

CZ411: IN THE 99 AFR MAIN SET REVIEW (RED & BLUE)

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- 1) INTRO Jimmy & DJ

@jumbocommander - **@jfwong** - @commandcast

Tease Main Topic: Let's look at the newest Dungeons and Dragons themed set and find out what cards belong in your decks and what to watch out for across the table.

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

****PATREON CALL-OUT –Jonathan Steinman****

2) MAIN TOPIC: IN THE 99 AFR MAIN SET REVIEW RED & BLUE

RED

Barbarian Class

- If you are rolling dice you want this card.
- Krark's Thumb but for dice- don't sleep on this!
- "Leveling this up" is expensive but these are all "Free" if you are already playing this for dice rolling decks.
- Haste enabler is great! 6mana total, but presumably split over multiple turns

Flameskull

- Flying attacker that lets you replay it when it dies or another card. Replaces itself - kinda
- Really interesting card- in case you want another go at the top of your library, recast Flameskull and use a sac outlet

Hobgoblin Bandit Lord

- Goblin Lords are always strong - probably the second best lord after Goblin Chieftain (haste)
- Krenko needs this - Krenko puts so many onto the battlefield at once this just nukes anything - great tribal card even if it does 2-3 each turn.
- Krenko, Tin Street Kingpin / Siege-Gang Commander / Muxus, Goblin Grandee
- Even fine with Hordeling Outburst type cards

Meteor Swarm

- The rates on this are pretty decent. 4 mana for 8 damage to one creature/planeswalker, 5 mana to split amongst 2, 6 mana to split amongst 3. Sorcery speed isn't great, but this has potential in decks that are trying to pump out damage
- Torbran, Thane of Red Fell / Obosh, the Preypiercer (you'd need to spend 5 or 7 mana) / Toralf, God of Fury could chain Meteor Swarm to a bunch of different targets for 4 mana.

Minion of the Mighty

- Kobold!
- It is really easy to get to 6 power with a mid level dragon and then cheat into play one of the BIG dragons that you could have in your hand. I'm a little skeptical because you already need a board presence to cheat more things into play
- This seems pretty great in any Dragon deck. Menace is nice too.

Orb of Dragonkind

- Dragon mana rock! It also lets you activate abilities.
- Goes 7 deep when you don't have anything to cast - solid in all dragon decks.
- Solid in Changeling decks too
- In a way it's a 2 drop mana rock

Wish

- Doesn't work in commander sorry friends just an FYI

Xorn

- Extra Treasure - so much support we are constantly getting treasure
- Only adds 1 so mass treasure creation is just fine - Dockside Extortionist / Hullbreacher
- SO MUCH SYNERGY!
- Smothering Tithe / Monologue Tax / Goldspan Dragon / Galazeth Prismari / Captain Lannery Storm / Magda, Brazen Outlaw / Prosper, Tome-Bound / Revel in Riches / Tireless Provisioner / Storm-Kiln Artist / Strike it Rich / Seize the Spoils
- Academy Manufactor

You Find Some Prisoners

- Blow up an artifact is good but REVERSE ANTICIPATE in red is so fun. I love it!
- This is a really nice Red spell - it's Instant speed so you can cast it at end step OR even during your own turn since you have "Until the end of your next turn"
- Play this in your decks with Pako and Haldan / Stolen Strategy / Etali, Primal Storm

Zariel, Archduke of Avernus

- 1 is solid - I use this mode on Kenrith all the time to get more damage
- Create a devil - good for protection but not a good use
- Ultimate only lets you untap a single creature but it feels like her other modes want you to go wide.
- 4 mana walkers that create a token for free (Gideon and Garruk) have always been pretty solid
- This goes in my Izzet polymorph planeswalker deck perfectly!
- Will ult immediately with Doubling Season / Vorinclex, Monstrous Raider

