

## CZ0539: THE RING TEMPTS YOU

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

- 1) INTRO JIMMY & RACHEL

@jfwong - @wachelreeks - @commandcast

*Lord of the Rings: Tales of Middle-earth is out and packed with brand new cards with familiar faces. The set features a new mechanic that illustrates a character's growing power when they are tempted by the one ring of power. We're going to talk about The Ring Tempts You and all of the best cards that feature it, BUT FIRST:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: JEREMIAH BENSON\*\***

- 2) MAIN TOPIC: **THE RING TEMPTS YOU**

### **THE MECHANIC**

*As the Ring tempts you, you get an emblem named The Ring if you don't have one. Then your emblem gains its next ability and you choose a creature you control to become or remain your Ring-bearer.*

- *The Ring can tempt you even if you don't control a creature*
- *The Ring gains its abilities in order from top to bottom. Once it gains an ability, it has that ability for the rest of the game.*
- *Each time the Ring tempts you, you must choose a creature if you control one.*
- *Each player can have only one emblem named The Ring and only one Ring-bearer at a time.*

*NOTE: You only gain more abilities the first four times you are tempted. After that, you may simply choose a new Ring-bearer. They gain ALL the abilities.*

**LEGENDARY SKULK** *Your Ring-bearer is legendary and can't be blocked by creatures with greater power.*

- *LOTR Themed > Skulk goes very well with all of the Frodo/hobbit cards (most are 1 power)*
- *Cares about legendary > Reduces activation cost of NEO lands; Turns on Mox Amber; Works with Invasion of Fiora;*
- *Legendary Creatures > Ratadrabik of Urborg (goes infinite with Boromir, Warden of the Tower)*

**LOOTER** *Whenever your Ring-bearer attacks, draw a card, then discard a card.*

- *Repeating Value > Merfolk Looter; Smuggler's Copter*

**DEATHTOUCH, SORT OF** *Whenever your Ring-bearer becomes blocked by a creature, that creature's controller sacrifices it at end of combat.*

- *NOTE: This is after damage has been done. Works particularly well with Frodo, Determined Hero.*
- *Does help your creatures' evasion a little bit.*
- *Lure?*

**DRAIN GAME** *Whenever your Ring-bearer deals combat damage to a player, each opponent loses 3 life.*

- *Life Loss Matters > Belbe, Corrupted Observer; Rakdos, Lord of Riots;*
- *Wincon > This is just a wincon, especially with double strike*
- *Trigger on Combat Damage > Decks that already like to make their commanders hard to block or unblockable will naturally like this part.*
  - *Tymna the Weaver; Lathril, Blade of the Elves; Isshin, Two Heavens as One; Rograkh, Son of Rohgahh;*
  - *Any deck that likes unblockable effects > Rogue's Passage; Whispersilk Cloak*
- *Side Note - Is this another alt win con for Aristocrats decks, seeing as most of your high impact creatures are 1 power?*
  - *Zulaport Cutthroat*

### IS THE RING A FLAVOR FAIL?

*A lot of players think The Ring Tempts You should come with some kind of downside. Is it a flavor fail or does it "Ring" true to you? (R&D notably tested a ton of versions of the Ring Temptation mechanic and ultimately decided that having a negative effect just prevented players from playing it at all)*

### HOW GOOD IS THE RING TEMPTS YOU MECHANIC?

#### CALL OF THE RING

*I think this is the most powerful Ring Tempts You card in the set and am curious to see it play out in commander. The Ring Tempts You isn't overtly powerful but it is consistently powerful. Combining that with card draw for 2 mana and a very low investment cost... seems quite strong.*

#### CLOSE COMPS

- *Mono-Black Card Draw for Life > Phyrexian Arena; Black Market Connections; Underworld Connections; Eye of Vecna (colorless)*
- *Full Power Ring.dek*

#### EVASION

- *Grim Hireling; Nashi, Moon Sage's Scion; Tymna the Weaver; Mindblade Render; Azra Oddsmaker; Doran, the Siege Tower*

#### NAZGÛL

*NOTE: The more Nazgul you play, the worse ring-bearers they make.*

- *Good with multiple copies > Bloodbond March; Echoing Return; Secret Salvage; Bifurcate; Pack Hunt; Doubling Chant; Protean Hulk;*
- *Find, recur wraiths > Kayla's Reconstruction; Ascend from Avernus; Heirloom Blade;*

#### WRAITH FRIENDS

- *Fine Wraiths > Canoptek Wraith; Witch-king of Angmar; Ringwraiths*
- *Bad Wraiths > Odylic Wraith; Dirtwater Wraith;*

### RINGSIGHT

- *Remember The Ring Tempts You makes a creature Legendary.*
- This says, "Choose a creature. It becomes legendary and gains Skulk, search your library for a card that shares a color with it, put it into your hand, then shuffle."
- 3-mana though?
- With your commander, this is a Demonic Tutor + 1 Blue mana

### CLOSE COMPS

- Demonic Tutor; Diabolic Intent; Grim Tutor; Wishclaw Talisman
- If Diabolic Intent is rarely played and at 4 mana, what does this bode for a 3 mana version with an additional color?

