

## CZ0567: THE BEST DOCTORS IN WHO

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

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

- 1) INTRO MURPH & RACHEL

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*The four Doctor Who-themed precon decks have hit the shelves! The decks are all packed with commander options for Doctor Who and Magic fans alike. We've covered the most powerful commanders already, but if you're watching this episode, you're here for the rest of the Doctors. BUT FIRST:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*TIKTOK\*\* \*\*PATREON: MARIO BENKERT\*\***

- 2) **MAIN TOPIC: THE BEST DOCTORS**

*There are 15 playable doctors in Doctor Who. There are 26 Doctor's companion cards that could go with them, which leaves a possible 390 Doctor/companion combinations. We're going to talk about 9 of them. Two of the Doctors were covered in our most powerful commanders episode. Three were covered in our precon upgrade episodes. We're going to cover many of the rest today with the companion that we like best for them.*

*I will say I made these pairings based on mechanical synergy. Murph will know if these are a flavor win or a catastrophic flavor fail.*

### **THE FIRST DOCTOR / YASMIN KHAN**

Also **TARDIS**

*Yasmin doesn't have a TON of synergy with the First Doctor, but I think he pairs best with a red companion. Yasmin does synergize with some of the cast from exile stuff that cascade decks tend to run. Ryan Sinclair seems like an obvious choice, but here's why he's bad.*

### **CASCADE**

- *Cards with Cascade* > Volcanic Torrent; Throes of Chaos; Aurora Phoenix; Into the Time Vortex;
- *Give Cascade* > Flamekin Herald; Wild-Magic Sorcerer; Dark Apostle; Phyrexian Metamorph;

### **CASCADE SYNERGY**

- *Draw* > Vega, the Watcher; See the Truth; Ancestral Vision; Inevitable Betrayal; Synthesis Pod; Extraordinary Journey;
- *Damage* > Keeper of Secrets; Passionate Archaeologist; Delayed Blast Fireball;
- *Ramp* > Sol Talisman;

- *Bodies* > The Lost and the Damned;
- *More cascade* > Strionic Resonator;

### SAVE THE TARDIS

- Goblin Engineer; Reconstruct History; Sevinne's Reclamation; Ingenuity Engine; Drafna, Founder of Lat-Nam;

### Flavor Companion > Susan Foreman

*A fun deck to play specifically when playing Planechase. Likely still cascade-focused.*

### THE SECOND DOCTOR / LEELA, SEVATEEM WARRIOR

*This may be a case of the Second Doctor fueling your hand and buying you good will at the table until you can throw a bunch of counters on Leela.*

### CARDS FOR ALL

- *Benefit from Draw* > Smothering Tithe; Consecrated Sphinx; The Council of Four; Faerie Mastermind
- *Benefit from your Draw* > Minn, Wily Illusionist; Ethereal Investigator; Jolrael, Mwonvuli Recluse; Alandra, Sky Dreamer; Prince Imrahil the Fair;

### PRISON-LITE

- Faramir, Prince of Ithilien;
- *Planeswalkers* > Elspeth, Sun's Champion; Teferi, Master of Time; Oko, Thief of Crowns; The Eternal Wanderer;
  - Extra Turn spells work very well with this strategy
- *Monarch/Initiative* > White Plume Adventurer; Seasoned Dungeoneer; Tomb of Horrors Adventurer; Feywild Caretaker; Undermountain Adventurer; Rasaad yn Bashir;
  - Why hit me when you can have a card right now?

### Flavor Companion > Jamie McCrimmon

*Changes the focus from group hug to Bant historic with the Second Doctor being more incidental card draw*

### THE THIRD DOCTOR / SARAH JANE SMITH

*We've talked about this kind of deck a lot lately. So we're not going to spend much time here, but The Third Doctor wants you to make LOTS of artifact tokens. Treasures are the most powerful of the three easiest to make so that's likely the direction you'll go.*

### MAKE JUNK

- *Treasure* > Smothering Tithe; Old Gnawbone; Bootleggers' Stash; Academy Manufactor; Treasure Map; Fae Offering; City of Death
  - Prioritize cards that will also trigger Sarah Jane Smith;
- Parallel Lives; Anointed Procession; Mondrak, Glory Dominus

### USE WITH JUNK

- Thought Monitor; Inspiring Statuary
- Rise and Shine; Cyberdrive Awakener;
  - These make your Commander smaller, but also let you split up the damage a bit.

