

CZO499: BROTHER'S WAR MULTI-COLORED COMMANDERS

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- 1) INTRO JIMMY & CRAIG

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Brother's War is here and it's got a slew of Legendary creatures that harken back to Magic's most classic story. Today we're diving into all of the 12 new Multi-Colored Commanders. On the next Set Review episodes we will cover the special MELD Commanders and then the Transformers ones.

****CARDKINGDOM.COM/COMMAND** **ULTRAPRO #1** **PATREON: DAVID PETRACCA****

- 2) **MAIN TOPIC: MULTI-COLORED COMMANDERS FROM BROTHER'S WAR (PART 1)**

We will be going alphabetically through these.



ASHNOD THE UNCARING

JLK's deck for Game Knights: <https://tappedout.net/mtg-decks/jlks-ashnod-deck-game-knights-58/>

- **BLOODY STRONG** Blood tokens read (1), Tap: Discard a card, Sacrifice this artifact: Draw a card. Now each Blood token becomes a Thrill of Possibility! **Anje, Made of Dishonor** - creates a Blood token ETB but also is a sacrifice outlet to drain each opponent for 4 instead of 2! **Blood Fountain** returns up to FOUR target creature cards from your GY to your hand.

- **GET A CLUE** Clues also now draw you two cards. Plenty of good choices in these colors. **Eloise, Nephalia Sleuth** will allow you to get extra value from clues and any token sacrifices (like the blood above) to **Surveil 1** twice. **Hard Evidence** gives you a Clue and a 0/3 Crab token to sacrifice to other effects.
- **EASY VALUE** Cards like **Mishra's Bauble** and **Urza's Bauble** sacrifice themselves and allow you to double up on the effect and draw two cards. Also, extremely flavorful. **Rootwater Diver** is really efficient to bring back these cards or other important artifacts. If you want to have some fun, cards like **Snake Basket** are pretty funny in this deck! Josh isn't on this episode so we can talk about **Mindslaver**...
- **SACRIFICE OUTLETS** You'll sometimes want to use your Blood and Clue tokens for other reasons, so outlets like **Laurine, the Diversion** and **Goblin Engineer** and **Oni-Cult Anvil** and **Barren, Master Wizard** do a lot of great work.
- **BUT HOW WIN?** Pretty simple - **Disciple of the Vault**, **Marionette Master**, **Mayhem Devil** should all get you to the point where it's GG for the opponents as they can't keep up with your drain.



HAJAR, LOYAL BODYGUARD

Definitely seems like a better fit for the 99, but this is a strong card in a Legends Matters Gruul deck! Even after dying once and being played for 4 mana (2RG) it's a powerful effect.

- **LEGENDARY TRIBAL Bard Class** seems like an all-star in the deck; **Reiki, the History of Kamigawa** will keep your card draw going; **Kolvori, God of Kinship** is a 2 mana rock that comes in untapped as **The Ringhart Crest**; **Radha, Heir to Keld** is another 2-mana ramp Legendary; **Radha, Heart of Keld** is solid value off the top of your deck; **Rhythm of the Wild** lets you cast all your awesome Legendary creatures without fear; **Toski, Bearer of Secrets** pairs well with your Creatures attacking when you can turn them Indestructible with your Commander; and you have your typical Legendary matters cards like **Blackblade Reforged** and **Heroes' Podium**

- **SMACK DOWN** Plenty of Legendary Creatures that can be your win con - **Etali, Primal Storm**; **Xenagos, God of Revels**; **Halana and Alena, Partners**; **Neheb the Eternal**; Eldrazi...
- **LEGENDARY SORCERIES** Typically these are riskier to play in decks that don't play many Legendaries, but they seem great here: **Kamahl's Druidic Vow**; **Jaya's Immolating Inferno**
- **IN THE 99** Being only two colors is a little limiting, so this seems like it could fit great into other Legendary heavy decks like **Jodah, the Unifier**; **Samut, Voice of Dissent**; **Minsc, Beloved Ranger**; **The Ur-Dragon**; **Sisay, Weatherlight Captain**



HARBIN VANGUARD AVIATOR

Go wide Soldier Tribal. This is a pretty simple card and there are *plenty* of cards in Magic's history that support Soldiers.

