

## CZ0524. MOM TEAM UP COMMANDERS: PART 2

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1) INTRO Jimmy & Rachel

**@jfwong** - **@wachelreeks** - @commandcast

*We're taking a look at some of the new Team Up Commanders coming out in March of the Machine and there are some very exciting ones to talk about this time. BUT BEFORE WE GET INTO THEM:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*GK LIVE MINNEAPOLIS\*\* \*\*PATREON: COOPER JOHNSON\*\***

### 2) MAIN TOPIC: TEAM UP COMMANDERS - MARCH OF THE MACHINE

*There are 19 Team Up legendary creatures in March of the Machine; so we won't have time to cover them all, but we are going to cover a lot of them. This is part 2 of a 2-part series on the Team Up Commanders. These are the Legendary creatures with two iconic Magic characters on it. Slimefoot and Squee, Ghalta and Mavren, etc. We will skip just a couple Commanders that don't naturally lend themselves to being Commanders or are very similar to Commanders we've covered in the past.*

#### **KROXA AND KUNOROS**

*This does not seem like a sustainable repeatable plan. I wouldn't plan on blinking them.*

**SELF MILL** *Even with 40+ creatures in the deck, you're going to need a LOT of this to actually get to 5 cards from your graveyard.*

- Bit by Bit Mill: Doom Whisperer; Cathartic Reunion; Stitcher Supplier; Stinkweed Imp;
- Discard your Hand: Wheel of Misfortune; Magus of the Wheel
- Huge Chunks of Mill: Angel of Suffering; Altar of Dementia (+ a Necrogoyf or Carrion Grub); Dread Summons

**REANIMATION** *I don't think your commander is the best way to reanimate. Have redundancies.*

- Dread Return; Unburial Rites; Priest of Fell Rites; Stitch Together; Chainer, Nightmare Adept;
- Rodolf Duskbringer; Celestine, the Living Saint; Olivia, Crimson Bride; Emeria Shepherd;
- Living Death;
  - Albeit less good with all the exiling you're doing

**BEEF** *Reanimation targets are the best place to express creativity! Get wacky!*

- Reya Dawnbringer; Sister Hospitaller; Gisela, Blade of Goldnight;

**WARHAMMER** *Recent Warhammer set brought some new goodies to the table:*

- *Artifact Creatures Matter*: Imotekh the Stormlord; Technomancer;
- *Mill*: Necron Monolith; Tomb Fortress
- *Unearth Synergy*: Convergence of Dominion; Cityscape Leveler

#### **COMBO POTENTIAL**

- Altar of Dementia; Kroxa and Kunoros > MILL YOUR DECK
- Karmic Guide + Reveillark or Fiend Hunter or Felidar Guardian > MILL YOUR OPPONENTS

### **RANKLE AND TORBRAN**

*\*Additional damage to a player or battle, NOT creatures. The first strike damage also can trigger BEFORE the combat damage from other attacking creatures that turn.*

**DOUBLE STRIKE** *It's a commander with a combat damage trigger which means...*

- Embercleave; Psychotic Fury; Twinferno
- Double *combat* is also an option - Aggravated Assault; Seize the Day

### **DAMAGE**

- *Pingers* > Mayhem Devil; Impact Tremors; Witty Roastmaster; Chandra, Fire of Kaladesh; Flame Fusillade; Vicious Rumors; Oni-Cult Anvil;
- *Repeatable Damage* > Pyrohemia; Pestilence; Valakut, the Molten Pinnacle; Fiery Confluence; Embraal Gear-Smasher; Brazen Cannonade; Valakut Exploration
- *Pressure your opponents' life totals in other ways.*
  - Keen Duelist; Protection Racket; Sivriiss, Nightmare Speaker;

**LITTLE FLIERS** *R&T have first strike so they deal damage before any of your other creatures. So little, evasive creatures are a great way to get some damage in.*

- Falkenrath Forebear; Professional Facebreaker;
- Loyal Apprentice; Ophiomancer; Zurzoth, Chaos Rider; Jadar, Ghoulcaller of Nephalia;

### **SLIMEFOOT AND SQUEE**

*This could be an aristocrat deck trying to make a ton of tokens and drain everyone out or it could focus on reanimating huge threats to take over the game.*

**SELF MILL** *First things first in a reanimator deck!*

- Hermit Druid; Doom Whisperer; Skull Prophet; Hostile Negotiations;
- *Looting* > Bitter Reunion; Thrill of Possibility; Faithless Looting;

**SAC OUTLETS** *You have to have a high density of free sac outlets to make sure you always have one. They make your deck very difficult to interact with because it's most powerful from the graveyard.*

- Phyrexian Altar; Altar of Dementia; Greater Good; Viscera Seer; Tevesh Szat, Doom of Fools
- Sac outlets that make mana are especially good because you have Saprolings running around

### **SAPROLINGS**

- Saproling Cluster; Nemata, Primeval Warden; Tendershoot Dryad;
- *Other tokens* > Tormod, the Desecrator; Desecrated Tomb;

