

CZ0557: THE TOUGHEST COMMANDERS TO BREW IN WOE

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CLAP AND SLATE

ROOM TONE

- 1) INTRO JIMMY & RACHEL

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

We've already talked about the most powerful commanders in Wilds of Eldraine, but there are still plenty of sweet commanders to discuss. And today we're talking about the most interesting of the lot. These commanders had us itching to start a brew, running to Archidekt to see what kind of 99 we can put together. And they're not necessarily decks that build themselves. BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **GK AUDITIONS ARE OPEN** **PATREON: MIKE CLAERHOUT****

- 2) **MAIN TOPIC: THE TOUGHEST COMMANDERS TO BREW- WILDS OF ELDRINE**

There are lots of sweet designs in this set; we've talked about lots of them already, but we've saved the most intriguing commanders for this episode. These commanders presented unique challenges, unlocked sweet old cards or just made us puzzle over making them work. Let's kick things off with...

AGATHA OF THE VILE CAULDRON

SPOILER: Brian Kibler plays this on the upcoming WOE Game Knights.

ACTIVATED ABILITIES

- *Damage* > Walking Ballista; Bhaal's Invoker
- *Mana* > Magus of the Candelabra; Soulbright Flamekin
- *Draw* > Duskwatch Recruiter; Vivien's Grizzly; Svella, Ice Shaper
- *Tokens* > Ardoz, Cobbler of War; Jade Mage
- *Interaction* > Captivating Crew; Valakut Invoker
- *Big Abilities* > Death Kiss; Polukranos, World Eater

BUFF AGATHA

- Agatha's Soul Cauldron; Agitator Ant; Komainu Battle Armor; Halana and Alena; Hero's Blade; Ozolith, the Shattered Spire; Raised by Giants; Llanowar Reborn; Ancestral Mask; Nettlecyst

COMBO POTENTIAL

- *Infinite mana* > Basalt Monolith; Grim Monolith

BELUNA GRANDSQUALL

An adventure card in the command zone? HOW?

- You can cast both sides from the command zone.
- If you cast the spell, you can send it on an adventure or back to the command zone
- The card collects Commander Tax, not the spells.

ADVENTURE SPELLS

- There are 39 existing cards with adventure spells in Temur
- There are 27 more in WOE, 66 spells altogether
- How many Adventure cards do you need to run to draw 3 cards off your commander's ability?
 - If you run 30 adventure cards, you'll draw 3 cards 35.8% of the time
 - If you run 35 adventure cards, you'll draw 3 cards 47.7% of the time
 - If you run 40 adventure cards, you'll draw 3 cards 59.4% of the time
 - What this says to me, is that the draw spell is an emergency draw spell OR this is a self mill deck.
- Generically good adventure cards > Beanstalk Giant; Brazen Borrower; Illithid Harvester; Merchant of the Vale; Merfolk Secretkeeper; Sea Hag; Virtue of Strength; Bramble Familiar;
- Adventure Payoffs > Lozhan, Dragons' Legacy; Edgewall Innkeeper; Lucky Clover; Chancellor of Tales
 - Find the Clover > Emry, Lurker of the Loch; Goblin Engineer
- Recast Adventure > Snap; Temur Sabertooth; Crystal Shard;
- Wrenn and Six; Lier, Disciple of the Drowned;
 - RE: Adventure Spells > Lier works, W6 works, Gale doesn't, Past in Flames doesn't

CAST FROM EXILE

- Tlincalli Hunter;
- Cast from Exile Payoffs > Nalfeshnee; Mizzix, Replica Rider; The Lost and the Damned; Extraordinary Journey; Keeper of Secrets;

BRENARD, GINGER SCULPTOR

SPOILER: Jimmy plays this on the upcoming WOE Game Knights

COOKIE MAKERS

- Stuff that Sacs Itself > Benevolent Bodyguard; Sakura-Tribe Elder; Uro, Titan of Nature's Wrath; Solitude; Ranger-Captain of Eos;
- Sac Outlets > High Market; Altars (Phyrexian / Ashnod's / Dementia)
 - Probably don't need a TON of sac outlets.

COOKIE DOUBLERS

- Mondrak, Glory Dominus; Nesting Dovehawk; Second Harvest; Song of the World soul;

GOLEMS

- Blade Splicer; Ich-Tekik, Salvage Splicer; Wing Splicer; Urza, Prince of Kroog; Bess, Soul Nourisher;

ERLETTE OF THE CHARMED APPLE

I tried to build this one for Game Knights and it's a real puzzle.