- **AT EASE, SOLDIER!** There's very little in Blue that helps with Soldier Tribal, but White has got you COVERED. **Darien, King of Kjeldor** is a classic; **Brimaz, King of Oresko** and **Hero of Bladehold** pump out tokens on attack; **Horn of Valhalla**, **Nomad's Assembly**, **Call the Coppercoats**, and **Decree of Justice** are all ways to make a BUNCH of tokens.
- **ATTENTION!** Your Commander is already a soldier payoff, but there are plenty of others like **Captain of the Watch** and **Daru Warchief** and **Ballyrush Banneret**. If 5 soldiers is the target, then **Catapult Master** is one of the best creatures in the deck.
- **A FULL ARMY** Turns out plenty of creatures in Magic's history are soldiers - and many of them are super powerful! **Esper Sentinel**, **Keeper of the Accord**, **Ranger Captain of Eos** are all extremely strong. You also might go a little stax-y with **Thalia, Heretic Cathar** and **Thalia, Guardian of Thraben**. Trust us - you'll need all the help you can get.
- **WHERE'S THE BLUE?** Not many cards in Blue can help with Soldiers, but they do care about flying - **Favorable Winds**, **Winged Words**, **Sephara**, **Sky's Blade** and **Kangee, Sky Warden** and **Inniaz, the Gale Force** are all interesting flying tribal decks from the past. Sephara is a bit of a non-bo

unless you can grant your creatures vigilance - fortunately that's pretty easy with **Intangible Virtue**.



MISHRA, EMINENT ONE

This is the box front commander for the Mishra pre-constructed deck and recently had its premiere on Game Knights Live at Magic30! Gavin piloted it and showed off just how powerful it can be.

- **END STEP SHENANIGANS** Mishra is in the same colors as **Obeka, Brute Chronologist** and synergizes with her ability to end the turn. Same goes for the ability of **Sundial of the Infinite** - as long as you are using it when the End Step trigger is on the stack, it will exile any spells and abilities on the stack. If you use it BEFORE the End Step trigger happens, then it will simply happen on the “next end step”, so make sure you do it right! Copying a **Wishclaw Talisman** seems like fun - you will get the ability to tutor with it, and when it goes to another opponent they cannot use it because “Activate this ability only during your turn” and will be sacrificed before they get to use it.
- **ETB / DIES TRIGGERS** There are TONS of powerful Artifacts with ETBs or dies triggers, and Mishra will see both happening - **Spine of Ish Sah**, **Ichor Wellspring**, **Mycosynth Wellspring**; fun stuff - **Idol of Oblivion** being copied will see itself and both can tap to draw you a card
- **LEGENDARY SYNERGY** Since Mishra's ability creates a copy and changes its name, the Legend Rule won't apply meaning you can create copies of Legendary noncreature Artifacts! **Weatherlight Compleated** is an overall value engine here; **Gonti's Aether Heart** means you will get 4 energy for the original + copy, then 4 energy for each artifact after that you play. Just playing 1 additional artifact per turn after making a copy leads to extra turn after extra turn.
- **YES TO INFINITE** With the combo potential written on the card, there are certainly tons of different ways to go infinite with the deck. **Combat Celebrant** and **Cursed Mirror** on the

battlefield, copy the Mirror with Mishra and get another Celebrant - exert it, get another combat, and another “At the beginning of combat on your turn” trigger from Mishra. **Voltaic Construct** and any Mana Rock that creates more than 2 mana will go infinite once you copy the mana rock with Mishra and turn it into a creature. **Aggravated Assault** and **Chromatic Orrery** (turning Orrery into a Creature) will give you the mana to activate Assault over and over again. There are TONS of other ways to go infinite with Mishra - we are not going to spend more time on it but definitely let us know if you find any other fun ones!

