

CZ405: AFR NEW COMMANDER REVIEW (MULTICOLORED)

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

- 1) INTRO TBD

@jumbocommander - **@JoshLeeKwai** - @commandcast

Adventures in Forgotten Realms is the Dungeons and Dragons themed magic set. There are a ton of legendary creatures and they are fun and flavorful. Let's look at how they will perform as commanders.

****CARD KINGDOM - ULTRAPRO CALL-OUT #1****

KICKSTARTER -- Limited Quantity while supplies last

****PATREON CALL-OUT - Andreas Máni****

- 2) **MAIN TOPIC:** AFR MAIN SET LEGENDARY CREATURE REVIEW

NOTE: CAN BE SPLIT MONOCOLORED (14) & MULTICOLORED (16)

NEW MECHANICS

Dungeons

- Read Dungeons and explain. Mention average payoff and big payoff to get a feel
- Only 3, Exist outside the game, always have access to each, can only venture into one at a time can run the same one over and over.

Dice

- Fail, average and a crit. Evaluate based on average rolls

MULTICOLORED

Barrowin of Clan UIndurr

- There are 19 Black and White dungeon payoffs so far. We also know that there is an ESPER dungeons matter commander being revealed soon so there are bound to be even more. You can play only the best dungeon cards and have them just be extra value but if you want to speed run dungeons you will need to play some less desirable cards.
- Average Examples - Delvers Torch / Veteran Dungeoneer / Dungeon Map
- Comes with some free value immediately. If you choose Tomb of Annihilation as your dungeon, then you will only need to venture two more times to complete it.
- Blink/Flicker/Reanimate: Eldrazi Displacer/Ephemerate; Reanimate/Animated Dead; etc
- Maybe some kind of hate bears deck (Drannith Magistrate; Aven Mindcensor; Thalia, Guardian of Thraben; Grand Abolisher; Esper Sentinel); Other good stuff to recur: Kami of False Hope;

Selfless Spirit; Stitcher's Supplier; Aristocrats (most key pieces are 3 or less cmc: Blood Artist/Zulaport; Viscera Seer; etc)

- Double trigger: Strionic Resonator/Lithoform Engine;
- Feels a little like Lurrus of the Dream-Den

Bruenor Battlehammer

Another Boros Equipment Commander - Yay...

- You want stuff with a high equip cost: Colossus Hammer; Scythe of the Wretched; Blazing Sunsteel; Seraphic Greatsword; Blade of Selves; Sword of Kaldra; Kaldra Compleat; Argentum Armor; Helm of the Host; (note: Sunforger and "Sword of" series still good)
- Could also just go "cheerios" and go with a ton of really cheap equipment to maximize the +2/+0
DJ: I get more excited about cheating mana and card draw than I do about power boosts.

Drizt Do'Urden

(Josh is playing this on GK!)

- Double Strike: Good w/ "on combat damage" triggers (Swords: F&F, H&H, Fire&Ice) Less good with "on attack" triggers like Sword of the Animist (but I'd still play it).
- Pump Drizt: Phyrexian Dreadnought; Force of Savagery; Evoke-->Cloudthresher, Walker of the Grove; Fight Cards (Kogla, the Titan Ape; Dromoka's Command); Berserk; +1 Counter Synergy-->The Ozolith/Doubling Season/etc.
- Voltron Board Wipes: Tragic Arrogance; Fell the Mighty; Promise of Loyalty
- Board Protection: Heroic Intervention; Dauntless Escort; Selfless Spirit

Farideh, Devil's Chosen

- Dice rolling is a new mechanic (besides all of the uncards) so our card pool is limited but there are at least 23 new dice rolling cards that are in Blue and Red. There are also bound to be some commander specific dice rolling cards to supplement this number.
- 27 Uncards that have you rolling dice but they are mostly D6 which will not trigger your commander but could synergise with other dice rolling payoffs. Steel Squirrel, Krark's Other Thumb
- Flying and menace every turn 3/3 Flying menace not that great - but rolling dice is fun so this might be for you.

