CZ0530. MAT Cards You Need to Know

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CLAP AND SLATE

1) INTRO CRAIG & RACHEL

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The epic battle of March of the Machine has concluded and left many of our favorite Planeswalkers, desparked. March of the Machine: Aftermath is a micro-set that illustrates the Multiverse in the wake of war. Today we're covering the cards you need to know in Aftermath, from Legendary creatures to new staples for the 99. BUT FIRST:

CARD KINGDOM **ULTRAPRO #1** **PATREON: BRADLEY SPICE**

2) MAIN TOPIC: CARDS YOU NEED TO KNOW: MARCH OF THE MACHINE: AFTERMATH

There are only 50 cards in Aftermath, but 21 of them are legendary creatures. In the interest of not spending an additional three weeks reviewing this micro-set, we have condensed all the cards in Aftermath into one super-sode. We're going to discuss some of the cards in detail, others will be covered in a speed round. We won't cover every legend or card, but will hopefully hit the ones you'll see most often or are most excited about. We'll go in alphabetical order, starting with...

ARNI METALBROW

So this is a mono-red aggro creature deck that can cheat creatures into play, but only if you have a higher CMC attacking creature. They enter attacking and do not leave the battlefield after the turn is done. Comparable to Purphoros, Bronze-Blooded or Ilharg, the Raze-Boar.

ATTACK!

- Cheat Creatures > Sneak Attack; Feldon of the Third Path; Purphoros, Bronze-Blooded;
- Haste > Anger; Hammer of Purphoros; Mass Hysteria
- Goad > Bedlam; Disrupt Decorum; Popular Entertainer; Spectacular Showdown;

BEEF

- *High MV, Reduced Cost >* Avatar of Fury; Molten Monstrosity; Ancient Stone Idol;
- Goldspan Dragon gives you the 1R you need to pay for the Arni trigger
- Ancient Copper Dragon; Balefire Dragon; Terror of the Peaks; Death Kiss; Bloodthirster;

DRAW

 Invasion of Kaldheim; Bedlam Reveler; Valakut Awakening; Winds of Change; Wheel of Misfortune

CALIX, GUIDED BY FATE

AURAS You don't have to go the aura direction if you want to just connect with Calix, but it's nice to have other options in the deck in case Calix gets removed. Then you can recast him and immediately attack with an enchanted creature to trigger him right away.

- Evasion Auras > Canopy Cover; Angelic Gift; Gryff's Boon; Unquestioned Authority;
- *Aura stuff >* Sram, Senior Edificer; Kor Spiritdancer; Armored Skyhunter; Light-Paws, Emperor's Voice; Season of Growth; Transcendent Envoy; Xenk, Paladin Unbroken;

NO AURAS

- *Regular Enchantress Stuff* > Eidolon of Blossoms; Setessan Champion; Archon of Sun's Grace;
- If you're hoping to connect with Calix > Lightning Greaves; Swiftfoot Boots;
 - Rogue's Passage; Access Tunnel;

COPY MACHINE You want your copy targets to be juicy. You only get one per turn and it isn't necessarily easy to do. Make it count!

- Still, the options are endless.
 - Good stuff > Smothering Tithe; Ghostly Prison; Mirari's Wake; Felidar Retreat;
 - *Removal >* Grasp of Fate; Kenrith's Transformation; Song of the Dryads;
 - *Curses* > Faithbound Judge/Sinner's Judgment; Overwhelming Splendor;
 - *Aura stuff* > Sage's Reverie; Mantle of the Ancients; Shielded by Faith;
- Get weird...
 - Doubling Season; Nyxbloom Ancient; Unnatural Growth; Sanctum Weaver;

NAHIRI'S RESOLVE Somewhere between Teleportation Circle and Teferi's Veil. This is a 5-mana enchantment in an aggressive color pairing that doesn't ramp particularly well. Is it good enough? NAHIRI'S VEIL

- Board Wipe protection, blink synergy, haste enabler and a small anthem?
- I like Teferi's Veil a lot, but losing creatures during your opponent's turn isn't often a small cost
 - Gisela, Blade of Goldnight; Linvala, Keeper of Silence;
- WILD with threaten effects.
 - Zealous Conscripts;

TELEPORTATION CIRCLE This is great with any number of blink a lot of creatures, especially those that want to attack.

- Sun Titan; Skyclave Apparition; Palace Jailer;
- Rumor Gatherer; Preston, the Vanisher; Rose Room Treasurer;
- Seems good in decks that want Delina, Wild Mage; Duke Ulder Ravengard;

BLINK ARTIFACTS? But there are some cool artifact synergies too...