### SAURON'S RANSOM

#### CLOSE COMPS

- Fact or Fiction; Hostile Negotiations; Atris, Oracle of Half-Truths
- *When is it better than these spells? When is it worse?*

#### RING TEMPTS YOU

- *What does this add to the spell? Especially at instant speed.*
- **Can't** go from 2nd level to 3rd post blocks to have them sac it
- *Does move the Ring-bearer at instant speed but doesn't seem super broken*

### SCROLL OF ISILDUR

#### RING TEMPTS YOU

- *The Ring is not a huge part of this card mechanically, but let's evaluate the card and talk about what the tempt adds to it.*

#### STEAL ARTIFACT

- *Hang on to artifact > Ghostly Flicker; Clockspinning; Power Conduit; Scholar of New Horizons;*
- *If the ring only tempts you once, you make one creature Legendary and give it Skulk until it dies.*
  - *Relevant in some decks, forgettable in others*
  - *Yuriko, the Tiger's Shadow; Grazilaxx, Illithid Scholar; Thada Adel, Acquisitor;*

#### WICKED SLUMBER

- *Strong in proliferate decks, and does \*something\* in others*

#### THEFT OF DREAMS

- *Minimally draws one card, two if you target two creatures under one opponent's control. But also buys you a turn from being attacked because it is telegraphed?*

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

### ARAGORN, COMPANY LEADER

#### RING TEMPTS YOU

- Bombadil's Song; Dunedain Rangers; Now for Wrath, Now for Ruin!; Shortcut to Mushrooms; Slip on the Ring; Frodo Baggins; The Ring Goes South; Boromir, Warden of the Tower; War of the Last Alliance; Samwise the Stouthearted

### COUNTERS

- *Move Counters* > Resourceful Defense; The Ozolith; Nesting Grounds;
- *Give Counters* > Contractual Safeguard; Elspeth Resplendent; Family's Favor; Slippery Bogbonder; Scavenged Brawler; Luminous Broodmoth; Hexavus; Tyrite Sanctum; Avenging Huntbonder; Together Forever; Luminarch Aspirant;
- *Have keyword counters* > Kappa Tech-Wrecker; Mondrak, Glory Dominus;

### KEYWORD FISH SOUP

- Odric, Lunarch Marshal; Akroma, Vision of Ixidor; Skyboon Evangelist;

### PINGERS *Give Pingers deathtouch.*

- Jagged-Scar Archers; Matsu-Tribe Sniper; Halana, Kessig Ranger; Walking Ballista; Stuffy Doll; Endbringer;

### BILBO, RETIRED BURGLAR

#### RING TEMPTS YOU

- Birthday Escape; Inherited Envelope; Ranger's Firebrand; Scroll of Isildur;
  - *You do really want to get the Ring up to 4 to get that drain ability online*

#### DOUBLE STRIKE *You want him to hit multiple times, but not really boost his power...*

- Fireshrieker; Lizard Blades; Swashbuckler Extraordinaire; Embercleave;
  - *Extra Combats are probably fine but seem expensive for this effect*

### TREASURE

- *More Treasure Makers* > Guild Artisan; Storm the Vault; Brass's Bounty;
- *Treasure Payoffs* > Xorn; Goldspan Dragon; Academy Manufactor; Professional Face-Breaker; Shimmer Dragon; Magda, Brazen Outlaw; Reckless Fireweaver; Ingenious Artillerist; Hedron Detonator; Inspiring Statuary; Cyberdrive Awakener; Rise and Shine;

### COMBAT DAMAGE

- *More Damage* > Torbran, Thane of Red Fell; Mechanized Warfare;
- *Deal Combat Damage Stuff* > Popular Entertainer; Shameless Charlatan; Grenzo, Havoc Raiser;

