CZ0563: THE MOST POWERFUL COMMANDERS IN WHO

- 1) UPKEEP STEP
- 2) MAIN TOPIC
- 3) TO THE LISTENERS
- 4) CLEAN-UP PHASE

CLAP AND SLATE

ROOM TONE

1) INTRO JIMMY & RACHEL

@jfwong - @wachelreeks - @commandcast

Doctor Who is just about here! This is a set of Doctor Who-themed precons, in the Doctor Who world featuring the Doctor Who characters. But even if you're not a dedicated Doctor Who fanatic, there are still lots of sweet Commanders to explore in this set. BUT FIRST:

CARD KINGDOM **ULTRAPRO #1** **PATREON: BRAD SPRINGALL**

2) MAIN TOPIC: THE MOST POWERFUL COMMANDERS - DOCTOR WHO

ASHAD, THE LONE CYBERMAN

CASUALTIES

- Luv2Die > Solemn Simulacrum; Dross Scorpion; Treasure Keeper; Cathodion; Clone Shell;
 - Luv2Watch > Drivnod, Carnage Dominus
- Luv2BringThemBack > Cryptek; Psychomancer; Gerrard's Hourglass Pendant (is Legendary)
- Many 2 Power Creatures (not necessarily artifacts) > Sinister Concierge; Dogged Detective;
 Bloodghast; Puppeteer Clique; Jadar, Ghoulcaller of Nephalia; Lagomos, Hand of Hatred;

COPIES

• Copy Time > Twinning Staff; Errant, Street Artist

SYNERGIES

- Artifact Creature Synergy > Canoptek Spyder; Research Thief
- Each Turn > Ancient Stone Idol; Renari, Merchant of Marvels; Shimmer Myr

MISSY

Let's talk about this villainous choice. Each opponent decides if they want to take the damage or let you draw a card (if you're playing planechase, chaos ensues). At what point do you start giving them the card? How many artifact creatures?

KILL EM

- Could take out your opponents' creatures or sacrifice your own for a more aristocratic deck
- Kill your opponents creatures

- Creature edicts will kill the most creatures at the same time > Merciless Executioner;
 Demon's Disciple; Plaguecrafter; Braids, Arisen Nightmare;
- Keep their board clear, and beat them down with their own manifested creatures. >
 Consume the Meek; Bonfire of the Damned; Chandra's Ignition; Crippling Fear
- If you sacrifice creatures with morph or megamorph, you can turn them face up again.
 - o Grim Haruspex; Gift of Doom; Stratus Dancer; Willbender; Kadena's Silencer;
 - Flip em Up > Ugin's Mastery (morphs are colorless spells); Primordial Mist; Skirk Alarmist; Thassa, Deep Dwelling; Ghostly Flicker;
 - Sac Em > Ashnod's Altar; Goblin Bombardment;
 - Aphetto Runecaster; River Kelpie;

COMBO POTENTIAL

- Ruthless Ripper + Free Sac Outlet + Missy > Infinite life loss, ETB, dies, leaves graveyard
 - The only place you can respond to this is Missy's reanimation trigger
- Dragon's Eye Savants/Coral Trickster/Horde Ambusher + Free Sac Outlet + Missy > Infinite ETB, dies, leaves the graveyard
 - Just need a payoff > Mahadi, Emporium Master; Blood Artist; Mayhem Devil; Reckless
 Fireweaver

ARTIFACT SWARM

- A simpler way to build this is less focused on the first ability and more focused on the second. I'd just DUMP artifact creatures on the board and use my commander to draw cards.
- Artifact Creatures > Canoptek Spyder; Myr Battlesphere; Sai, Master Thopterist; Mirrodin Besieged; Hangarback Walker; Third Path Iconoclast; Saheeli, Sublime Artificer
- Artifacts Matter > Monumental Corruption; Mirrorworks; Gonti's Aether Heart; Mystic Forge

RIVER SONG

COMBO POTENTIAL

- Let's get this out of the way...
- Infinite Turns > Time Stream Navigator; Epitaph Golem / Transplant Theorist / Soldevi Digger + Time Warp or any extra turns spell;