Gretchen Titchwillow

- How close to Thrasios is this? (colored mana to activate but doesn't scry. Land comes in to play untapped)
- Almost everything that's good in the Thrasios deck will be good in this deck: Training Grounds; Seedborn Muse; Wilderness Reclamation;
- In some cases it will need an additional piece to "go off" - Something that creates colored mana from colorless (Gemstone Array/Chromatic Orrery) but many of the usual Thrasios combos will still work (Palinchron/Peregrine Drake + Deadeye + Lab Man/Thassa's Oracle, etc)

Gretchen is likely the most powerful Commander in the set (reasoning: Thrasios is extremely powerful and she is very very similar)

Hama Pashar, Ruin Seeker

- Double your dungeons! Note: You don't venture twice. You just get double the effect when you do venture.
- There are 18 Blue and White dungeon payoffs so far. We also know that there is an ESPER dungeons matter commander being revealed soon, so there are bound to be even more dungeon matters cards.
- Average Examples - Delvers Torch / Veteran Dungeoneer / Dungeon Map
- This commander is the speed run dungeon commander. You need to start getting to the late stages of the Dungeon of the Mad Mage to have all your dungeon payoff cards start to work together.
- Many dungeon enablers are on creatures or interact with creatures so having some support that protect creatures, blink creatures or open up lines of attack is strong.
- Cosmic Intervention / Akroma's Will / Bident of Thassa
- I feel like there are better payoffs for blinking creatures than venturing deeper into the dungeon though

Kalain, Reclusive Painter

- Treasure Tribal (will be played by one of the guests on the next GK!)
- Step #1: Create a bunch of Treasure-->Impulsive Pilferer, Magda, Brazen Outlaw, Ragavan, Nimble Pilferer, Dockside Extortionist
- Step #2: Use Treasure to Cast Creatures (preferably with Haste)-->Captain Lannery Storm, (Riot Mechanic) Skarrgan Hellkite, Exava, Rakdos Bloodwitch
- Treasure Synergy--> Mayhem Devil; Goldspan Dragon; Juri, Master of the Revue
- +1 Counter Synergy (this is a little harder to come by in Rakdos)-->The Ozolith; Skyclave Shadowcat; Yawgmoth, Thran Physician (proliferate!);

**** MIDROLL BREAK ****

Krydle, of Baldur's Gate

- Only Mills/Scrys/Gains 1, no matter how much damage you do.
- Giving unblockable to other stuff might be most useful ability-->Phage, the Untouchable; Quietus Spike; Infect; Ninjas.
- Unblockable is not hard to come by in blue; Sun Quan/Archetype of Imagination.

Minsc, Beloved Ranger

- Jimmy's deck on GK!
- Insta-KO with Infinite Mana; Jimmy went Giant/Changeling Tribal-->Calamity Bearer; Surtland Flinger; Give all creature types-->Blades of Velis-Vel/Mirror Entity; He also mentioned that he considered going +1 counters (since it synergizes with Minsc's ability); Infect is also a thing.

- JLK: I would maybe look into creatures that care about their P/T-->Cultivator of Blades; Wild Beastmaster; Pathbreaker Ibex;
- Token creators based on creature size-->Elemental Mastery; Ooze Garden; Fungal Sprouting
- There are a bunch of creatures that grow based on the size of your biggest creature-->Tuya Bearclaw; Rubblebelt Rioters; Impetuous Protege;
- Activate only as a sorcery is sadness

Orcus, Prince of Undeath

- This is powerful effect but it needs a lot of set-up/mana.
 - You're probably trying to self mill and/or sacrifice +wrath the board a lot while you try to set up for a big mana turn where you reanimate your whole graveyard and win.
 - Self Mill-->Mesmeric Orb/Perpetual Timepiece/Altar of Dementia; Rummaging also counts-->Faithless Looting/Thrill of Possibility/Cathartic Reunion; Graveyard Tutors-->Buried Alive/Entomb
 - Big Mana-->Urborg + Cabal Coffers; Black Market; Mana Geyser;
 - Living Death/Balthor the Defiled; Gray Merchant of Asphodel;
- JLK: I like that Orcus' two modes both synergize with the same gameplan*

Shessra, Death's Whisper

- Card draw on a commander is always exciting - you have to pay mana and it's only your turn
- Combine with other card draw effects and value generation from creatures dying. - Dark Prophecy, Deathreap Ritual Moldervine Reclamation, Species Specialist], Liliana, Dreadhorde General
- ETB can lure OPs best creature to its death - this makes deathtouch better - Hooded Blightfang, Poison-Tip Archer, Varragoth, Bloodsky Sire, Fynn, the Fangbeater - deathtouch also makes it more likely that you will draw more cards from all the other effects.
- Forcing blocks can also open up other lines of attack - Virtus the Veiled, Raving Dead, Storrev, Devkarin Lich
- Chevill, Bane of Monsters was a very cool card but was limited in only applying one bounty a turn this feels like a great Lieutenant in a Shessra deck.
- I want to force someone to block Phyrexian Obliterator!!!

