

CZ0505: J22 COMMANDER ANALYSIS

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1) INTRO Jimmy & Rachel

@jfwong - @wachelreeks - @commandcast

We're taking a look at some of the new Commanders coming out in Jumpstart 2022 and there are some very exciting ones to talk about this time. And a very warm welcome to Rachel! BUT BEFORE WE GET INTO THEM:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: ALVARO GUTIERREZ****

2) MAIN TOPIC: COMMANDERS - JUMPSTART 2022

There are 14 new legendary creatures in Jumpstart 2022; so we won't have time to get to them all.

We've skipped over the commanders that seem similar to others in the past and commanders that are a little more straightforward to build (i.e. tribal commanders).

AGRUS KOS; ETERNAL SOLDIER

NOTE: The target of an ability; not a spell.

NOTE: This does not make permanent copies of auras or equipment. It just moves them down the line.

IN A BLINK *There are two ways that I discovered to build this deck. They do not work together. Make sure you know which kind of deck you're building.*

- *Ways to Target > Sword of Hearth and Home; Teleportation Circle; Duke Ulder Ravengard; Delina Wild Mage; Jaxis the Troublemaker; Touch the Spirit Realm*
- *Creatures to Target > Charming Prince; Restoration Angel; Skyclave Apparition (creatures like Fiend Hunter also do the trick, but will return prior creatures); Circuit Mender; Bruse Tarl, Boorish Herder; Angel of the Ruins (this is quickly becoming a new all-star across several types of decks)*

COUNT ON IT *The other option uses +1/+1 counters or ability counters and applies them to the whole team.*

- *Ways to Target > Thundering Raiju; Avenging Huntbender; Splendor Mare; Siege Veteran; Elspeth Resplendent; Resourceful Defense; Helioid, Sun-Crowned*
- *Creatures to Target > Krenko, Tin Street Kingpin; Felidar Retreat; Basri's Lieutenant; Hangarback Walker; High Sentinels of Arashi*

PROTECT THE PLAN *Your plans are foiled if your commander is removed or if your board is destroyed. Plan ahead!*

- *Together Forever; Mother of Runes; Standard Bearer; Sevinne's Reclamation*
- *Slow Them Down > Mono-White can stax it up hard, and this deck should have its abilities on board and unaffected - Thorn of Amethyst; Rule of Law*

AUNTIE BLYTE, BAD INFLUENCE

STOP HITTING YOURSELF *Let's do some damage! This is a group slug deck.*

- Wheel of Misfortune; Price of Progress; Pyrohemias; Heartless Hidetsugu; Volcano Hellion; Ancient Tomb; City of Brass
- *Let's Die Together* > Acidic Soil; Citadel of Pain; Flame Rift; Pyrohemias; Roiling Vortex - should get players low enough that you can start one-shotting them with your commander. Then play Final Fortune or Warrior's Oath
- Finally, a reason to play Mana Crypt XD

RED +1/+1 COUNTERS? *Historically; red hasn't done much with +1/+1 counters; but there are more than you think. And The Ozolith may make a counter subtheme worth including.*

- The Ozolith; Runaway Steam-Kin; Laelia, the Blade Reforged; Taurean Mauler; Agitator Ant; Thundering Raiju; Kami of Celebration

LIFELINK *Giving Auntie deathtouch is cute; but lifelink is stronger when you're throwing this much damage around.*

- Witch's Clinic; Shadowspear; Basilisk Collar; Batterskull; Scavenged Brawler

PROTECT THE AUNTIE *If you want to play any of the other group slug cards like Rolling Earthquake or other effects that would hurt auntie, you can go about it two ways:*

- *Indestructible* > Darksteel Plate; Magebane Armor; Hammer of Nazahn;
- *Flying* > Equip Auntie with Cobbled Wings; Gilded Pinions; Zephyr Boots then you can freely cast any of those spells that only hit Creatures without flying like Rolling Earthquake; Flamebreak; Earthquake

ISU, THE ABOMINABLE

The part that I'm interested in here is the casting off the top of the library. The counters feel a little clunky and unhelpful without evasion. This feels like a very generic Commander so you can play whatever Snow themed deck you want.