- *Reuse ETBs >* Coveted Jewel, Archaeomancer's Map; Cursed Mirror;
- *Hide group hug cards >* Genesis Chamber; Howling Mine; Ghirapur Orrery; Horn of Greed;

NARSET, ENLIGHTENED EXILE

NOTE: From *a* graveyard

NOTE: You are casting copies from the graveyard

- You are casting spells that become tokens, NOT creating tokens.
- NOTE: Anointed Procession and Idol of Oblivion do NOT work in this deck.

This is a fairly open ended commander. It doesn't specify a non-creature type to build around, just that her power matters. You can cast big spells by buffing her with pump spells, +1/+1 counters, equipment, auras, or rely on her prowess. Or simply use her to cast 1-2 mana value spells.

• Reminds me a little of Vadrok, Apex of Thunder and will have a lot of similarities.

LOOTING Regardless of the direction you go, looting is important to make sure she has a spell to cast when you first attack.

• Faithless Looting; Bitter Reunion; Ledger Shredder; Jeskai Ascendancy; Invasion of Mercadia // Kyren Flamewright;

GO WIDE I think the deck ultimately wants to go wide to maximize the prowess ability

- Ovika, Enigma Goliath; Third Path Iconoclast; Kykar, Wind's Fury; Monastery Mentor;
- Zada, Hedron Grinder; Balmor, Battlemage Captain;

NASHI, MOON'S LEGACY

NOTE: Again, you are casting copies from the graveyard

- You are casting spells that become tokens, NOT creating tokens.
- Doubling Season and Idol of Oblivion do NOT work in this deck.

This Commander is also fairly open ended. You can go basically any way that excites you.

LEAGUE OF LEGENDS

- I like it with the Kamigawa dragons for flavor reasons and you can double up the dies triggers
 - \circ Kokusho, the Evening Star; Kura, the Boundless Sky; Junji, the Midnight Sky
- You can use Nashi to cast ALL the Tamiyos if you want to go a more flavorful direction
 - Tamiyo, Collector of Tales; Tamiyo, Compleated Sage;
- Synergistic Legendaries> Sygg, River Cutthroat; Agent of the Shadow Thieves;

BUILD A GRAVEYARD

• Key to the City; Altar of Dementia; Jace, the Perfected Mind; Sidisi, Brood Tyrant; Kagha, Shadow Archdruid; Tasigur the Golden Fang;

ALSO, RATS

- Mono-B rats decks are fairly common but what does Sultai add?
 - Realmwalker; Kindred Discovery; Reflections of Littjara; Haunted One;
 - *Relentless Rats >* Bloodbond March; Doubling Chant; Pack Hunt;

NISSA, RESURGENT ANIMIST

This card is WILD. 3-mana Lotus Cobra that also draws cards?

AS A COMMANDER

- This looks like a fairly straightforward mono-green lands list, like Azusa, Lost but Seeking or Titania, Protector of Argoth.
 - Fetchlands and extra land drops
 - Burgeoning; Exploration; Dryad of the Ilysian Grove
 - *Budget >* Gaea's Touch; Explore; Summer Bloom; Broken Bond; Druid Class

IN THE 99

- How good is the draw ability in Commander? Great.
 - *Elves* > Beast Whisperer; Reclamation Sage; Tireless Provisioner; Oracle of Mul Daya; Rumor Gatherer; Deathrite Shaman;
 - *Elemental* > Avenger of Zendikar; Mulldrifter; Nyxbloom Ancient; Ancient Greenwarden;
 Bane of Progress; Any Omnath; Reveillark; Solitude; Endurance;
- This is a new staple. For sure. Not much else to say.

<u>****MIDROLL POINT***</u> We have a lot more cards to talk about, including our March of the Machine Aftermath: Speed Round

OB NIXILIS, CAPTIVE KINGPIN

Again, there are a LOT of ways that you could take this Commander.

JUDITH BUILD

- A Rakdos aristocrat strategy is likely the most efficient way to make this deck go off.
 - Blood Artist; Zulaport Cutthroat; Bastion of Remembrance; Zurzoth, Chaos Rider; Kyren Negotiations;

PROSPER BUILD

- Similar, but more focused on artifacts
 - Mayhem Devil; Disciple of the Vault; Marionette Master; Agent of the Iron Throne; Nadier's Nightblade; Professional Facebreaker; Walking Ballista; Grim Hireling; Reckless Fireweaver; Storm Kiln Artist;

OBOSH BUILD

- Punishy, slug deck
 - Pyrohemia; Pestilence; Thrashing Wumpus; Plague Spitter; Kederekt Parasite; Shivan
 Gorge; Leechridden Swamp; Manabarbs; Bontu's Monument; Revenge of Ravens;
 Stormfist Crusader; Sanctum of Stone Fangs; Cryptolith Fragment; Nightshade Harvester;

TOR WAUKI BUILD

- Storm
 - Gut Shot; Spikefield Hazard; End the Festivities; Kessig Flamebreather; Firebrand Archer; Thermo-Alchemist; Birgi, God of Storytelling; Urabrask;

