

CZ409: AFR MONO-COLORED COMMANDER REVIEW

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- 1) INTRO Josh and DJ

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

Adventures in Forgotten Realms is the Dungeons and Dragons themed magic set. There are a ton of legendary creatures and they are fun and flavorful. Let's at the mono-colored Commanders from the set!

****CARD KINGDOM - ULTRAPRO CALL-OUT #1****

DECK BOX KICKSTARTER -- Limited Quantity while supplies last

****PATREON CALL-OUT - Roxanne Rasco****

2) MAIN TOPIC: FORGOTTEN REALMS MONO-COLORED COMMANDERS

Tody we're gonna discuss the monocolored legendary creatures from AFR. Check out our previous episode (CZ405) for the Multicolored Legendaries.

WHITE

Icingdeath, Frost Tyrant

- Aggressive attacker that creates aggressive equipment - Drizzt's sword!
- You can create the equipment and send commander back to the command zone - legendary equipment though - Mirror Gallery to get more
- Attacking deck and equipment synergies: Halvar, God of Battle // Sword of the Realms
- Stax pieces like Static Orb and Arena of the Ancients can synergize with the dragon's vigilance and the tap ability on the sword.
- Good IN equipment decks (where you're always trying to balance # of creatures vs equipment)

Nadaar, Selfless Paladin

- Dungeon commander. You do miss out on some really critical dungeon synergies in other colors.
- Copy effects like Blade of Selves and Helm of the Host, flicker effects like Ephemerate and copy trigger effects like Panharmonicon can move through the dungeon fast (infinite dungeons combo-->Panharmonicon + Felidar Guardian/Restoration Angel; Parallax Wave + Opalescence; Infinite Mana + Eldrazi Displacer)
- How good is "infinite dungeons?"
- Top comment: Play with [[Assault Suit]] so your opponent, who obviously didn't bring their own dungeon tokens, is forced to write down the dungeon on a piece of paper.
- People are pumped for a Dragon and a Knight for Khorvath Brightflame // Sylvia Brightspear

Oswald Fiddlebender

- Turns a treasure or artifact land into a Sol Ring, Top, Skullclamp, Esper Sentinel, etc
- You can get artifacts that can untap Oswald and help you chain into higher CMCs-->Magewrite's Stone, Puppet Strings, Staff of Domination, Sword of the Paruns, Thousand-Year Elixir (Haste!)
More options to untap if you make him an artifact-->Liquimetal Torque; Clock of Omens; etc
- Value from recursion: Myr Retriever / Scrap Trawler / Auriok Salvagers
- Value Chains: Ichor Wellspring / Archaeomancer's Map / Solemn Simulacrum / Ugin's Nexus
- Low CMC win Grindstone / Painter's Servant - infinite mana wins exist too
- Lots of ways to build this but people will be rightly scared of your combo potential

BLUE

Grazilaxx, Illithid Scholar

- One "or more" creatures deal combat damage
- Cunning Evasion is an enchantment with the same return blocked creatures to hand text, mostly played in Ninjas, Rogues, and ETB wizards. We should prioritize etbs, cheaper is better for recasting
- Rebuy Disruption: Amphin Mutineer / Agent of Treachery / Barrin, Tolarian Archmage / Glen Elendra Archmage
- More Draw: Watcher for Tomorrow / Fblthp, the Lost / Toothy, Imaginary Friend
- Attacking with small creatures is on theme for other draw engines like
 - Bident of Thassa / Reconnaissance Mission / Coastal Piracy
- Most of these are great for blinking!
 - Thassa, Deep-Dwelling / Sword of Hearth and Home / Crystal Shard (Rebuy)