SET UP THE BOTTOM

- Draw > Experimental Augury; Impulse; Brainstorm; Dig Through Time; Scroll Rack; Teferi's Puzzle Box; The Temporal Anchor
- Recursion > Conjurer's Bauble; Junktroller; Tel-Jilad Stylus; Proteus Staff;

BUFFS

- +1/+1 Counters > Agitator Ant
 - o *Proliferate* > Flux Channeler; Ichormoon Gauntlet
- Equipment > Hero's Blade; Blackblade Reforged; Hand of Vecna; Grafted Exoskeleton;

DAMAGE TRIGGER

- May Search > Cleansing Wildfire; From the Ashes; Noble Benefactor; Boldwyr Heavyweights;
 Field of Ruin; Ghost Quarter;
 - Psychic Surgery
- Scry > Eyes Everywhere; Myr Custodian; Eager Construct; Model of Unity (in a voting deck)

THE BEAST, DEATHLESS PRINCE

THREATEN

- Steal Em > Olivia Voldaren; Decadent Dragon; Gonti, Lord of Luxury; Captivating Crew; Mass Mutiny; Mob Rule; Zealous Conscripts; Gisa, Glorious Resurrector; Might Makes Right
- Out the Graveyard > Virtue of Persistence; Reanimate; Grave Betrayal; Lim-Dul the Necromancer; Arvinox, the Mind Flail; Geth, Lord of the Vault
- Sac Em > All the Altars: Phyrexian, Ashnod's, Dementia; Viscera Seer; Goblin Bombardment; Village Rites / Deadly Dispute; Nasty End; Grab the Reins; Fling
- *Unblockable* > Whispersilk Cloak; Key to the City; Wings of Hubris; Sonic Screwdriver; Break Through the Line; Aphotic Wisps / Shizo, Death's Storehouse

IN THE 99

 Marchesa, the Black Rose; Mr. Orfeo, the Boulder; Ziatora, the Incinerator; Riveteer's Ascendancy.dek; The Horus Heresy.dek

MIDROLL POINT

THE FACE OF BOE

SUSPEND

- Suspend Ramp > Sol Talisman; Lotus Bloom; Mox Tantalite;
- Spells > Wheel of Fate; Inevitable Betrayal; Ancestral Vision; Restore Balance (Run with Bounce Lands?); Ecstatic Beauty; Heroes Remembered; Rousing Refrain; Inspiring Refrain; Reality Strobe; Chronomantic Escape;
- Big Beaters > Greater Gargadon; Deep-Sea Kraken; Gargadon; Atraxi Warden; Judoon Enforcers;
 Star Whale; Pardic Dragon;

TIME TRAVEL

 Clockspinning; Jhoira's Timebug; The Tenth Doctor; The Parting of the Ways; Time Beetle; All of History, All at Once;

SUSPEND

- Haste > Thousand-Year Elixir; Lightning Greaves;
- Untap > Minamo, School at Water's Edge; Gandalf the Grey; Jeskai Ascendancy; Sting, the Glinting Dagger; Magewright's Stone
- Return spells to hand > Archaeomancer; Mnemonic Wall; Ardent Elementalist; Exalted Flamer of Tzeentch; Mystic Retrieval; Mystic Sanctuary

WIN?

- Thousand Year Storm? Sunbird's Invocation; Shark Typhoon; Chrome Host Seedshark
- Unclear...