### **ARISTOCRATS**

- Syr Konrad, the Grim; Dreadhound; Slimefoot, the Stowaway; Poison Tip Archer;

### **SURRAK AND GORECLAW**

*This is a classic green stompy deck with the two scariest keywords in the command zone: haste and trample. The 99 will look like Runadi, Behemoth Caller or Kodama of the West Tree. Also, you're legally required to play Goreclaw, Terror of Qal Sisma and Savage Punch in this deck.*

**HASTE, PLEASE** *Haste makes many cards leagues better.*

- *Mana Dorks* > Selvala, Heart of the Wilds; Gwenna, Eyes of Gaea; Rishkar, Peema Renegade; Shaman of Forgotten Ways; Incubation Druid; Ilysian Caryatid; Karametra's Acolyte; Biophagus;
- *Activated Abilities* > Elvish Piper; Ulvenwald Tracker; Magus of the Order;
- *Attack Triggers* > Elder Gargarith; Pathbreaker IbeX; Werewolf Pack Leader; Gigantosaurus; Old Gnawbone; Toski, Bearer of Secrets; Hierophant Bio-Titan

**HIT THE WEIGHTS**

- Zopandrel, Hunger Dominus; Beastmaster Ascension; God-Eternal Rhonas;

**COUNT ON IT**

- Inspiring Call; Armorcraft Judge; Hardened Scales; Smell Fear; Defiler of Vigor; Cankerbloom; Unnatural Restoration; Bloated Contaminator; Evolution Sage; Kodama of the West Tree;

**\*\*\*MIDROLL POINT\*\*\*** *We have 5 more Commanders to talk about in this episode including two frog Commanders???*

**THALIA AND THE GITROG MONSTER**

*This deck can be land focused or hate bear focused and as long as you have enough card advantage, will be very powerful. A new direction for Abzan colors? Hatebear + Value? This seems like a very strong Commander where you can toolkit it to your liking.*

**LANDFALL** *This could be a grindy lands deck that turns the extra land drops into value. Use explosive land drop abilities to go wide. Attack for the win, or drain them out with Blood Artist effects.*

- *Landfall* > Tireless Tracker; Emeria Angel; Rampaging Baloths; Felidar Retreat; Titania, Protector of Argoth;

**LANDS FOR TURN**

- Azusa, Lost But Seeking; Exploration; Springbloom Druid; Staff of Titania;

**FROM THE GRAVE** *Lands decks use fetchlands and land graveyard effects as card advantage. Make sure you hit every single additional land drop to maximize landfall triggers.*

- Fetch lands
  - Even if you're building on a budget...
  - Fabled Passage; Evolving Wilds; Terramorphic Expanse
- Conduit of Worlds; Ramunap Excavator; Ancient Greenwarden;

**GAS IT UP** *If you want your deck to be a little more powerful, try these cards.*

- Pattern of Rebirth; Eldritch Evolution; Natural Order; Birthing Pod;
- *Light Stax* > Braids, Arisen Nightmare; Collector Ouphe; Thalia, Guardian of Thraben

**TOOLKIT** *These colors are notorious for being toolkit decks - black gives access to tutors, green and white offer protection, and creatures in graveyards are a specialty of Abzan. Basically - if you are having trouble winning against your meta, this deck will let you build very specifically to get a leg up.*

- *Creature Value* > Check out any Karador deck (Reclamation Sage, Eternal Witness)
- *Protection Value* > Teferi's Protection, Heroic Intervention, general hate-bear-ness
- *Kill Everything* > WB offers the widest variety of removal
- *Find it* > Demonic Tutor, Green Sun's Zenith, Worldly Tutor, Sylvan Library

### YARGLE AND MULTANI

*Commander Damage, drain effects or Psychosis Crawler effects could all be win cons in this deck. Focus your plan on looping your frogman for value or loading him with keywords to do real damage.*

### POWER MATTERS

- Mandate of Abaddon; Traverse the Outlands; Monstrous Onslaught;

### PUNCH THROUGH

- *Trample* > Garruk's Uprising; Goreclaw, Terror of Qal Sisma; Titanoth Rex; Gaea's Gift; Shadowspear; Ruxa, Patient Professor; Berserk;
- *Draw Cards* > Mask of Griselbrand; Garruk, Primal Hunter; Rishkar's Expertise; Return of the Wild Speaker; Hunter's Prowess;
- Not of This World;

### SAC FOR VALUE

- *Draw* > Greater Good; Life's Legacy; Doom Weaver; Shadowheart, Dark Justiciar; Ruthless Technomancer; Ghoulcaller Gisa;
- *Black Fling* > Essence Harvest; Rite of Consumption; Dying Wish; Final Strike; Jarad, Golgari Lich Lord;

### RECURSION

- Undying Malice; Malakir Rebirth; Supernatural Stamina; Kaya's Ghostform;

### BIG DUMMIES

- Yargle, Glutton of Urborg; Daemogoth Titan; Phytotitan; Freelance Muscle;

### ZIMONE AND DINA

### DRAW 2

- *Instant speed means you can do this more than one time a turn rotation:* Deadly Dispute; Skullclamp; Consecrated Sphinx; Eureka Moment; Chemister's Insight; Morbid Opportunist
- Abundance
  - Note: This replaces draws so it won't trigger your second draw clause, but will help you make every land drop.