### Flavor Companion > Jo Grant?

*Sarah Jane Smith was also technically introduced with the Third Doctor but Jo had more adventures with him. Too bad they don't synergize together at all.*

### **THE SEVENTH DOCTOR / NYSSA OF TRAKEN**

*There is an optimal number of artifacts to have, right? 3? 4? If you have fewer than 2 artifacts or over 6, the game is significantly easier. This deck has to be about controlling the number of artifacts you have? Otherwise it's just, whenever he attacks, you make a clue. Nyssa should help control your number of artifacts and clear the way for the Seventh Doctor to attack.*

*I feel like they just have to guess Greater most of the time just in case you have a Blightsteel or something.*

#### **BIG SCARY SPELLS!**

- *This deck HAS to have high CMC spells to keep the game as tricky as possible*
- *Elesh Norn, Grand Cenobite; Treasure Cruise; Dig Through Time; Sea Gate Restoration; Meteor Golem; Ugin, the Spirit Dragon; Blightsteel Colossus; Kozilek, Butcher of Truth; Agent of Treachery*

#### **ARTIFACTS**

- *Interestingly, I don't think this deck wants a TON of artifacts.*
- *Signets, Talismans, a Lightning Greaves, Academy Manufactor... you want enough that you have 4 or 5 on board but not so many that they can safely guess Not Greater.*
- *Nyssa will help keep it from getting out of hand so if you want to lean in a junk deck direction and use the Seventh Doctor for incidental value and colors, I could see that being an option*

*Overall, this commander asks a lot of you and is hard to build around.*

#### **Flavor Companion > Ace, Fearless Rebel**

*Similar to Nyssa in that it adds a way to sacrifice artifacts to control the 7th Doctor's ability. Adds green for big, stomp payoffs.*

### **THE EIGHTH DOCTOR / IAN CHESTERTON**

#### **SAGAS**

- *Three Blind Mice; Restoration of Eiganjo; History of Benalia; The Bath Song; The Raven's Warning; Trial of a Time Lord; Founding the Third Path;*
- *Replicate doesn't create tokens, they are copied spells that become tokens so no Anointed Processions*
- *Sagas naturally go to the graveyard so they are a great fit with The Eighth Doctor, but you probably want the deck to be full of historic permanents to keep the synergy high*

#### **OTHER HISTORIC**

- *Mind Stone; Wayfarer's Bauble; Lotus Petal; Jeweled Lotus; Power Conduit; Eternal Wanderer; Throne of Geth;*
- *Linvala, Shield of Sea Gate;*

#### **HISTORY BUFFS**

- *Teleportation Circle; Thassa, Deep Dwelling; Conjuror's Closet*

#### **Flavor Companion > None**

*Eighth Doctor's companion Grace from the movie doesn't exist in this set. Sorry.*

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

## THE NINTH DOCTOR / CLARA OSWALD

### **TAP HIM**

- TARDIS; Imposter Mech; Smuggler's Copter; Springleaf Drum; Paradise Mantle; Relic of Legends; Pile On; Zephyr Singer;

### **EVEN MORE UPKEEPS**

- *More Upkeeps* > Paradox Haze; Sphinx of the Second Sun; Estrid's Invocation; Court of Vantress; Cyclonus, the Saboteur;

### **PROFIT!**

- *Upkeep Triggers* > Braid of Fire; Xanathar, Guild Kingpin; Bitterblossom; Descent into Avernus; Call of the Ring; Protection Racket; Dragonmaster Outcast; Twilight Prophet;
- *Suspend* > Profane Tutor; Suspend;
  - *We're going to talk about suspend in detail for the eleventh doctor*

**Flavor Companion** > Rose Tyler

*Heavy on the Suspend.*

## THE ELEVENTH DOCTOR / AMY POND

Also RORY WILLIAMS

*With this, you really want to be suspending low CMC things as opposed to a Jhoira deck which wants to suspend high CMC things. Manipulating time counters is not super easy.*

### **DOUBLE STRIKE**

- Berserkers' Onslaught; Fireshrieker; Duelist's Heritage; Sunhome, Fortress of the Legion; Lizard Blades

### **SUSPEND**

- Jhoira of the Ghitu; Sinister Concierge;
- Rousing Refrain; Inspiring Refrain; Chronomantic Escape; Aeon Chronicler; See the Truth;
  - *Free Suspend spells do NOT work* > Inevitable Betrayal; Sol Talisman; Wheel of Fate; Ancestral Vision;
  - Casting a Suspend spell happens when the last counter is removed

### **TIME TRAVEL**

- *Old School* > Clockspinning; Rift Elemental; Fury Charm; Timecrafting; Paradox Haze; Sphinx of the Second Sun; Jhoira's Timebug;
- *New School* > The Tenth Doctor; The Parting of the Ways; All of History, All at Once; Time Beetle; Wobbly-Wobbly, Timey-wimey; The Wedding of River Song;

### **LIL DAMAGE TRIGGERS**

- Ragavan, Nimble Pilferer; Thada Adel, Acquisitor; Venerable Warsinger; Mischievous Catgeist; Midnight Pathlighter;
- *Lil Synergy* > Ensnaring Bridge; Meekstone; Retribution of the Meek

**Alternate Companion** > Tegan Jovanka?

*Nothing really synergizes great with Eleventh Doctor's ability. Kinda need Amy's ability to speed it up.*

## THE TWELFTH DOCTOR

*Let's talk about the way that Demonstrate resolves before we get into the weeds too much: You cast a spell, you may copy it, if you do, choose an opponent to copy it. Theirs resolves first. Then your two spells. They have to copy it.*

