Staff; Conjuror's Closet;

#### ETB CREATURES

- Solemn Simulacrum; Eternal Witness; Wood Elves; Reclamation Sage; Avenger of Zendikar; Kogla, the Titan Ape; Apex Altisaur; Molten Primordial;

#### DINO THICC

- Hellkite Courser; Visions of Ruin; Majestic Genesis;

#### ETALI, PRIMAL SICKNESS

*If you happen to flip this thing over...*

- Chandra's Ignition; Soul's Fire; Mana Geyser (to get to the mana to do this the same turn?);
- Do you actually add cards in to work with this side or just have it as a single player finisher?
- Keep in mind you are likely leaving yourself completely open to removal

#### GLISSA, HERALD OF PREDATION

*There's a lot to look at here, but I think you build around the First Strike and Deathtouch mode. You incubate only if you need to rebuild basically or if you're building around +1/+1 counters.*

**PHYREXIAN** *I would build this with a Phyrexian theme. And there are lots of good options. Many of them have been errata'd to be Phyrexian.*

- Wurmcoil Engine; Massacre Wurm; Sheoldred, Whispering One; Defiler of Vigor; Defiler of Flesh; K'rrik, Son of Yawgmoth; Sheoldred, the Apocalypse; Phyrexian Delver; Phyrexian Fleshgorger;

- *Incubators* > Elvish Vatkeeper; Completed Huntmaster;

### **INFECT**

- Ichor Rats; Skithiryx, the Blight Dragon; Plague Myr; Ichorclaw Myr; Viridian Corrupter; Blight Mamba; Glistener Elf;
  - *Check out the How to Play Infect video for Craig's take on building and playing Infect*

**PROLIFERATE** *Whether you're building with Incubate tokens or infect, you'll want proliferate effects.*

- Evolution Sage; Yawgmoth, Thran Physician; Cankerbloom; Unnatural Restoration; Throne of Geth; Glistening Sphere;

**\*\*\*MIDROLL POINT\*\*\*** We have 4 more Completed Commanders to discuss including the most Josh Lee Kwai commander... ever?

### **HELIOD, THE RADIANT DAWN // HELIOD, THE WARPED ECLIPSE**

#### **HELIOD, THE RADIANT DAWN**

*Not much to build around here, but I could see building around cheap enchantments to get a little value on its front.*

- Cast Out; Grasp of Fate; Mystic Remora; Darksteel Mutation

#### **HELIOD, THE WARPED ECLIPSE**

**DRAW THE GAME** *We're here for the backside of Heliod, The Warped Eclipse. First thing's first, let's draw. The more our opponents draw, the less our spells cost!*

- Kwain, Iterant Meddler; Cut a Deal; Prosperity; Vision Skeins; Lore Broker; Howling Mine; Teferi's Puzzle Box; Swans of Bryn Argol;
- Day's Undoing (*Doesn't end the turn on your opponent's turns*); Windfall

### **BIG SPELLS**

- Even the Score; Fascination;
- White Sun's Twilight; Finale of Glory; Approach of the Second Sun;
- Portal to Phyrexia; Blightsteel Colossus; Emrakul, the Promised End;
- Triskaidekaphile;

### **DRAW PAYOFFS**

- The Council of Four; Smothering Tithe; Chasm Skulker; Psychosis Crawler;

### **OMNATH, LOCUS OF ALL**

*NOTE: This does not require three different colors to count for his ability. Just three pips of "colored mana symbols". For instance, Avacyn, Angel of Hope would count as would Invoke Despair*

*I think this could be a fun Keruga companion deck, since you're already focused on three pips.*

**MANA** *A strong mana base is VERY important in this deck.*

- Faeburrow Elder; Bloom Tender; Chromatic Orrery; Dryad of the Ilysian Grove; Knotvine Mystic; Nyxbloom Ancient; Cascading Cataracts;

**3-FOLD SIGNAL** *I'd build Omnath as a multicolored matters deck, focusing on three-colored spells.*

- *Three colors matter* > Meeting of the Five; Threefold Signal;

- *Three Colors* > Villainous Wealth; Void Rend; Endless Detour; Wargate; Riveteers Charm; Riveteers Confluence; Guided Passage; Whirlwind of Thought; Temur Ascendancy; Jodah, Archmage Eternal;
- *Multicolored matters* > Rienne, Angel of Rebirth; Knight of New Alara; The Mana Rig; Tome of the Guildpact; Mana Cannons; General Ferrous Rokiric; Widespread Thieving;