- **NON-CREATURE ARTIFACTS** Of course if you want to use Mishra to copy other things that he isn't supposed to copy, you'll need to jump through some hoops. **Liquimetal Coating** and **Imprisoned in the Moon** can take a regular Creature and make it into a non-creature artifact. Then when you copy it with Mishra, it will take the permanent's copyable characteristics. This is why **Cursed Mirror** is so effective with Mishra, as it is a non-creature Artifact when you copy it, and then it becomes a creature.



MISHRA, TAMER OF MAK FAWA

Mishra's main set appearance bears a lot of similarities to his Precon version but is focused on unearth and graveyard synergy.

- **BIG ARTIFACTS** Unearth for 3 mana means you're getting a discount on any Artifacts that cost more, so you can always get some additional value by grabbing big cards like **Chromatic Orrery**, **Spine of Ish Sah**, **Bolas' Citadel**, **Phyrexian Triform**, **Myr Battlesphere**, **Coveted Jewel** but keep in mind that they will go away forever is the Unearth trigger resolves at the beginning of the next end step or if it would leave the battlefield. Run **Biotransference** to turn every card into an artifact and go nuts!

- **END STEP SHENANIGANS** Yup. Same synergies as before apply here - Sundial of the Infinite will be able to save your Unearthed permanents. Notably if you Unearth Sundial with Mishra's ability, you can use it that same turn to stop your permanents from going away.
- **GET INTO YOUR GRAVEYARD** Fortunately these colors have tons of great ways to fill up your graveyard with all the things you need - **Stitcher's Supplier**, **Entomb**, **Buried Alive**, **Millikin**, and **Convergence of Dominion**
- **IN THE 99** The Ward effect here is a pretty strong deterrent for decks that want some extra protection and recursion as long as you have some artifacts to grab with this. **Obeka**, **Brute Chronologist** might be able to run Mishra as a hidden Commander. **Silas Renn** partner decks with a Red partner (**Toggo**). Could be great in the new Transformers deck **Flamewar**, **Brash Veteran**

MIDROLL BREAK



QUEEN KAYLA BIN-KROOG

Jimmy's deck for Game Knights:

<https://tappedout.net/mtg-decks/jimmys-queen-kayla-deck-game-knights-58/>

- **DISCARD? NO PROB** Discarding is a big part of Kayla's gameplan, but if you happen to have a hand filled with too many of 1, 2, or 3-drops, then controlling your Discard will let you grab the most value. **Library of Leng** and **Currency Converter** are both may abilities and gives you the option to "reuse" cards you're discarding in interesting ways.
- **DOUBLE UP** Using Kayla's ability more than once in a turn is a way to have an explosive turn, but be careful! Not every untapping effect is what you want - her ability costs a LOT to do each time,

so you're better off using effects like **Battlemage's Bracers**, **Illusionist's Bracers**, and **Rings of Brighthearth** as opposed to **Thousand-Year Elixir**.

- **CHEAPEN THE ACTIVATION** There are only a few ways to cheapen her activation cost, but they're going to make your deck all the more effective. **Heartstone** and **Zirda, the Dawnwaker** are both ways to do so - and conveniently they're 3 mana value Artifacts / Creatures so you can put them on the battlefield with Kayla's ability!
- **KEEP THAT HAND FILLED** One quick way for this deck to run out of gas is to play too many cards then only be activating Kayla and drawing 2-3 cards off of it. You'll want cards in the deck that allow you to keep your hand filled so you can have the highest chance of dropping the most value on the table each activation - **Wheel of Misfortune**, **Magus of the Wheel**, **Land Tax**, and any artifact / creature that replaces itself like **Skyscanner** or **Ichor Wellspring** or **Imperial Recruiter**
- **VALUE VALUE VALUE** There's a whole world of cool cards you can put into this deck - **Grinning Ignus** will find its way back to your hand and net you mana, **Idol of Endurance** can help you reuse your 3 drops later on in the game, **Teshar, Ancestor's Apostle** is maybe one of the strongest cards in the deck
- **WIN CONS** Spinning your wheels a bunch of time is a great way to get a target on your back, so make sure you have some ways to win the game - **Desecrated Tomb** and **Osgir the Reconstructor** should be able to do it, or pinging everyone down with **Ingenious Artillerist** or **Reckless Fireweaver**
- **WHAT ABOUT BEING MEAN?** Of course everything we've described above is the fun, non-stax way to play Kayla. There is a much more competitive and mean build that locks your opponent's down - **Deafening Silence** and **Archon of Emeria** will let you continue to pop off but lock your opponent's to one spell a turn; **Magus of the Moon** is a 3-drop that shuts off most lands; **Thorn of Amethyst** and **Trinisphere** and **Winter Orb** are all other great ways to slow the game down til you can find your wincon and implement it.