Iymrith, Desert Doom

- Similar to Dragonlord Ojutai which is solid ranked #14 in Azorius on EDHRec but not a favorite
- The key to breaking this is drawing as close to three cards as you can every time it hits. Racing to an empty hand is interesting for a blue deck that would usually want to hold up cards and play at instant speed.
- Card disadvantage is ok in a deck that is designed to over-draw
 - Chrome Mox / Mox Diamond / Lion's Eye Diamond / Force of Will / Mind Over Matter / Forbid / Magus of the Bazaar
- Get rid of extra cards with Gustha's Scepter; Get lands out of your hand with Walking Atlas
- Words of Wind can replace the draw and have you bouncing and keeping your hand small for the next trigger of the next attack
- Zur's Weiriding - you can overwhelm the symmetrical effect with enough draw
- Instant speed untap for protection (Twiddle, Vizier of Tumbling Sands, Minamo, School at Water's Edge)

MIDROLL BREAK

BLACK

Acererak the Archlich

- Read Tomb of Annihilation - Is our goal to get to that second trigger?
- An attack edict trigger is fine - that's a 2-3 mana effect but it is a punisher mechanic if the creature is really important they will just give you a zombie; Creating a zombie for each OP is strong - grave titan levels of good and that's a 6 mana powerhouse. Commander cannot leverage it's low mana cost as easily because it will not stick unless you have moved through the dungeon making this a 12--15 mana grave titan (with a 4/4 ETB for completing the dungeon almost like Grave titan's ETB 2/2 zombies)
- I would rather just use this to run through the other two dungeons over and over
- Mana reduction effects can let you play it over and over again really easily.
 - Heartless Summoning / Bontu's Monument / Urza's Incubator / Undead Warchief
- Extra Benefit from cast triggers are nice too.
 - Diregraf Colossus / Vanquisher's Banner
- Combo "infinite dungeons" → Rooftop Storm / Aluren / Omniscience / Infinite Mana (Black)

Asmodeus the Archfiend

- No more drawing is bad but just look at what you can do! 4 mana draw 7-8 lose that much life.
- Activate his ability then sacrifice him when the ability is on the stack to actually draw the cards
- Draw replacement effects like Underrealm Lich or Abundance can have you actually drawing the cards. You control both effects so you can choose how they apply.
- If this is in your GY Necrotic Ooze can draw without drawback
- Mairsil, the Pretender can exile this and then get the bonkers draw ability
- Skirge Familiar
- This has the potential to draw A LOT of cards but when it takes 6 mana to get this out it's very clunky I would ALWAYS keep up a single black so I never miss out on cards - You also need to have something else to do while this is in play or else you are priced into popping it right away.
- Necropotence still feels better BUT that's a staple that is not in your command zone so just the comparison to a strong card makes Asmodeus very playable

Ebondeath, Dracolich

- Can come down early and hit hard in the sky. Staying power to keep up the pressure.
- Is this the best monoblack voltron commander besides Yargle, Glutton of Urborg and Skithiryx, the Blight Dragon?
- The easy graveyard casting can help with combos and loops
- Mana on death effects can help you cast your commander
 - Sifter of Skulls & Pawn of Ulamog (also lets you sac a creature to fulfill that requirement) / Pitiless Plunderer / Phyrexian Altar / Bontu's Monument / Jet Medallion / Undead Warchief / Gravebreaker Lamia / Urza's Incubator
 - Diregraf Colossus / Tormod, the Desecrator / Bastion of Remembrance / Bitter Ordeal
- Double dragon with Boneyard Scourge and Bladewing's Thrall can help with loops
- Gravecrawler + Phyrexian Altar can also combo in a similar way

RED

Delina, Wild Mage

- Must attack to create that copy which is dangerous but very fun and if you are lucky enough you just win the game :)
- Flamerush Rider / Mirror March / Rionya, Fire Dancer
- You can manipulate your rolls! - Barbarian Class
- Day one errata."May roll again" Synergy with cards like Pixie Guide
- Can copy legendaries - always interesting. If you can get multiple copies of Delina it can get insane (Helm of the Host)
- Extra Combat Steps -- more chances to get lucky and just go off.
- Exile at end of combat gets around a lot but works fine with Varchild, Betrayer of Kjeldor; Sundial of the Infinite
- Double is always a great word when copying - Fiendish Duo, Angrath's Marauders
- Big damage with multiples Terror of the Peaks / Torbran, Thane of Red Fell

