

CZ0559: WOE 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 Wilds of Eldraine continues with the cards you need to know in your library and your opponents'. Of course we can't cover every card that could be in your 99, but these are the cards we expect to see the most of or simply want to take a moment to talk about. BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **GAME KNIGHTS AUDITIONS (ONLY A COUPLE DAYS LEFT!)****

****PATREON: SPENCER RABOURN****

2) MAIN TOPIC: **CARDS THAT MATTER (IN THE 99) - WILDS OF ELDRINE**

AGATHA'S SOUL CAULDRON

- *Sacrifice creatures* > Dauthi, Voidwalker; Sakura-Tribe Elder; Ranger Captain of Eos; Glen Elendra Archmage
- *Activated Abilities* > Heartless Hidetsugu; Tree of Perdition; Urza, Lord High Artificer

COMBO POTENTIAL

- Grist, the Hunger Tide; Krenko, Mob Boss; Thraben Doomsayer;
 - First Day of Class
 - Metallic Mimic + Haste
- Walking Ballista; Triskelion; Mindless Automaton; Sage of Hours;
 - *+1/+1 counter decks* > Turns all your creatures with counters on them into value engines
- *This is going to be one where we KEEP finding combos*

Question: Is this a card that goes in decks with an activated ability theme or is it better in +1/+1 counter decks?

ASHIOK, WICKED MANIPULATOR

(they/them)

- *You cannot pay life you do not have, even if you do have that many cards.*
- Fire Covenant

- As an additional cost, happens the same way, you exile the cards before resolving the spell
- Necropotence
 - You first exile to pay, then exile to draw, then exile to pay, then exile to draw, etc.
 - This works particularly well with Ashiok's -7 which counts ALL the cards you own in exile.
- Bolas's Citadel
 - Put a spell on the stack, exile cards equal to mana value underneath that spell;
 - You don't technically get to look at them while or before exiling, but they are exiled face up.
- K'rrik, Son of Yawgmoth
 - You can cast a lot of spells this way, but it's risky. You eat through a LOT of your deck and are likely to snack on your combo pieces
 - *This is a card you hold until you're ready to go off.*

QUESTION: IS EXILING CARDS BETTER THAN PAYING LIFE?

Question #2: Do you have to have a dedicated "pay life themed" deck to play this?

ASININE ANTICS

- *This is not a very good fog, but it does make a lot of stuff.*
 - Make a bunch of permanents
 - Kodama of the East Tree; Altar of the Brood;
 - Make a bunch of tokens
 - Esix, Fractal Bloom; Junk Winder; Mirkwood Bats; Thalisse, Reverent Medium;
 - Make a bunch of *enchantment* tokens
 - Setessan Champion; Archon of Sun's Grace; Sanctum Weaver;
 - Make a bunch of *aura* tokens
 - Chishiro, the Shattered Blade; Hateful Eidolon; Tanglespan Lookout;

BESEECH THE MIRROR

- *Probably not better than* > Demonic Tutor; Vampiric Tutor
- *Compare* > Diabolic Tutor; Grim Tutor; Diabolic Intent;
- *This is very expensive to cast without the bargain. You don't run it without being able to reliably cast it with its Bargain cost.*
 - *If your deck reliably creates expendable artifacts or tokens (or enchantments) this becomes quite good.*
- *Special Cases*
 - Better with K'rrik because it has more black pips
 - Better with Prosper because it casts from Exile
 - Can cast Delayed Fire Blast from exile
 - Can cast suspend spells if you bargain it!
 - Wheel of Fate; Inevitable Betrayal; Hypergenesis; Gaea's Will; Glimpse of Tomorrow; Restore Balance;

COURT OF VANTRESS

- Compare to > Estrid's Invocation; Mirrormade; Clever Impersonator;
- I really like these types of effects, but have a hard time finding spots for them in decks. What kind of commander would push this card over the top?
 - JLK - Seems bad to me. It's a clone that can't copy creatures, unlikely to get you EtB effects, doesn't help you defend the Monarch the turn you play it.

DECADENT DRAGON

ADVENTURE SPELL

- Instant speed is sweet
 - Mess up top of library tutors
 - Can steal stuff if they're playing with cards revealed
- Drawing cards off of your opponent's library is not as good as drawing from your library.
- Does NOT let you spend mana of any color to cast
- DOES let you play lands.
- DOES synergize with cast from exile cards
- Potentially a 3-for-1.