TAWNOS, THE TOYMAKER

This is the main set version of Tawnos.

- MUTATE COMMANDER** Tawnos is very similar to Volo, Guide to Monsters which lots of players use as a “Mutate Commander”, aka a Commander to build around the Mutate mechanic. Lots of Mutate cards are Beasts or Birds so you will often get the copy trigger. Mutate is an alternate casting cost so the card is still cast for Tawnos’ text, then mutates onto the same creature. This means you’ll get to stack a lot of effects that care about how many times you have mutated. This was a popular deck on Arena for a while thanks to cards like **Auspicious Starrix** - once you cast it, it copies, and then both copies see each other to count how many times the card has been mutated on. You will get 3 total triggers for your first mutate ($2n+1$ triggers where n is the number of mutate cards). If you also mutate onto a creature like **Scute Swarm**, when you have enough lands to copy the Scute Swarm, it will be the mutated creature (the entire stack of cards is copyable, however the number of times it’s been mutated is not). Use Scryfall to search up all the potential Mutate cards you can use here.
- BEASTS OF BURDEN** If you’re playing regular Tawnos sans Mutate, there are plenty of extremely powerful Beasts to copy - **Rampaging Baloths**, **Manglehorn**, **Elder Gargaroth**, **Protean Hulk**, **Craterhoof Behemoth** (but you probably don’t need two of these to win the game anyway...)
- FLOCK OF SEAGULLS** Birds aren’t nothing to mess with either, and there are plenty that will get you some great value - **Ledger Shredder**, **Curiosity Crafter**, **Gilded Goose**, **Birds of Paradise** (although we don’t know how valuable the mana birds will be since Tawnos is already a 5-drop)

- **MORE TOYS FOR ALL** Tawnos' copies are tokens, so cards like **Esika's Chariot**, **Doubling Season**, **Parallel Lives**, **Essix**, **Fractal Bloom**, and **Adrix and Nev** are all ways to get max value.
- **DON'T FORGET CHANGELINGS** Green and Blue has some good choices here- **Realm Walker**, **Maskwood Nexus**, **Masked Vandal**



TAWNOS, SOLEMN SURVIVOR

This is from the Urza Precon!

- **ARTIFACT TOKENS** Tawnos is very specific about artifact TOKENS - without those on the board you can't use either of his abilities. Fortunately there are plenty of ways to get lots of those! **Academy Manufactor** and any cards that make Clues, Treasures, or Food (probably not Food) will give you tons of tokens like **Pitiless Plunderer**, **Revel in Riches**, or **Wernog, Rider's Chaplain**; **Canoptek Scarab Swarm** is an awesome new card from the 40k set; **Faerie Artisans** can continually get you artifact tokens; **Anointed Procession** seems really great in this deck; **Myr Battlesphere** makes a TON; **Wurmcoil Engine** will have some good loops to do here, especially with a card like **Eloise, Nephalia Sleuth** out; **Thopter Spy Network** and **Mirrodin Besieged** and **Whirler Rogue** and **Sai, Master Thopterist** are also strong candidates for token makers. There are also lots of cards that make **Powerstones** in The Brother's War.
- **REANIMATOR** This deck plays a lot like a reanimator Esper deck - once you get the Artifact tokens to start sacrificing, you can bring back some whoppers from the graveyard - **Angel of the Ruins** (played to great effect by Rachel in a recent Extra Turns, and you can Plainscycle it to the Graveyard early on); **Scholar of the Lost Trove** to recast an artifact in the graveyard; **Tivit, Seller of Secrets** is a great reanimator target that also gets you a ton more tokens to sacrifice