Targ Nar, Demon-Fang Gnoll

- Aggro. Expensive to Activate. No evasion.
- Extra Combat Steps = More Triggers-->Moraug, Fury of Akoum; Port Razer; Aggravated Assault + Savage Ventmaw/etc
- Power Matters-->Goreclaw, Terror of Qal Sisma/Xenagos, God of Revels; Berserk/Temur Battle Rage/Unleash Fury;
- Not super exciting. Your basic big attacky Commander.

Tiamat

- 7 mana 7/7 draw 5. Usually we talk about blinking or reanimating to get another trigger but how many of these triggers do you need to win the game?
- Best Dragons: Hellkite Courser (Sneak Attack also seems super good); Beledros Witherbloom/Goldspan Dragon (helps you cast Tiamat!);
- Good chance you will have to discard: Bladewing the Risen; Animate Dead/Reanimate; Patriarch's Bidding; (Worldgorger Combo) *Karrthus or Temur Ascendancy, etc for Haste.
- Non-Dragons: Morophon, the Boundless; Crib Swap (Tiamat doesn't say "creature"); Maskwood Nexus/Conspiracy (get any creature!)

Trelasarra, Moon Dancer

- Ajani's pridemate in the command zone. This belongs in lots of little lifegain decks. I have played Karlov (two counters instead of one) a lot and just making him grow is great. This is a huge beater and a great deck.
- You want a lot of individual sources of small lifegain rather than a few really big ones: Soul Sisters-->Soul's Attendant/Soul Warden/Essence Warden
- Lifegain tribal is pretty established by now but G/W hasn't had a ton of options up til this point.

Volo, Guide to Monsters

- Double all your creatures! Fun deck building restriction! Awesome! (Note: Immediately shuts off humans and wizards)
- Evoke-->Mulldrifter/Wavesifter/Aethersnipe/Cloudthresher; Stuff that untaps lands-->Palinchron/Peregrine Drake + Stuff that bounces your own stuff-->Man-O-War/Mist Raven + Sac Outlet-->Ashnod's Phyrexian/Dementia/etc;
- Remove Creature Types: Amoeboid Changeling; Unnatural Selection; Ego Erasure;

Xanathar, Guild Kingpin

- Comparisons to Future Sight
- Fixed/Fair Sen Triplets? (Doesn't steal from hand, don't get to see opponent's hand) Will probably have a similar gameplan though- Sen Triplet decks are usually VERY high in ramp and protection (counterspells, etc). They rely on opponent's deck for everything else.
- More Triggers: Paradox Haze; Sakashima (either one); (could conceivably be playing all 4 decks)
- Mill cards (you want them to be something you activate)-->Millstone; Altar of the Brood; Codex Shredder; Syr Konrad the Grim (Might actually just be good as a mill + infinite mana combo deck);Could be a Pseudo Lantern deck.
- Scheming Symmetry is quite funny

What do you think is the best commander that we talked about today?

Josh: Gretchen

DJ:

What card are you personally excited about?

Josh: Volo

DJ: Xanathar

3) **TO THE LISTENERS:**

What new commander are you excited to build? What sweet tech do you have for our community? Tell us in the comments below.

****CARD KINGDOM CALL-OUT #2****

****ULTRA PRO #2****

4) **THE END STEP** (no End Step on these special episodes)

5) **CLEAN-UP STEP**

-Big thanks to our amazing team here at The Command Zone! **Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Arthur Meadowcroft, Sam Waldow, Gaurav Gulati and Dan Sheehan.**

-Special thanks to **Geoffrey Palmer** for the living card animations (**@LivingCardsMTG**)