BLACK BANNER GOES AWAY HERE

- This 4 mana 4/4 with flying and trample is above rate
- ALSO gives you treasures back and colors to cast the exiled spells
- Feels slower than it's dragon-y predecessors, but still good
- Atsushi, the Blazing Sky; Goldspan Dragon; Patron of the Arts;

A NOTE ABOUT ADVENTURES

In the "Toughest to Brew" episode, Jimmy and I get confused about this, but definitively:

- Wrenn and Six; Lier, Disciple of the Drowned CAN cast Adventure spells from the graveyard
 - It checks for instant & sorcery as they are put on the stack from the graveyard
 - Can cast MDFC instant & sorcery with Lier and W6 ult
 - Just like you can play MDFC lands with Crucible of Worlds
- Past in Flames can NOT cast Adventure spells from the graveyard
 - It checks for instant & sorcery in the graveyard upon resolution
 - Just like Splendid Reclamation CAN'T bring MDFC lands back to the battlefield
- You then may send it on an adventure *instead* of exiling it
- SUPER confusing, but it works

EXTRAORDINARY JOURNEY

- Sort of a sorcery speed bounce effect a la Soul Partition
- Realistically X=1 or 2
- I am high on this kind of draw effect, but this isn't quite as open-ended as other effects like it
 - Compare to > Aerial Extortionist; Ghostly Pilferer;
 - Creatures only

- *Can trigger on your own creatures (Blink decks)*
- *Triggers once a turn*
- *Triggers on > Cascade; Adventures; Impulse Draw; Blink; Flip Sagas (Fable of the Mirror-Breaker); Battle-Creatures (Invasion of Segovia); Dauthi Voidwalker;*

Question: Would you play a 6cmc sorcery that bounced two creatures and drew you two cards?

MIDROLL POINT

FAERIE SLUMBER PARTY

- *Not quite a one-sided board-wipe, but quite unbalanced. 6 mana for 6 flying bodies is a pretty serious rate.*
 - *Closest blue bounce wipe is Crush of Tentacles*
- *Combine with anthem effects for a real beating or buy time with it and use Skullclamp to try to catch up.*
- *Best in decks that want to deal combat damage to multiple players or want a lot of bodies*
 - *Reconnaissance Mission; Professional Face-Breaker*
 - *Or token decks (anything w/ Parallel Lives, Anointed Procession, etc)*

Note: Mention Frodo-DJ Party at MagicCon Vegas and how it's themed after this card.

GRUFF TRIPLETS

- *Make these triplets into quintuplets! > Doubling Season; Parallel Lives; Conjuror's Closet; Ephemerate; Clones*
- *Sac Outlets > Greater Good; Altar of Dementia;*
- *Counter Synergy > All Will Be One; Shalai and Hallar; The Ozolith; Branching Evolution*

LICH-KNIGHTS' CONQUEST

- *You CAN bring back any artifact or enchantment creatures sacrificed this way.*
 - *Wurmcoil Engine; Solemn Simulacrum;*
 - *Syr Konrad, the Grim; Gyome, Master Chef; Eloise, Nephelia Sleuth;*
- *Great finisher for tchotchke decks and aristocrat/token decks*

QUESTION: DOES THIS GO IN EVERY BLACK TOKEN DECK?

Compare to Command the Dreadhorde

LIKENESS LOOTER

- *Comparison > Lazav, the Multifarious*
 - *Only sorcery speed, but gains a looting ability and flying?*
- *Copy Targets > Phyrexian Dreadnought; Hunted Horror; Virtus the Veiled; Mischievous Catgeist*

- Can “give stuff haste” > Loot on end step, transform then tap
 - Emry, Lurker of the Loch; Jace’s Archivist;

MISLEADING SIGNPOST

- There have been a lot of comparisons to Portal Mage, which is fair, they have the same text.
 - You can make them attack your battles.
 - *Blink it* > Ghostly Flicker; Planar Incision; Touch the Spirit Realm;
- I think more importantly, this is a mana rock with flash. You can hold up interaction AND progress your board.
 - Harrow; Omen of the Hunt;

Why don’t we generally like 3 mana rocks? Is it because sometimes we draw them later in the game? I don’t think that’s why. When would you rather have drawn this than a 2 mana rock?

MOONSHAKER CAVALRY

- *AT LAST, the haymaker white has been looking for.*
- *Akroma’s Will isn’t the only win condition!*
- *We don’t have to play Cathar’s Crusade anymore!*

QUESTION: IS THIS THE WHITE CRATERHOOF?

- *Flying vs. Trample/Haste*
- *5WWW vs. 5GGG*
 - *5WWW > Avacyn, Angel of Hope; Zetalpa, Primal Dawn*
 - *White has a much harder time getting to 8 mana than Green does.*
- *White has blink? Reanimation?*

MOSSWOOD DREADKNIGHT

- *Infinite Mana sink with a sac outlet*
 - *Sac Outlets > Phyrexian Altar; Ashnod’s Altar*
- *But also just a great turn 2 creature that can block all day and draw you a couple cards?*
 - *T1 Nothing*
 - *T2 Draw*
 - *T3 Signet, Dreadknight?*

SECOND MIDROLL POINT

STROKE OF MIDNIGHT

- *It is not better than Generous Gift. Giving them a 1/1 instead of a 3/3 does not make up the difference between hitting a land and not.*
 - *However, is Generous Gift all that good?*

- *Alternates* > Excise the Imperfect; Soul Partition; Skyclave Apparition; Vanish into Eternity;

THE IRENCRAG

- Another untapped two-mana rock?
- *Note: ETB is a may ability. Once you turn it into a sword, it is no longer a mana rock.*
 - *Sword in the stone*
- How much does this equipment add?
 - *Worse than all the untapped colored rocks?* > Arcane Signet; Fellwar Stone; Talismans; Signets
 - *Better than Mind Stone? Thought Vessel? Prismatic Lens?*

QUESTION: WHICH OF YOUR DECKS DOES THIS GO IN?