LET IT SNOW *You want a high density of snow cards to make sure you can really churn through your deck.*

- *Snow Lands* > Snow Basics; Rimewood Falls; Boreal Shelf; Dark Depths; Shimmerdrift Vale
- *Incidentally Snow* > Ohran Frostfang; Boreal Druid; Coldsteel Heart; Ice-Fang Coatl; On Thin Ice
- *Snow Support* > Marit Lage's Slumber; Iceberg Cancrix; Icebreaker Kraken; Avalanche Caller; Sunstone; Glacial Revelation

WINTER WONDERLANDS *Extra land drops is very important to maximizing Isu's ability; which makes me think this looks very similar to a lands deck*

- Azusa; Aesi; Dryad of the Ilysian Grove
- *What does white add to a lands deck?* Felidar Retreat; Emeria Shepherd; Sun Titan; Karametra God of Harvests; Yasharn Implacable Earth; Deep Gnome Terramancer; Land Tax

LIBRRRARY *Hopefully a lot of spells will be cast from the top of your library; you may want a few things to smooth out that process*

- Brainstorm; Sylvan Library; Sensei's Divining Top; Explorer's Scope
- Vega the Watcher

*****MIDROLL POINT***** *Our next Commander makes banana tokens? And the most powerful commander still to come.*

KIBO, UKTABI PRINCE

Cute flavor: Bananas are half food/half treasure and other players sacrificing artifacts means you get big monkeys

MONKEYIN' AROUND *What are the playable primates? There are more than you think*

- *Apes* > Kogla the Titan Ape; Silverback Elder; Gorilla Shaman; Simian Spirit Guide
- *Monkeys* > Ragavan Nimble Pilferer; Scrounging Bandar; Yavimaya Steelcrusher; Monkey Cage
- *Cards with Monkeys* > Primitive Justice - this is the absolute must-play card for this deck
- *Changeling Monkeys* > Realmwaker / Maskwood Nexus

BUFF MONKEYS *If you want to go the primate route; you'll want a high density of them. It may be worth considering some counter synergy as well.*

- Hardened Scales; Invigorating Hot Spring (has a monkey on it); Kodama of the West Tree; Throne of Geth

BANANAS? *The other way to go with this deck is to make tchotchke.dek that gives opponents lots of tokens and punishes them for it.*

- *More artifacts* > Descent into Avernus; Curse of Opulence; Primal Vigor; Thousand Year Elixir
- *Punish artifacts* > Viridian Revel; Sardian Avenger; Fangren Marauder; Manglehorn
- *Use your bananas* > Reckless Fireweaver; Ingenious Artillerist; Sarinth Steelseeker; Jaheira Friend of the Forest; Ghirapur Aether Grid; Quicksmith Genius

NOT ON THEIR LIFE *Don't underestimate the amount of life these bananas will gain your opponents. A few cards that fight back against it or take advantage of it may be worth a slot.*

- Kavu Predator; Punishing Fire; Rampaging Ferocidon

LITA, MECHANICAL ENGINEER

I wanted to talk about Lita because I wasn't exactly sure what this deck did.

UNTAP THAT *Ok. What are the artifact creatures with tap abilities?*

- *Most powerful:* Kuldotha Forgemaster; Scrapyard Recombiner; Hangarback Walker; Palladium Myr; Steel Overseer; Scarecrone
- *Tap for 1:* Gold Myr; Ornithopter of Paradise; Manakin
- Drumbellower

CREATURE-FACTS *White artifact creatures is a thing that Wizards has been building toward. Is it enough?*

- Mycosynth Golem; Losheel Clockwork Scholar; Canoptek Spyder; Thopter Shop; Sanwell Avenger Ace; Rebbec Architect of Ascension; Oswald Fiddlebender; Scaretiller

CAN IT WIN? *Hmmm. Maybe? 5/5 flyers are no joke.*

- Organic Extinction; Armed and Armored; Peacewalker Colossus; Mechtitan Core
- Combo? Staff of Domination + Basalt Monolith / Rings of Brightearth (and a Gold Myr / Energy Refractor) to make a million thopters?

MIZZIX, REPLICARIDER

I think there are two directions to take this deck. One is more permanent based. The other is more spellslinger.