RUDE AURAS

- *Rough* > Ancestral Vengeance; Clawing Torment; Despondency; Ragged Veins; Minion's Return; Visions of Brutality; Festering Wound;
- *Removal* > On Thin Ice; Ossification;

SWEET AURAS

- *Help You* > Dead Man's Chest; Vampiric Link; Spirit Link;
- *Buff Theirs, Also Draw* > Scourgemark; Rune of Mortality; Angelic Gift;
- *Easy to Reuse* > Gryff's Boon; Flickering Ward;

AURA SUPPORT

- *Card Draw* > Light-Paws, Emperor's Voice; Sage's Reverie; Kor Spiritdancer; Sram, Senior Edificer; Hateful Eidolon; Armored Skyhunter; Ashiok's Reaper; Wicked Visitor
- *Ramp* > Killian, Ink Duelist; Transcendent Envoy
- *Recursion* > Lurrus of the Dream-Den; Guardian Scalelord;

FORCE ATTACK

- Breena, the Demagogue; Angel's Trumpet; Maddening Imp;
- *More protection from attack* > Nils, Discipline Enforcer; Orzhov Advokist; Darien, King of Kjeldor; Mangara, the Diplomat

Eriette is your last line of defense against your opponents creatures and is draining the table? She's likely to eat removal and your deck is full of bad cards when you don't control her. This deck needs to have other threats that pull attention from Eriette. After spending a lot of time thinking about her, I think it's a more traditional aura deck than it looks.

MIDROLL POINT

KELLAN, THE FAE-BLOODED

Feels like you just build around the Sorcery. It's a unique opportunity to put an aura or more likely an equipment "in the command zone." Body is fine but nothing to write home about.

EQUIPMENT

- *Build-Around Equipment* > Skullclamp; Sunforger; Helm of the Host; Hammer of Nazahn; Colossus Hammer; Reaver Cleaver; Blood-Forged Battle Axe; Cloudsteel Kirin; Pariah's Shield; Hand of Vecna;
- *Kaldra* > Helm of Kaldra; Shield of Kaldra; Sword of Kaldra;
- *Recursion* > Forge Anew; Danitha, Benalia's Hope; Masterwork of Ingenuity;

AURA

- *Build-Around Auras* > Maddening Hex; Splinter Twin; Curse of Obsession; Shifting Shadow

WIN?

- *More Tutors* > Stoneforge Mystic, Taj-nar Swordsmith, Stonehewer Giant; Enlightened Tutor; Steelshaper's Gift; Imperial Recruiter; Recruiter of the Guard; etc.
- *Infinities* >

- Helm of the Host + Godo, Bandit Warlord; Aurelia, the Warleader; Combat Celebrant; Kiki-Jiki, Mirror Breaker; Port Razer; Scourge of the Throne; Akki Battle Squad; Breath of Fury
- Nym Deathmantle + Ashnod's Altar for ETB/LTB;
- Elemental Mastery / Splinter Twin + Sunstrike Legionnaire;
- Sword of Feast and Famine + Hellkite Charger or Aggravated Assault;
- Thornbite Staff + Kiki-Jiki

This deck is going to vary wildly depending on which card you choose! This also obviously is an automatic add in every single RW equipment deck on the planet.

KORVOLD, GLEEFUL GLUTTON

Artifact, Creature, Land are going to be the big three, I'd expect to pay 5 the first time you cast him.

SAC FODDER

- *You really want to be able to sac them for free because you're casting Korvold that turn...*
- *And you really want to sacrifice nontoken permanents so you make Korvold's damage trigger better...*
- *Lands > Fetchlands; Depletion Lands; Urza's Saga; Ashaya, Soul of the Wild; Awaken the Woods;*
 - *HOLD YOUR FETCHES and play Crucible of Worlds + Ramunap Excavator*
- *Artifacts > Treasures; Oni-Cult Anvil; Retrofitter Foundry; Goldhound; Haywire Mite; Liquimetal Torque; Liquimetal Coating; Impulsive Pilferer; Lotus Petal; Jeweled Lotus;*
- *Enchantments > Khalni Heart Expedition; Seal of Primordium; Bitter Reunion; Gaea's Touch; Lampad of Death's Vigil; Unbridled Growth;*
- *Creatures > Awakening Zone; Sakura-Tribe Elder; Tinder Wall; Wild Cantor; Blood Pet;*
- *Planeswalkers > Vraska, Golgari Queen*
 - *Do you even try this?*