- **UNTAPPERS** Lots of options to untap and use your commander more than once - **Thornbite Staff**; **Minamo, School at Water's Edge**; **Freed from the Real**
- **ARTIFACT SAC PAYOFF** This is the type of deck that needs a solid wincon, otherwise it's great at spinning wheels and making players look at you like you're the threat - **Marionette Master** and **Disciple of the Vault** are there to make sure you can close the game out
- **MILL YOUR DECK** Of course with abilities like this, there are ways to go infinite. First, use Tawno's second ability (or another Token copy ability) to get a **Corridor Monitor** token copy. Then with **Ashnod's Altar** on the battlefield, activate Tawno's, copy the Corridor Monitor token, untap Tawno's, sacrifice it to the altar and keep using that mana to copy the same Corridor Monitor over and over again to mill your library.



THE ARCHIMANDRITE

Lifegain / Advisor / Artificer / Monk tribal!?

- **LIFEGAIN** There are *tons* of ways to gain life in Jeskai colors - the best kinds will be on your turn in order to give you the biggest swing and kill. With a creature like **Wonder** in your graveyard or a spell like **Flying Crane Technique** you should be able to one shot an opponent. **Heliod, Sun Crowned**; **Celestine the Living Saint**; **Archangel of Thune**. Definitely get to one shot potential with cards like **Illusions of Grandeur** or **Delusions of Mediocrity**
- **ADVISORS** **Hurkyl, Master Wizard**; **Loyal Retainers**; **Imperial Recruiter**; **Ledger Shredder**; **Grand Arbiter Augustin IV**; **Glenn the Voice of Calm**
- **ARTIFICER** **Feldon of the Third Path**; **Urza, Lord High Artificer**; **Brudiclad**; **Whirler Rogue**

- **MONK** Elsha of the Infinite; Ishai, Ojutai Dragonspeaker; Lone Missionary; Serra Ascendant; Rhox Faithmender; Monastery Mentor (makes more Monks!); Narset, Enlightened Master; Soulfire Grand Master
- **STRATEGY** On the surface this seems like a very straightforward deck - get a mass of these three types of creatures, gain life to buff them up, and swing out. If you get stuck, tap them to draw cards and keep it going. A part of this deck that makes it difficult to build is that these creature types all play towards different strategies at their best - many Monks want you to cast non-creature spells, which means you have less creatures for the Commander's primary effect. It might be best to go wide with cards that work with Creature strategies like **Cathars' Crusade** and **Felidar Retreat** that are also non-creature spells for cards like Monastery Mentor.



TOCASIA, DIG SITE MENTOR

4 mana Commander, 8 mana graveyard activation, and an ability that affects every creature you control!? Count us in.

- **GO WIDE** Getting Surveil 1 on a huge number of creatures can be really powerful for milling through your deck and getting what you need in your graveyard or on top of your deck. **Scute Swarm**, **Avenger of Zendikar**, **Adeline Resplendent Cathar**, **Tendershoot Dryad**, **Koma**, **Cosmos Serpent** - also use your creatures for more than just surveiling with **Cryptolith Rite**. Also run all of the token doublers here.
- **SURVEIL MORE** While this deck can't run **Disinformation Campaign**, it definitely wants **Enhanced Surveillance** to REALLY get through your deck and get some powerful card selection. When you surveil this much, you might want cards like **Elixir of Immortality** and other graveyard shuffle effects

- **ARTIFACTS?** While artifacts and the second part of Tocasia's text is powerful, it's not necessarily a build around for the Commander - the Vigilance and Surveil is strong enough on its own. It's also a whopping 8-mana to do, but you will get at most 10 mana value of artifacts back from your graveyard to the battlefield. Sorcery only.
- **HASTE** In order to maximize the Surveil ability, you will want to grant your creatures Haste - if you're planning on surveiling on your turn, then swapping a **Lightning Greaves** onto each creature is a way to do it. Otherwise in Green, you're looking at cards like **Concordant Crossroads** which is definitely dangerous to have out unless you're planning on winning.
- **ARE YA WINNING, SON** Wonder in the graveyard, Tokens in the air, Vigilance to attack freely, and Surveil to get the right cards at the right time. Cards like **Sevinne's Reclamation**; **Marshal's Anthem**; **Elspeth Conqueror's Death**; **Resurrection**; and **Karmic Guide** are all great ways to get extra use out of your graveyard as well, especially when bringing back a **Craterhoof Behemoth** or any other big impact creatures to finish your opponents off