GOBLINS

- Tokens, but more aggro than aristocrats.
 - Krenko, Mob Boss; Impact Tremors; Hoarding Broodlord; Sling-Gang Lieutenant; Skirk Prospector; Cavalcade of Calamity

ROCCO, STREET CHEF

SNACKS

 Tireless Provisioner; Academy Manufactor; Gilded Goose; Trail of Crumbs; Killer Service; Sam, Loyal Attendant; Sarinth Steelseeker; Jaheira, Friend of the Forest; Krark Clan Ironworks; Yotian Dissident; Bennie Bracks, Zoologist; Rampage of the Clans; Inspiring Statuary; Idol of Oblivion;

OVER THE COUNTER

• Dusk Legion Duelist; Scurry Oak; Herd Baloth; Constable of the Realm;

CAST FROM EXILE

- *Everyone exile >* Share the Spoils; Urabrask, Heretic Praetor; Aerial Extortionist; Soul Partition; Invasion of Gobakhan;
- Possibility Storm; Knowledge Pool; Uba Mask;
 - Discrimination of the second s
- From Exile > Delayed Blast Fireball; Commander Liara Portyr; Passionate Archaeologist; Wild-Magic Sorceror; Faldorn, Dread Wolf Herald;

TAZRI, STALWART SURVIVOR

Tazri is a build restriction, but doesn't necessarily suggest a specific style of play other than creature-based.

THE ULTIMATE MAGUS FINALLY, A MAGUS COMMANDER??

• Magus of the Wheel; Magus of the Coffers; Magus of the Will;

5C STUFF

- Remember activated abilities go beyond tapping to do stuff...
 - Unearth; Eternalize; Embalm; Encore; Cycling; Ninjutsu; Reconfigure; Forecast; and more!
 - Eldrazi Scion tokens do NOT tap for mana in this deck because they are colorless
- This is a very open ended Commander that could be built 100 ways.
 - *Big mana >* Kinnan, Bonder Prodigy;
 - *Artifacts* > Goblin Welder; Angel of the Ruins;
 - Lands > Perennial Behemoth; Sakura-Tribe Elder;
 - Good Stuff > Mother of Runes; The Reality Chip; Fatestitcher; Priest of Fell Rites; Dauthi Voidwalker; Temur Sabertooth; Unctus, Grand Metatect;

ABILITIES MATTER

• Tyvar, Jubilant Brawler; Thousand-Year Elixir; Dynaheir, Invoker Adept; Zirda, the Dawnwaker; Training Grounds;

TYVAR, THE BELLICOSE

ELVES Specifically elves that make a lot of mana

• Incubation Druid; Marwyn, the Nurturer; Priest of Titania; Circle of Dreams Druid; Selvala, Heart of the Wilds; Llanowar Tribe; Wirewood Channeler; Viridian Joiner; Deathbloom Ritualist;

NOT JUST ELVES?

• Haruspex; Song of Freyalise; Cryptic Trilobyte; Crystalline Crawler; Workhorse;

DORK SUPPORT

- Leyline of Abundance; Tyvar, Jubilant Brawler; Thousand-Year Elixir; Staff of Domination; Umbral Mantle;
- +1/+1 Counters > Tuskguard Captain; Duskshell Crawler; Rishkar, Peema Renegate;

MAKE YOUR FRIENDS MAD

- Living Land; Life and Limb; Nature's Revolt; Kamahl's Will;
- Mana Doublers > Nyxbloom Ancient; Keeper of Progenitus;

SPEED ROUND

COSMIC REBIRTH

• Instant-speed Sevinne's Reclamation + Nature's Spiral

DANITHA, NEW BENALIA'S LIGHT

- We've talked about GW auras already. This is a little different.
- Use green's self-mill to "draw cards" to find the equipment and auras that you're looking for.
- Are there Aura/Equipment that Sac themselves?
 - *Not much >* Unbridled Growth; Citizen's Crowbar; Pattern of Rebirth;
 - *Removal often falls off >* Kenrith's Transformation; Lignify; Minimus Containment;
 - *Curses >* Tenuous Truce; Curse of Silence;
- Generally seems like a better aura commander, but I could see her getting suited up with equipment and hitting hard.