### FODDER

- *Tokens* > Ophiomancer; Field of the Dead; Scute Swarm; Chasm Skulker; Black Market Connections; Dreadhorde Invasion; Jadar, Ghoulcaller of Nephalia;
- *Draw 2 token triggers* > Ethereal Investigator; Minn, Wily Illusionist;
- Bloodghast; Nissa of Shadowed Boughs

**UNTAP** *As long as you have creatures to sacrifice, you should want to untap your Commander as much as possible.*

- Retreat to Coralhelm; Tideforce Elemental; Quirion Ranger; Scryb Ranger; Seedborn Muse; Cerulean Wisps; Benefactor's Draught;
- *Haste & Untap* > Tyvar, Jubilant Brawler; Thousand-Year Elixir;
- *Untap Lands* > Tiller Engine; Amulet of Vigor;

**WIN?** *You have all the cards and all the lands. Now what?*

- *Punish From Draws* > Gixian Puppeteer; Psychosis Crawler; Sheoldred, the Apocalypse; Teferi, Temporal Pilgrim;
- *Overrun* > Alandra, Sky Dreamer; Jolrael, Mwonvuli Recluse; Sunbringer's Touch

## ZURGO AND OJUTAI

**BLINK?** *Jeskai Blink Commander???* *You can use blink to protect your Commander and the return to hand to retrigger ETBs?*

- *ETBs* > Ganax, Astral Hunter; Vengeful Ancestor; Nadaar, Selfless Paladin; Stirring Bard; Capricious Hellraiser; Rapacious Dragon; Patron of the Arts; Dragon Turtle; Icefall Regent; Demanding Dragon; Swashbuckler Extraordinaire; Hellkite Courser; Skyline Despot; Astral Dragon; Knollspine Dragon; Red Dragon; Juvenile Mist Dragon; Feywild Caretaker;

## DRAGONS & SPELLS

- Manaform Hellkite; Elminster; Smoldering Egg; Niv-Mizzet, Parun; Taigam, Ojutai Master; Galazeth Prismari;

## JESKAI DRAGONS

- *You can make a lot of them....* Ancient Gold Dragon; Feywild Visitor; Lathliss, Dragon Queen; Utvara Hellkite;
- *Or just keep it classic...* Goldspan Dragon; Terror of the Peaks; Dragonlord Ojutai;

**RETURN TO HAND** *Do you care about the return to hand? Probably not.*

- *Reuse cast triggers* > Lozhan, Dragons' Legacy; Reflections of Littjara
- *Reuse adventure spells* > Young Blue Dragon; Young Red Dragon; Crystal Dragon; Sapphire Dragon

## QUINTORIUS, LOREMASTER

*\*MUST obey timing restrictions because it says "this turn."*

**MANDATORY** *If you're building Quintorius, you gotta have these...*

- Quintorius, Field Historian; Thrilling Discovery; Lorehold Command; Expel; Generous Gift

## SELF MILL

- Faithless Looting; Cathartic Reunion; Illuminate History; Valakut Exploration; Queen Kayla bin-Kroog
  - Cellar Door lets you cast the same instant or sorcery over and over again.

## WE'VE GOT SPIRIT

- *Fodder* > Ugin, the Ineffable; Court of Grace; Clarion Spirit; Spirit Bonds; Staff of the Storyteller;
- *Support?* > Hofri Ghostforge; Drogskol Reinforcements; Hallowed Haunting; Clash of Realities

## CAST FROM EXILE

- Passionate Archaeologist; Wild-Magic Sorcerer

**WHAT TO CAST?** *This is where your creativity comes in. What kind of deck is this? Big spells? Big artifacts? Planeswalkers? Spirit themed?*

- Artifacts > Darksteel Forge; Portal to Phyrexia;
- Super Friends > Ugin, the Spirit Dragon; The Eternal Wanderer;

#### **OUR FAVORITE COMMANDER FROM MOM?**

**Jimmy = Rankle and Torbran**

**Rachel = Zimone and Dina**

#### **MOST POWERFUL COMMANDER FROM MOM?**

**Jimmy = Thalia and the Gitrog Monster (flexibility wins - generically powerful)**

**Rachel = Hard to choose...Zimone and Dina? Slimefoot and Squee? Thalia and the Gitrog Monster?**

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

What do you think of the new March of the Machine Team Up Commanders? Are you planning on building any of them? Are there any synergies or combos that we missed?

**\*\*CARD KINGDOM #2\*\* \*\*ULTRA PRO #2\*\* \*\*GK LIVE MINNEAPOLIS\*\***

#### 4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Arthur Meadowcroft; Ladee Danger; Manson Leung; Craig Blanchette; 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.**