URZA, PRINCE OF KROOG

Seems like a pretty easy way to win with Infinite Mana...

- **FIRST THINGS FIRST** If the general goal is to activate Urza's ability as many times as possible, then copying Mana Rocks seems prudent - however because they become Creatures you will need to be able to grant them haste. **Thousand-Year Elixir** seems particularly good here, or

Akroma's Memorial especially since you can now untap the Creatures you make to use their mana abilities again... Throw in an **Anointed Procession** and now you're really cooking.

- **WHAT TO COPY** **Powerstone Shard** takes a lot of investment, but once you've got it going with a card like **Thousand-Year Elixir**, you should be able to keep it going. 3-mana rocks like **Gilded Lotus** or **Dreamstone Hedron** or **Mana Vault** will infinite with **Anointed Procession**
- **BIG MANA** Getting a ton of mana is possible with cards like **Metalworker**, or you can cheapen the copy ability with **Training Grounds** and **Heartstone**. **Rings of Brighthearth** will work here too. **Blinkmoth Urn** will also help you to make a lot of mana quickly.
- **BIG ARTIFACTS** Doubling up on cards like **Wurmcoil Engine** or **Phyrexian Triform** or **Triplicate Titan** seem like nice ways to close out the game.



URZA, CHIEF ARTIFICER

Affinity for Artifact Creatures is a line of text we haven't seen before - this card seems great! Is it as powerful as its Precon Brother Mishra, Eminent One?

- **ARTIFACT CREATURES** The earlier you can play them the better so you can get Urza out sooner - **Esper Sentinel**, **Baleful Strix**, **Ornithopter of Paradise**, **Phyrexian Metamorph**, **Etherium Sculptor** are all ways to power up the rest of your deck and the 0/0 Constructs that Urza makes. These curve nicely into cards like **Thought Monitor**.
- **ARTIFACT SUPPORT** **Biotransference** gets another nod here for making 2/2 Artifact Creatures and also making any non-Artifact creatures into artifacts; **Sai**, **Master Thopterist** fits into that

mold as well, **Silas Renn** can help recur things from the graveyard, etc. There's no shortage of synergistic cards to put into a deck like this. **Access Denied** is probably playable in this deck.

- **AFFINITY?** Seems like regular Affinity would be pretty strong here - **Mycosynth Golem** powers up your other Artifact Creatures by giving them affinity; **Sojourner's Companion** can also cycle for the artifact lands or the new cycle from Modern Horizons;
- **VEHICLE.DEK** The Vehicle decks out there still struggle a bit but Urza seems like a great commander for the strategy - **Canoptek Spider** is a new 40k card and **Rise and Shine** is a super solid wincon for this strategy.

MOST POWERFUL NEW COMMANDER?

Craig's Pick -

Jimmy's Pick - Mishra, Eminent One

PERSONAL FAVORITE NEW COMMANDER?

Craig's Pick -

Jimmy's Pick - Queen Kayla Bin-Kroog

3) **TO THE LISTENERS:**

What do you think of these Commanders from Brother's War? Do you think they did a good job getting the themes and lore right?

****CARDKINGDOM.COM/COMMAND** **CALL-OUT #2** **ULTRA PRO #2****

4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Shauna Gilles, Arthur Meadowcroft, Ashlen Rose, Ladee Danger, Manson Leung, Craig Blanchette, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Jamie Block, Mitch Trafford, and Evan Limberger.**

Shout-Out to **Truc Thai** for the research help.

-Special thanks to **Geoffrey Palmer** for the living card animations (@LivingCardsMTG)