FILTER OUT

- Noncreature Evacuation for 3 mana? Better Rebuild? Why is this an instant?
- Feels like a new staple

JOLRAEL, VOICE OF ZHALFIR

- Could be a creature-lands deck like Tatyova, Steward of Tides
 - Awaken the Woods; Ashaya, Soul of the Wild; Yedora, Grave Gardener;
 - With special attention on card draw > Tatyova, Benthic Druid; Cultivator Colossus;
- Or just a big draw deck that wants to make a really, really, big bird.
 - Rishkar's Expertise; Greater Good; Momentous Fall;
- Either way: Inkmoth Nexus

KARN, LEGACY REFORGED

- Colorless artifact decks still tend to look largely the same. This one wants to make a LOT of artifacts so it can cast big ones.
- *Make a lot of artifacts >* Clown Car; Retrofitter Foundry; Slagstone Refinery;
- Some big ones to cast with all that mana!
- Like many colorless Commanders, he will likely see the most play in the 99.
 - Chiss-Goria Forge Tyrant; Saheeli the Gifted;

KIORA, SOVEREIGN OF THE DEEP

- It's Rashmi, but sea stuff.
- KRAKENS, LEVIATHANS, OCTOPI, AND SERPENTS PROBABLY
 - Some kind of Instant/Sorcery thing > Cryptic Serpent; Tolarian Terror; Octavia, Living Thesis;
 - *Recast your biggies >* Icebreaker Kraken; Biblioplex Kraken;

NAHIRI, FORGED IN FURY

- HIGH density of equipment spells.
- I like Living Weapon, For Mirrodin, and Creature-Equipment cards to reduce the number of creatures you have to run while maintaining a lot of attackers.
 - Kaldra Compleat; Bitterthorn, Nissa's Animus; Hexplate Wallbreaker; Lion Sash;
- *Lotsa Equipment >* Toggo, Goblin Artificer; Bloodforged Battle-Axe; Arterial Alchemy
 - *Make a lot of attackers >* Reckless Crew; Goldwardens' Gambit;

NIV-MIZZET, SUPREME

- This deck is a multicolored spells deck but could be extremely flexible in terms of plan.
- We love two-colored instants and sorceries!
 - Assassin's Trophy; Boros Charm; Inkshield;
 - Scryfall search syntax: "color=2 (t:instant OR t:sorcery)"
 - Salt to taste!
- *Multicolored Stuff* > Tome of the Guildpact; Mana Cannons; Widespread Thieving;

PIA NALAAR, CONSUL OF REVIVAL

- Cast from Exile Stuff!
 - \circ Showdown of the Skalds; Wand of Wonder; Sword of Forge and Frontier;
- *Thopters* > Retrofitter Foundry; Thopter Shop; Ornithopter of Paradise;
- *Thopter Payoffs* > Losheel, Clockwork Scholar; Alibou, Ancient Witness; Chiss-Goria, Forge Tyrant;

PLARGG AND NASSARI

- Seems sweet! Not a ton of good ways to build around this kind of effect though.
- As a Commander > Cast from Exile Stuff? Red Chaos?
- In the 99 > Commanders that like to cast stuff from exile!
 - Passionate Archaeologist; Faldorn, Dread Wolf Herald; Bell Borca, Spectral Sergeant;

RECKLESS HANDLING

- Narrow Gamble? Better Goblin Engineer?
- We'll play that!

SAMUT, VIZIER OF NAKTAMUN

- As a Commander >
 - Hasty > Urabrask's Forge; Halana and Alena, Partners; Jaxis, the Trouble Maker;
 - Lots > Burn Down the House; Elemental Mastery; Firecat Blitz;
- In the 99 >
 - Henzie, "Toolbox" Torre; Ognis, the Dragon's Lash; Samut, Voice of Dissent;

SARKHAN, SOUL AFLAME

- DRAGONS
- NOTE: Gets around the legend rule because its name stays Sarkhan

SIGARDA, FONT OF BLESSINGS

- ANGELS
 - Giada, Font of Hope; Lyra Dawnbringer; Shalai, Voice of Plenty
 - This is the first "official" GW angels Commander, although Shalai has been the go-to in the past.
- HUMANS
 - Heronblade Elite; Thalia's Lieutenant; Champion of Lambholt;
 - We've seen this before...
 - Katilda, Dawnhart Prime; Kyler, Sigardian Emissary; Sigarda, Champion of Light
- ANGELS & HUMANS
 - Both hurts your synergy, but they do work together on occasion
 - Sigarda, Heron's Grace; Herald of War; Angel of Glory's Rise;
 - Starnheim Aspirant; Bishop of Wings;

THE KENRITHS' ROYAL FUNERAL

- Legendary *spells*
- Legendary Matters > Ratadrabik of Urborg; Kethis, the Hidden Hand; Dihada, Binder of Wills;

FAVORITE CARD FROM AFTERMATH?

Craig = Nissa, Resurgent Animist, Sarkhan (Fr Craaag)

Rachel = Pia Nalaar, Consul Of Revival

MOST POWERFUL CARD FROM AFTERMATH?

Craig = Filter Out Rachel = Filter Out

3) TO THE LISTENERS

What do you think about this mini-set? Are you excited about it? What new cards slot in perfectly to your existing commander decks? Are there any Commanders you're excited to build?

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; Josh Murphy; Jake Boss; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem; Jimmy Wong, and Josh Lee Kwai.