## ROMANA II

*Using Romana as the companion means this is a more permanent-based build.*

- *Cast from not hand* > Professional Face-Breaker; Visions of Phyrexia; Invasion of Kaldheim;
- *Copy this* > Jeskai Ascendancy; Ox of Agonas; Sevinne's Reclamation; World at War (and other I/S extra combats);
  - ... Possibility Storm; Transcendence;
- *Note: Copy tokens are not created. They get copied on the stack and become tokens so no Anointed Processions.*
- *Copy More* > Errant, Street Artist; Twinning Staff; Mizzix, Replica Rider; Preston, the Vanisher;

## ADRIC

*Adric could go a lot of different directions, but I like him for a spellslinger version*

- *Cast from not hand* > The Reality Chip; Expressive Iteration; Lier, Disciple of the Drowned; Gale, Waterdeep Prodigy; Johann, Apprentice Sorcerer;
- *Copy this* > Bonus Round; High Tide; Recurring Insight; Quantum Misalignment; Faithless Looting; Reality Scramble; Storm King's Thunder; Manageyser; Galvanic Iteration; Fork;
- *Copy payoffs* > Archmage Emeritus; Storm-Kiln Artist;
  - CAREFUL Archmage is not a MAY

## VISLOR

*Vislor is where things start getting weird.*

- *Rude Giveaway* > **Glorious End**; Pact of the Titan; Pact of Negation; One With Nothing; Alchemist's Gambit; Forbidden Crypt; Nefarious Lich; Death Pit Offering;
  - *Explain how Glorious End works* > There's resolves first, removes your copies from the stack

**Flavor Companion** > **Bill Potts**

*Clara doesn't work the way we want it to. A Bill-focused build would be more like a Zada deck.*

## THE FUGITIVE DOCTOR / MARTHA JONES

*These two work together pretty well! But this is a very careful balance between stuff that makes clues, and stuff that loots and big instants and sorceries.*

## BIG SPELLS

- *Big Spells* > Brass's Bounty; Sea Gate Restoration; Ezuri's Predation; Rivers Rebuke; Mnemonic Deluge; Stolen Identity (Copies Martha to get you more clues?); Aminatou's Augury;
  - *Extra Turn Spells* > Expropriate; Time Stretch; Temporal Trespass; Enter the Infinite

## FILL THE YARD

- *Get Spells in the Yard* > Emry, Lurker of the Loch; Faithless Looting; Cathartic Reunion; Thrill of Possibility;

- *Cyclers* > Boon of the Wish-Giver; Lorien Revealed; Treacherous Terrain; Mental Journey; Fiery Fall; Deem Worthy; Magma Opus; Creative Outburst; Elemental Masterpiece; Herd Migration;

### INVESTIGATE

- *Clues* > Trail of Evidence; Tireless Tracker; Lonis, Cryptozoologist; Hard Evidence; Wavesifter; Secrets of the Key; Elmar, Ulvenwald Informat; Ongoing Investigation; Heaven Sent;
  - Buff > Nettlecyst; Glamdring; Runechanter's Pike;
- *Artifact/Spells Synergy* > Galazeth Prismari; Urza, Lord High Artificer;

### ENHANCERS

- Wulfgar of Icewind Dale; Catalyst Stone; Rootcoil Creeper;

*The Fugitive Doctor has no companions.*

### THE WAR DOCTOR / K-9, MARK 1

#### INTO EXILE

- *Polymorph* > Transmogrify; Divergent Transformation; Polymorph;
- *Other Exile a Lot Cards* > Rest in Peace; Phyrexian Devourer; Thought Lash; The Day of the Doctor; Tibalt's Trickery; Share the Spoils; Stolen Strategy; Wand of Wonder; Chaos Wand; Wild Magic Surge; Lion Sash;
- *Cascade* > TARDIS; Flamekin Herald (cast K-9, no 0 drops); ... Possibility Storm
  - *Exiles one at a time so it triggers each time a card is revealed*
  - *The cheaper cascade cards are actually better in this deck because they have fewer targets;*

#### LUV TO EXILE

- *Other Friends* > Laelia, the Blade Reforged; Bell Borca, Spectral Sergeant

#### ENHANCERS

- *Lifelink* > Basilisk Collar; Shadowspear;
- *Protection* > Swiftfoot Boots; Winged Boots;

**Alternate Companion** > Clara Oswald (*Once again no in-universe companion*)

- Necropotence; Tainted Pact; Isshin, Two Heavens as One;

#### OUR FAVORITE DOCTOR?

Murph = The Ninth Doctor

Rachel = The Twelfth Doctor

#### MOST POWERFUL DOCTOR?

Murph = The War Doctor

Rachel = The Twelfth Doctor

### 3) TO THE LISTENERS

Which Doctor are you most looking forward to? Which companion are you choosing to go with it? What are the hot pieces of tech that go in that Doctor/Companion

**\*\*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; Jake Boss; Sam Waldow; Evan Limberger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; Josh Lee Kwai; and Jimmy Wong.**

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