SPELLSLINGER

- *Anywhere but hand* > Wand of Wonder; Lier Disciple of the Drowned; Gale Waterdeep Prodigy; Torrential Gearhulk; Magmatic Channeler; Birgi God of Storytelling
- *Spells that exile other cards* > Jeska's Will; Inspired Tinkering; March of Reckless Joy
- *Spells that cast from other places* > Behold the Multiverse; Deep Analysis; Brazen Borrower; Beacon Bolt; Indulge // Excess
- *The classic graveyard recursion* > Past in Flames; Mizzix's Mastery;
- *Double Up Mizzix* > Veyran, Voice of Duality; Strionic Resonator; Harmonic Prodigy; Irenicus' Vile Duplication

PERMA-SLINGER *There is a version of this deck that focuses on copying value permanents. I think it's harder to execute in blue and red; but it is a fun build.*

- *Anywhere but hand* > Etali Primal Storm; Laelia the Blade Reforged; Eruth Tormented Prophet; Reality Chip; Stolen Strategy; Underworld Breach; Share the Spoils; Scholar of the Lost Trove; Emry Lurker of the Loch
- *Spells that cast from other places* > Malevolent Hermit; Mirrorhall Mimic
- Sundial of the Infinite; Day's Undoing

ANYWHERE BUT HAND *Stuff that cares about casting from exile/not hand.*

- Keeper of Secrets; Passionate Archaeologist; The Lost and the Damned; Wild-Magic Sorcerer

NEEDS A LOT OF MANA

- Mana Geyser; Jeska's Will; Underworld Breach; Reality Spasm; Storm-Kiln Artist

PRESTON, THE VANISHER

BLINK *Focusing on blink seems like the most straightforward version of this deck; it's also likely the most powerful.*

- Teleportation Circle; Ephemerate; Conjuror's Closet; Charming Prince
 - *Charming Prince is a very slow infinite combo/value engine: Blink Prince; make token copy of prince to blink original copy; comes back at next end step; makes a token copy of prince that blinks original copy until end step...*
- Skyclave Apparition; Wall of Omens; Spirited Companion; White Plume Adventurer; Ranger-Captain of Eos; Palace Jailer

COMBO POTENTIAL

- Preston + Felidar Guardian + any way to ETB FG that isn't cast = Blink Felidar Guardian > Token FG > Blink Felidar Guardian = Infinite creature ETBs; Infinite 0/1s; infinite blink of another permanent (land gives you infinite mana)
- Preston + Fiend Hunter + any way to ETB FH that isn't cast + sac outlet = OG FH target something > Token FH target OG FH > Sacrifice Token FH > OG FH target something = infinite blinks; infinite permanent creature exiles; infinite creature ETBs; infinite creature dies

- Preston + Karmic Guide + any way to ETB KG that isn't cast + sac outlet = OG KG target something > Sacrifice OG KG > Token KG target OG KG > OG KG target something = infinite reanimate; infinite creature ETBs; infinite creature dies
- *Payoffs* > Blasting Station; Altar of the Brood

REANIMATOR *I also love the idea of focusing on Reanimation. White doesn't have a ton of efficient reanimation; but it has gotten a lot of redundancy. This deck will likely have some blink synergy as well.*

- Storm of Souls; Karmic Guide; Late to Dinner; Emeria Shepherd; Emeria the Sky Ruin; Elspeth Conquers Death; Ascend from Avernus
- Myr Battlesphere; Platinum Angel; Emeria Shepherd; Angel of the Ruins; Serra's Emissary; Exquisite Archangel; Wurmcoil Engine; Breathkeeper Seraph

OUR FAVORITE COMMANDER FROM J22?

Jimmy = Mizzix, Replica Rider

Rachel = Kibo, Uktabi Prince

MOST POWERFUL COMMANDER FROM J22?

Jimmy = Preston the Vanisher

Rachel = Preston the Vanisher

3) **TO THE LISTENERS**

What do you think of the new Jumpstart 2022 Commanders? Are you planning on building any of them? Are there any synergies or combos that we missed?

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

4) **THE END STEP**

N/A

5) 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; Patrick Nan; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; and Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem and Josh Lee Kwai.**

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