**3 PIPS** *This deck can be anything...*

- *Legendary Matters* > Koma, Cosmos Serpant; Maelstrom Wanderer; Omnath, Locus of Creation; Yurlok of Scorch Thrash; Jodah, the Unifier
- *5-colored Matters* > Jenson Carthalion, Druid Exile; Jared Carthalion; Maelstrom Nexus; The Kami War; Maelstrom Archangel; Two-Headed Hellkite; Ramos, Dragon Engine;
- *Mono B* > Bolas's Citadel; Necropotence; Agadeem's Awakening; Vilis, Broker of Blood; K'rrik, Son of Yawgmoth; Massacre Wurm; Ayara, First of Lothwain; Peer into the Abyss; Mikaeus, the Unhallowed; Razaketh, the Foulblooded;
  - Cabal Coffers; Urborg, Tomb of Yawgmoth; Nykthos, Shrine to Nyx;

## **POLUKRANOS REBORN // POLUKRANOS, ENGINE OF RUIN**

### **POLUKRANOS REBORN**

*Front side is... nothing. This is essentially a 9/10-mana Commander.*

**RAMP** *You're going to need a lot of ramp to get to that back side.*

- *I wonder if this is a green devotion deck built around Nykthos, Shrine to Nyx.*
- Karametra's Acolyte; Circle of Dreams Druid;

### **POLUKRANOS, ENGINE OF RUIN**

**POLLY, WANT A HYDRA?** *It's very easy to make Hydras die, cast them for X=0!*

- X=0 > Genesis Hydra; Steelbane Hydra; Hooded Hydra; Hungering Hydra; Primordial Hydra;
- Mirror Entity

**MORE HYDRAS?** *Bring 'em back to die again!*

- Luminous Broodmoth; Lifeline; Together Forever; Sun Titan; Ascend from Avernus; Patch Up; Othelm, Sigardian Outcast;
- Yedora, Grave Gardener;
- Mondrak, Glory Dominus; Doubling Season;

### **DRAW MORE HYDRAS**

- Rumor Gatherer; Folk Hero; Guardian Project; Fecundity; Ulvenwald Mysteries; Rite of Harmony; Realmwalker; Ecological Appreciation; Recruitment Officer; Genesis Wave;
- Creeping Renaissance; Pair o' Dice Lost; Dusk // Dawn;

## **RONA, HERALD OF INVASION // RONA, TOLARIAN OBLITERATOR**

*Front and backside are sort of disconnected so we're going to talk about them separately.*

*NOTE: Legendary \*spells\**

### **RONA, HERALD OF INVASION**

**REANIMATOR** *Lots of looting in black can only mean one thing.*

- Animate Dead; Living Death

- *Legendary Targets* > Vilis, Broker of Blood; Lorcan, Warlock Collector; Nezahal, Primal Tide; Tromokratis;

**DISCARD** *Okay, it can mean a few things.*

- *Madness* > Shadowgrange Archfiend; Big Game Hunter; Call to the Netherworld; Muck Drubb; Obsessive Search;
- Oskar, Rubbish Reclaimer; Containment Construct;

**BIG DRAWS** *Less about the discard, more about the draw.*

- Minn, Wily Illusionist; Alandra, Sky Dreamer; Sheoldred, the Apocalypse;
- Unctus, Grand Metatect; Teferi's Ageless Insight; Bolas's Citadel;

**COMBO POTENTIAL**

- A one-card combo with Wishclaw Talisman.
  - Cast Wishclaw, search for Retraction Helix.
  - Cast Retraction Helix, targeting Target Rona
  - Tap Rona to return Wishclaw to your hand.
  - Re-cast Wishclaw, search for legendary 0-cost mana rock (Mox Opal or Mox Amber)
  - Cast Mox to untap Rona (Legendary), float Mox mana, bounce Mox with Rona
  - Repeat until infinite mana, use Wishclaw to tutor any card in the deck. Win.

**RONA, TOLARIAN OBLITERATOR**

*NOTE: Ignores timing restrictions and \*casts\* the spell.*

**PINGERS**

- Cuombajj Witches; Staff of Nin; Prodigal Sorcerer; Endbringer;
- Pestilence; Thrashing Wumpus; Crypt Rats;

**BIG SPELLS**

- Lots of MDFCs if possible to minimize whiffs.
  - Sea Gate Restoration;
- Ugin, the Spirit Dragon; Omniscience; Expropriate; Aminatou's Augury; Repay in Kind;
- You decide!

**HAND SCULPTORS** *Discard outlets to minimize whiffs?*

- Ill-Gotten Gains; Brainstorm; Scroll Rack; Ghostly Pilferer; Skirge Familiar; Jace, Vryn's Prodigy; Jacob Hauken, Inspector; Trade Routes;

**OUR FAVORITE COMPLETED COMMANDER FROM MOM?**

Jimmy = Ayara, Widow of the Realm

Rachel = Etali, Primal Conqueror

**MOST POWERFUL COMPLETED COMMANDER FROM MOM?**

Jimmy = Heliod, the Radiant Dawn

Rachel = Rona, Herald of Invasion

3) **TO THE LISTENERS**

What do you think of the March of the Machine Completed Commanders? Are you planning on building any of them? Are there any synergies or combos that we missed?

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

**4) CLEAN-UP STEP**

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