THE FIFTH DOCTOR / SUSAN FOREMAN

ACTIVATED ABILITIES

- Mana > Birds of Paradise; Incubation Druid; Rishkar, Peema Renegade; Gyre Sage; Kami of Whispered Hopes; Inga and Esika; Elven Chorus; Cryptolith Rite;
- Protection > Mother of Runes; Saryth, the Viper's Fang;
- *Draw* > Parcelbeast; Captain Sisay; Yisan, the Wanderer Bard;
- Threats > Mikaeus, the Lunarch; Rhys the Redeemed;

FLASHY

- It specifies creatures that didn't enter the battlefield this turn so flashing creatures in on end step will make sure that creatures start getting counters right away and will make use of your mana dorks on your opponents turns.
- Vivien, Champion of the Wilds; Gandalf the White; Tidal Barracuda; Raff Capashen, Ship's Mage;
- Or just good instant speed spells to protect your board, especially with convoke
 - Chord of Calling; Clever Concealment; March of the Multitudes; Transcendent Message;
 Sprout Swarm;

COUNTERS

- Virtue of Loyalty; Hardened Scales;
- Counters Payoffs > Herald of Secret Streams; Damning Verdict; Sigarda's Summons; Agatha's Soul Cauldron;

Alternate Companion > Nardole, Resourceful Cyborg

THE MASTER, MULTIPLIED

FOCUS ON THE MASTER

- The most straightforward build of this is focused on making as many Masters as possible. Get him on the battlefield early. Give him haste and just keep attacking.
- Ramp > Dark Ritual; Jeweled Lotus; Jeska's Will; Mana Geyser
- Haste > Mass Hysteria; Tuktuk Rubblefort
 - Universal haste is best because of the myriad tokens can only attack on the second combat if you give them all haste.
- Extra Combats > Aggravated Assault; Moraug, Fury of Akoum; Bloodthirster; Karlach, Fury of Avernus

COPY TOKENS

Make Copies > Splinter Twin; Twinflame; Delina, Wild Mage; Jaxis, the Troublemaker;
 Flameshadow Conjuring; Rionya, Fire Dancer; Orthion, Hero of Lavabrink; Determined Iteration;
 Hate Mirage; Kindred Charge;

SACRIFICE TRIGGERS

- This is tricky, but The Master ONLY affects triggers. He does not care about "end of turn" abilities that wear off at the end of turn. For a little more clarity on this, go watch our "How to Read a Magic Card" episode. Remember triggers say "when/whenever/at."
- Keywords include Myriad, Encore...
- Blade of Selves; Firbolg Flutist; Mimic Vat; Manaform Hellkite; Kari Zev, Skyship Raider;
 Urabrask's Forge; Red Sun's Twilight; Stone Idol Trap;

THE RANI

BLINK

- Reuse ETB > Displacer Kitten; Thassa Deep-Dwelling; Sword of Hearth and Home; Blur;
- Other ETBs > Bloodboil Sorceror; Jeering Homunculus; Life of the Party; Vengeful Ancestor;

GOAD

- Goad More > Bothersome Quasit; Ghoulish Impetus; Laurine, the Diversion; Bjorna, Nightfall Alchemist;
- Payoffs > Karazikar, the Eye Tyrant; Firkraag, Cunning Instigator; Baeloth Barrityl, Entertainer; Willbreaker:

ENCHANTRESS?

- Constellation > Doomwake Giant; Grim Guardian;
- *De-Constellation >* Hateful Eidolon; Ashiok's Reaper; Wicked Visitor;

THE SIXTH DOCTOR / BARBARA WRIGHT

SAGAS

- Urza's Saga; Kiora Bests the Sea God; Jin-Gitaxias; Three Blind Mice; Behold the Unspeakable;
- Follow your personal preference here. You probably want 18-20.

LORE COUNTERS

 Scholar of New Horizons; Weaver of Harmony; Flicker of Fate; Power Conduit; Strionic Resonator;

RECURSION

 Brought Back; Cosmic Intervention; Brilliant Restoration; Open the Vaults; Tameshi, Reality Architecht; Starfield of Nyx; Dance of the Manse;

ENCHANTRESS

- Enchantment to graveyard > Historian's Boon; Knight of Doves; Femeref Enchantress;
- Typical Enchantress stuff > Sanctum Weaver; Setessan Champion;

Alternate Companion > Romana II

OUR FAVORITE COMMANDER?

Jimmy = The Beast, Deathless Prince Rachel = The Master, Multiplied

MOST POWERFUL COMMANDER?

Jimmy = River Song? Rachel = Missy?

3) TO THE LISTENERS

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

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.