THRONE OF ELDRINE

- *Note: Enters untapped*
- *Compare to* > Thran Dynamo; Gilded Lotus; Nyx Lotus; Sceptre of Eternal Glory;

QUESTION: ARE 5-MANA ROCKS JUST TOO SLOW?

VIRTUE OF COURAGE

ADVENTURE SPELL

- This may not find a profitable creature target, but could always go face!
 - Of the 100 Most Played Creatures...
 - 60 creatures could be removed by this spell
 - 22 creatures are not good removal targets
 - 40 creatures could not be removed by this spell
 - Of the 100 Most Played Commanders...
 - 13 commanders could be removed by this spell
 - 87 commanders could not be removed by this spell
- Warning: Don't try to kill things that sac themselves or belong to players' with sac outlets, you'll fizzle the spell and lose your enchantment.

BLACK BANNER GOES AWAY HERE

- You may just cast this side to avoid getting your target fizzled, because this is POWERFUL
- You **may** exile that many cards
- Syr Carah, the Bold
- *Busted with* > Dragon's Approach; Tor Wauki, the Younger; Purphoros, God of the Forge; Passionate Archaeologist;

VIRTUE OF KNOWLEDGE

ADVENTURE SPELL

- How narrow is this spell? You likely have **something** on your Commander to copy?

- Looking on EDHREC: activated and/or trigger abilities are extremely common. Something like 21 of the top 25 have them.

- If you're running this, you have a lot of ETBs to copy.

BLACK BANNER GOES AWAY HERE

- Panharmonicon; Yarok, the Desecrated; Elesh Norn, Mother of Machines;
- This probably gets played in addition to the other effects, especially if you aren't in white or Sultai.
- Careful. These cards don't do ANYTHING on their own.

QUESTION: HOW MANY "DO NOTHING" SPELLS CAN YOU HAVE IN A DECK?

5 mana tends to be too much to pay for do-nothing stuff these days. See: Doubling Season.

VIRTUE OF LOYALTY

ADVENTURE SPELL

- This being an instant makes it feel way better
 - Instant blocker
 - Free way to spend an extra 2 mana on end step
- That being said, this is not particularly impactful without knight/token synergy

BLACK BANNER GOES AWAY HERE

- Compare to > Drumbellower; Lulu, Loyal Hollyphant; White Plume Adventurer;
 - Better than Drumbellower in more aggressive decks, worse in tapping decks
- Great way to swing out, while keeping your defenses up
- Quite good with Agatha's Soul Cauldron. Imagine if you exile a mana dork (like a Bloom Tender). Or even just a Tim.

VIRTUE OF PERSISTENCE

ADVENTURE SPELL

- Sorcery speed makes this worse.
- This will find a target most of the time.
 - Of the 100 Most Played Creatures...
 - 77 creatures could be removed by this spell
 - 22 creatures are not good removal targets
 - 23 creatures could not be removed by this spell
 - Of the 100 Most Played Commanders...
 - 33 commanders could be removed by this spell
 - 67 commanders could not be removed by this spell
- Again, don't try to kill things that sac themselves or belong to players' with sac outlets

BLACK BANNER GOES AWAY HERE

- Any graveyard
- Sloooooow for a 7 mana enchantment
- Portal to Phyrexia has this effect as gravy, but I'm not sure this is worth it on its own.
 - Costs too much mana!

VIRTUE OF STRENGTH

ADVENTURE SPELL

- *Tidy, efficient recursion spell.*
- *Nice that you only have to spend half a card on it.*
- *If you're playing green, these are likely relevant card types.*
- *Again, careful of getting your target fizzled*

BLACK BANNER GOES AWAY HERE

- Nyxbloom Ancient for basics
 - Rootpath Purifier
- *How many basics do you have to run? 25?*

QUESTION: WHICH CARD IN THE VIRTUE CYCLE WILL SEE THE MOST PLAY?

OUR FAVORITE "IN THE 99" CARD FROM WOE?

JLK = Mosswood Dreadknight/Gruff Triplets

Rachel = Moonshaker Cavalry

MOST POWERFUL "IN THE 99" CARD FROM WOE?

JLK = Agatha's Soul Cauldron

Rachel = Agatha's Soul Cauldron

3) **TO THE LISTENERS**

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

****CARD KINGDOM #2** **ULTRA PRO #2** **GKLIVE IN MAGICCON LAS VEGAS (Sep 22-24)****

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.**