Inferno of the Star Mounts

- How can we help get the power to 20? Double power - or just 14 red mana!
- Braid of Fire / Mana Geyser / Irencreig Feat (make 7 red mana) + Dual Strike (or another copy effect like Fork or Reiterate); Treasonous Ogre; Neheb, the Eternal; Sword of F&F;
- Unleash Fury can double the power but it is a little bit of a tricky sequence.
 - 6 power, RRR to 9 power, 1R Unleash Fury to 18 power, RR to 20 power and get the trigger! That is 7 mana and a card which is a significant hoop.
- Works with other power matters cards like
- Alena, Kessig Trapper / Arni Brokenbrow / Chandra's Ignition / Temur Battle Rage / Valakut Awakening
- The REAL win is getting this to 20 then shrinking it back to 19 (with something like Umezawa's Jitte) and getting it to 20 again for another trigger. (Get Pemmin's Aura on it somehow)

Zalto, Fire Giant Duke

- Deal damage to itself over and over to move through dungeons
- Tims! Prodigal Pyromancer / Cunning Sparkmage / Endbringer / Pyrohemia / Court of Ire
- Other Enrage cards: Silverclad Ferocidons / Sun-Crowned Hunters
- Give it Indestructible-->Darksteel Plate / Hammer of Nazhan
- Blazing Sunsteel / Brash Taunter / and other "stop hitting yourself" cards slot in nicely (Pyrohemia)
- Could threaten commander damage especially with cards like - Calamity Bearer

GREEN

Old Gnawbone

- This can make a ton of treasure.
- There are other big mana legendaries in green that let you create mana in this way or save mana like treasures can
 - Sakiko, Mother of Summer (not popular) / Omnath, Locus of Mana (popular)
- Lots of mana sinks in green - we know this (Genesis Wave!)
- Treasures make this unique. Let's use them. Academy Manufactor / Chatterfang, Squirrel General / Ich-Tekik, Salvage Splicer / Altar of the Brood / Inspiring Statuary / Ghirapur Aether Grid
- Another dragon that goes infinite with Aggravated Assault / Hellkite Charger Other colors can also weaponize the treasures better like Marionette Master and Mayhem Devil

The Tarrasque

- The internet is unhappy with the flavor. It is not supposed to die, but go into hibernation only to return and rampage again. Fans wanted regeneration or shuffling back in like a Amonkhet God or exile with a D6 of suspend counters on it (my idea).
- This has some safety nets in place for cheating it into play. But if you jump through the right hoops you get a creature that can immediately give you a 2 for 1 and be super hard to interact with
- Which is better, this or Kogla, the Titan Ape.
- Give trample and make cheaper--> Goreclaw, Terror of Qal Sisma and Rhonas's Monument

Varis, Silerymoon Ranger

- Easiest way to move through a dungeon. You want to cast creatures anyways. It feels like you can just play and move through your dungeon for free.
- I'd want to venture deeper than just once per rotation so you want flash: Vedalken Orrery / Winding Canyons / Yeva, Nature's Herald / Vivien, Champion of the Wilds
- Green creatures often have flash on their own-->Endurance / Guardian Augmenter / Slippery Bogbonder / Nightpack Ambusher / Wildborn Preserver
- Take advantage of casting on OPs turn
 - Glademuse / Seedborn Muse / Wilderness Reclamation / Temur Sabertooth

What do you think is best commander that we talked about today?

Josh:

DJ: Oswald Fiddlebender

What card are you personally excited about?

Josh:

DJ: Ebondeth, Dracolich

3) TO THE LISTENERS:

What new commander are you excited to build? What sweet tech do you have for our community? Tell us in the comments below.

****CARD KINGDOM CALL-OUT #2****

****ULTRA PRO #2****

4) THE END STEP

We'll have end steps again when our release schedule slows down.

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, Gaurav Gulati and Dan Sheehan.**

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