### 99 RINGS TO RULE THEM ALL

- *Ring Theme* > The One Ring; Sol Ring; Rings of Brightearth; Replicating Ring; Sisay's Ring; Ring of Valkas; Ring of Three Wishes;

### FRODO, SAURON'S BANE

*New Lurrus of the Dream-Den Commander!*

#### RING TEMPTS YOU *Kind of want every card that says the ring tempts you in these colors.*

- Nazgul; Witch-king of Angmar; Samwise the Stouthearted; Call of the Ring; Claim the Precious; Sam's Desperate Rescue; Slip on the Ring;
- *Do you even cast Frodo before you've been tempted by the ring 3 times?*

### PROTECTION

- Lightning Greaves; Whispersilk Cloak; Skrelv, Defector Mite; Giver of Runes; Mother of Runes; Emerge Unscathed; Access Tunnel;
  - Shroud is fine because The Ring Tempts You says, “You Choose”

### DOUBLE STRIKE

- Akroma’s Will; Fireshrieker; Duelist’s Heritage; Flaming Fist; Silverblade Paladin;

*This is slow and scary. Your opponents have to deal with Frodo or risk losing the game. Be ready with protection and have a secondary plan.*

### SMÉAGOL, HELPFUL GUIDE

#### RING TEMPTS YOU

- Gollum, Patient Plotter; Gollum’s Bite; Shortcut to Mushrooms;
  - Dunedain Rangers + Landfall Creature + Free Sac Outlet > All the lands, almost mill?

#### LANDFALL

- *Landfall tokens* > Rampaging Baloths; Greensleeves, Maro-Sorcerer; Scute Swarm; Field of the Dead; Bloodghast;
- *More Land Payoffs* > Tireless Provisioner; Tireless Tracker; Lotus Cobra; Ob Nixilis, the Fallen; Nissa, Resurgent Animist;

#### MORBID

- *Make a creature die every turn* > Bitterblossom; Ophiomancer; Sedgemoor Witch; Jadar, Ghoulcaller of Nephalia; Necrogenesis; Fungal Plots; Night Soil;
- *Sac Outlet* > Altar of Dementia;
- *Creatures that sac themselves* > Awakening Zone;
- *Morbid* > Deathreap Ritual; Caravan Vigil; Malicious Affliction; Tragic Slip

#### MILL

- *Mill* > Dread Summons; Altar of the Brood; Mesmeric Orb; Mindcrank
  - Collective Voyage?
- *Reanimate Opponents Graveyard* > Ghouls’ Night Out; Reanimate; Rise of the Dark Realms; Command the Dreadhorde; Junji, the Midnight Sky; Breach the Multiverse; Geth, Lord of the Vault;
- *Mill Payoffs* > Syr Konrad the Grim; Dreadhound; Uchuulon; Bloodchief Ascension; Dauthi Voidwalker; Lorcan, Warlock Collector;

### WITCH-KING OF ANGMAR

*Sort of a weird commander. Not a lot to build around here as you can’t really force people to attack you in black... That being said...*

#### COME AT ME

- *Monarch* > Starscream, Power Hungry; Court of Ambition; Custodi Lich;
- *Initiative* > Ravenloft Adventurer; Passageway Seer; Vicious Battlerager; Sarevok’s Tome; From the Catacombs
- Coveted Jewel;

#### STAY AWAY

- *Punish attacks* > No Mercy; Revenge of Ravens; Cunning Rhetoric; Weathered Sentinels
- *Encourage attack elsewhere* > Gix, Yawgmoth Praetor; Triarch Stalker;
- *Buff sacrifice* > Tergrid, God of Fright; It That Betrays;

#### **MADNESS**

- Big Game Hunter; Necrogoyf; Shadowgrange Archfiend; Call to the Netherworld; From Under the Floorboards; Dark Withering; Archfiend of Spite;
  - Bone Miser; Archfiend of Ifnir;

#### **REANIMATE**

- Could even build Reanimator...

#### **FAVORITE RING COMMANDER FROM LOTR?**

Jimmy =

Rachel = Smeagol, Helpful Guide

#### **MOST POWERFUL RING COMMANDER FROM LOTR?**

Jimmy =

Rachel = Smeagol, Helpful Guide

#### 3) **TO THE LISTENERS**

What do you think of the The Ring Tempts You mechanic? Is it a flavor fail? Is it better than it looks? Are you building any of the Ring Tempts You Commanders?

**\*\*CARD KINGDOM #2\*\* \*\*ULTRA PRO #2\*\***

#### 4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Craig Blanchette, 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; and Josh Lee Kwai.**