

CZ0479: These Commander Cards Make Us SALTY!

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-

1) INTRO DJ &

@JumboCommander - @ - @commandcast

I try not to get salty at the commander table ... everyone plays the game differently. Who am I to judge ... but then I see AGGGH=GGGHHH!

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2) The Cards that Make Us Salty

We have compiled a list of the cards that make us the saltiest. And then Ashlen here will tell me that I'm overreacting and to suck it up.

We will explore WHY these cards make us feel the way we do, which might help you select cards to drive your friends crazy or maybe some effects to leave out of your decks if you don't want any bad vibes at your table.

How do each of us define Salty?

Let's start off with a baseline. Here are some of the CLASSIC salty cards from around the office. How do you feel about them?

Stasis / Expropriate / Cyclonic Rift

What do you think about the "1 for Rhystic Study" or "do you want to pay for Smothering Tithe?" Does that get annoying to the point of salt? Our editors hate this - it's always interrupting the pace of the game. Murph says it fractures the group because people don't pay!

SHARE OUR COLLECTIVE & PERSONAL LIST OF TOP 10 SALT

BREAK THE ICE

- Eldrazi are sad when this is overloaded
- This is really good. It preys on JUST your deck. I think this is a good one.

HUMILITY

- Very powerful card but it just hoses creature strategies
- More annoying than a board wipe because it sticks around
- Punishes me for having thematic decks

- Thrashing Brontodon or Zacama, Primal Calamity

LIM-DÛL'S VAULT

A card that Shauna does not like.

- So very very slow and error-prone.
- Not interactive

VORINCLEX, VOICE OF HUNGER

This is not an unfair card. It's a massive effect but it's on an 8 drop creature - easy to interact with and you should get something powerful at 8 mana.

- An unanswered Vorinclex is game winning but the person who answers it is over punished and often shutting themselves down for a whole turn in the late game because any mana used to answer this creature remains tapped down. So it overly punishes the hero of the table.
- Just armageddon us. At least that puts everyone in the same position.

VOID WINNOWER

Another big casting cost creature with a powerful effect. Looking at the card's design in a vacuum, it's weighted pretty fair as far as CMC to powerful effect is concerned. Out in the wild is another story

- It's colorless which means it can go in any decks that ramps easily
- It's a finisher that needs to stab you a few times before it gets the job done. Slow wincon
- Cards that limit players' interactions are inherently 'feel bad' cards.
- Void Winnower is the person eating ice cream in front of you, talking about how delicious it is while knowing you can't have any.

*****MIDROLL BREAK*****

TELEPATHY

A card that Josh does not like. And Jordan

- So slow. Decision paralysis.
- Everyone is always looking around and needs to see everything. And everyone now has an opinion on the optimal play
- Limits politics because there is no bluffing.
- It just messes with the whole play experience. Hidden information makes the game really fun.

CAPSIZE

A card that Ashlen does not like.

- It can bounce lands which makes it feel like land destruction
- DJ has played it TWICE causing Ashlen to lose to Pact of Negation on her upkeep.

TIMESIFTER

- Who's turn is it? This card destroys the turn order and usually the deck that runs it has some sort of topdeck manipulation taking a million turns before anyone else gets a chance to play.

- Far more than just a simple predictable time warp or even time stretch.

PERPLEXING CHIMERA

This card is a personal salt / groan inducer

- It's a pain to get rid of and disrupts the temp of a game significantly
- This is a good one. This also makes me salty + Homeward path

OPPOSITION AGENT

Searching is just a part of the game now.

- I think it's is good to fight reliability - fight over emphasis on tutors wither for toolbox or combo
- This isn't attacking that - it's attaching my mana base. My ramp and the fact that THEY get my deck and get to search through it for my land is infuriating.

ARE THERE CARDS THAT MAKE OTHERS SALTY THAT YOU LOVE?

Ash: Eldrazi

DJ: I love most of them. I like fast mana on expensive cards like Gaea's Cradle or mana crypt and I play them in a lot of decks.

REASONS WE GET SALTY

We can't play the game

Land Destruction

Our Deck isn't Working

Stax

Answers for our specific strategy

Not our definition of 'fun'

What is your definition of fun?

HOW TO AVOID SALT

ASH:

You are not feeling

Become void of feelings

Detach yourself from life and become numb - lol

DJ:

Reframe your game goals

See the people and not the cards

Vocalize while NOT making OP feel bad - Not people's fault

3) TO THE LISTENERS:

What makes you salty? What do you do to get your head back in the game after a particularly bad beat?

****CHANNELFIREBALL CALL-OUT #2** **ULTRA PRO #2****

4) END STEP

Something cool outside the world of Magic! Ashlen go!

Revisionist History Podcast with Malcolm Gladwell

- Author of The Tipping Point, Blink, Outliers etc..
- Podcast describes itself as:
 - 'A journey through the overlooked and the misunderstood. Every episode re-examines something from the past — an event, a person, an idea, even a song — and asks whether we got it right the first time. Because sometimes the past deserves a second chance.'
- All the episodes are under an hour, usually 30 mins.
- Gives a different perspective
- He also shares his thought processes, the types of questions he and his team ask themselves.
- There's something to take away from each episode and broaden my perspective.
- From the first episode I was hooked. It's called The Lady Vanishes.
 - Are you familiar with a painting called 'The Roll Call'?
 - It's a famous piece of art from 1874 that exhibited at the Royal Academy
 - by a woman named ELIZABETH SOUTHERDEN BUTLER
 - might not sound exciting, at the time it was

5) CLEAN-UP PHASE

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