SAC OUTLETS

- *Repeatable > Spawning Pit; Fain, the Broker; Greater Gargadon; Claws of Gix; Tavern Scoundrel; Orcish Lumberjack; Phyrexian Tower;*
- *One Time > Burnt Offering; Culling the Weak; Diabolic Intent; Deadly Dispute; God-Eternal Bontu; Reprocess;*

FILL YOUR GRAVEYARD

- *Love 2 Sacrifice > Mazirek, Kraul Death Priest; Korvold, Fae-Cursed King; Baba Lysaga, Night Witch; Mayhem Devil*
- *Self Mill > Old Rutstein; Imposing Grandeur; Dragon's Rage Channeler; Crop Sigil; Old Stickfingers; Stitcher's Supplier*
- *Love the Graveyard > Stitch Together; Far Wanderings; Traverse the Ulvenwald;*

There are a lot of hoops to jump through to make this Korvold work. Is he worth it?

SYR GINGER, THE MEAL ENDER

Basically ignore that first line of text...

This cookie is all about artifacts going to the graveyard, and you can't make cookies without...

EGGS

- *Token* > Treasure Vault; Treasure Map; Noble's Purse; Ceremonial Knife; Witch's Oven; Academy Manufactory;
- *Nontoken* > Mind Stone; Lotus Petal; Brainstone; Mishra's Bauble;

SHENANIGANS

- *Recursion* > Myr Retriever; Scrap Trawler; Junk Diver; Arcbound Reclaimer
- *Sac Outlet* > Arcbound Ravager; Krark-Clan Ironworks;
- *Combo Potential* >
 - Wurmcoil Engine/Myr Battlesphere + Nim Deathmantle + KCI/Ashnod's Altar
 - Scrap Trawler + Sculpting Steel + Foundry Inspector + KCI/Ashnod's Altar
 - Death loops will make infinite mana, make Ginger infinitely large and also, gain you infinite life.
 - Walking Ballista; Aetherflux Reservoir

BIG COOKIE

- *Counters* > The Ozolith; Liberator, Urza's Battlehopper; Omarthis, Ghostfire Initiate; Mindless Automaton;
 - Modular, generally
- *Evasion* > Commander's Plate; Gilded Pinions; Shadowspear;

With the colorless precon coming out, we've talked a lot about colorless decks lately. This deck will want a lot of the colorless matters cards as well: Mystic Forge; Ugin, the Ineffable; All is Dust; Forsaken Monument. If you want a complete list, go check out the build for Omarthis, Ghostfire Initiate on episode 559: New Cards from Commander Masters or the Eldrazi Unbound deck upgrade.

THE GOOSE MOTHER

FOOD

- *Make Food* > The Shire; Revive the Shire; Oko, Thief of Crowns; Tireless Provisioner
 - Academy Manufactory;
 - *If you have enough ways to make food, I'd cast this for GU and start drawing cards*
- *Food to Mana* > Gilded Goose; Jaheira, Friend of the Forest; Night of the Sweets' Revenge; Krark-Clan Ironworks; Inspiring Statuary; Urza, Lord High Artificer;
- *Food to Cards* > Shimmer Dragon; Peregrin Took; Trail of Crumbs
- *Food to Win Con* > Esix, Fractal Bloom; Cyberdrive Awakener; Junk Winder; Rise and Shine; Feasting Hobbit;

COUNTERS

- *Add Counters* > Animal Sanctuary; Fractal Harness;
- *More Counters* > Doubling Season; Branching Evolution; Unbound Flourishing;
- *More Mana* > Trojan, Gutsy Explorer; Nexos; any ramp, really

BIRDS

After doing some research, a lot of players built hydras with Goose Mama. Let me suggest... geese.

- Swan Song; Birds of Paradise; Ledger Shredder; Thrummingbird; Nimble Obstructionist;

- Tawnos, the Toymaker; Jolrael, Voice of Zhalfir; Radagast, Wizard of Wilds; Kindred Discovery; Chord of Calling; Winged Words; Donal, Herald of Wings;
- And of course, Golden Egg

OUR FAVORITE COMMANDER FROM WOE?

Jimmy = Bernard, Ginger Sculptor

Rachel = Agatha of the Wild Cauldron

MOST INTRIGUING COMMANDER FROM WOE?

Jimmy = Agatha of the Wild Cauldron

Rachel = Agatha of the Wild Cauldron

3) TO THE LISTENERS

Which commanders do you think are the most interesting Commanders in the set? Are you planning on building any of the Commanders we talked about today? What are the hot pieces of tech that we missed?

****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 Josh Lee Kwai.**