*** MIDROLL ***

BLUE

The Blackstaff of Waterdeep

- 3 MV animate an artifact to be a 4/4 - We analyzed rise and shine (spoiler card) and found that the animate a single artifact mode to be really unimpressive
- non-token is frustrating but if your "creature" dies you can just animate another.
- The BEST part imo is that this is an artifact in artifact matters decks
- There are combos when you turn things like a Gilded Lotus into a creature and have untap effects for Creatures
- Doesn't seem terribly impressive

Demilich

- You can certainly cast this for a competitive mana cost AND cast powerful spells for free from the GY. This is a significant reduction BUT also a downside that you have to attack.
- This feels BROKEN as a 4 of in decks with lots of small spells.
- Think about if this card is fine for UUUU? UUU? When does it work best?
- Ethereal Forager / Snapcaster Mage
- Rielle, the Everwise / Kalamax, the Stormsire / Gavi, Nest Warden
- Frantic Search

Dragon Turtle

- The body is cost well - interesting ice mechanic but I don't think that Frost Lynx is a playable EDH card
- Icefall Regent is played in about 1k decks usually with dragon synergies and this card would go nicely in those niche decks as well.
- Another Turtle, unfortunately the synergies aren't perfect with Archelos (Archelos lets you have permanents enter the battlefield tapped or untapped, but the trigger on Dragon Turtle will tap it regardless), but the "cares about things being tapped/untapped" theme is growing and there are more and more turtles every set... slowly but surely.

Mind Flayer

- Sower of Temptation is a good card and a better card than this one.
- Still, it's a Creature based ETB steal a creature! Best to have a sacrifice outlet when you take things.
- Stealing themed decks like this card
- Brago (any Flicker) / Barrin, Master Wizard / Braids, Conjuror Adept / Marchesa, the Black Rose

Mordenkainen

- 6 MV is a lot for a PWR
- The plus is a solid draw spell. Only net a single card but this might be better than a brainstorm in many situations.
- Creates a SOLID good boy! No removal but good boy protects.
- Ultimate must let you win the game with a combo and protection - Doubling Season / Vorinclex will get you there.

Tasha's Hideous Laughter

- This is reliably a mill 7 (and maybe up to 10/12 if you hit a lot of lands) because most decks have an average MV of around 3. This is just fine in a mill deck but not amazing.
- FYI does not actually "mill" so does not combo with Bruvac
- Exiling cards is better than milling if that's your strategy - the last thing you want to do is power up someone's deck with a Mill strategy and let them combo off because of their expanded graveyard
- Feels like a strong card to Copy, with all of Strixhaven now out, this seems like a fun one

Pixie Guide

- If you are rolling dice then play this and clone this. Great stuff!

True Polymorph

- Instant speed is nice - you can get people. You can copy OPs stuff. You do need something to "upgrade" you can also downgrade your OPs stuff including stranding their commander on the battlefield as a mana rock.
- Huge potential for blowouts but very overcosted compared to some sorcery speed copy effects that can be as low as 3-4 mana
- If you're the deck that holds up Sublime Epiphany, maybe this is in the books for you
- This is pretty flexible - you can use it during combat, totally nerf a Commander, or get rid of a Great Henge. I'd like to slot it into a couple of decks and see how it plays out, but I think the upside is there.

Wizard's Spellbook

- So expensive - 7 mana to get started and you only have a 50% chance of cheating the mana cost. AND you need 8 to immediately activate it and try your odds at casting for 1 mana.
- Big Snapcaster Mage or Dralnu, Lich Lord
- It will be VERY fun to roll a 20
- Definitely want to have your Pixie Guides and Barbarian Class type cards if you're ever thinking about playing this card.

Yuan-Ti Malison

- Nice reliable way to get through dungeons. I rarely want 2 mana attacking dorks but Tetsuko Umezawa, Fugitive and other sneaky decks might like this. Evasion is lost though if you have redundancy (which is why I prefer Tetsuko)
- The dungeons aren't amazing if you're only entering into them 2-3 times in a game, so you'd ideally be playing this in a deck that's going into dungeons a lot like the new commander Sefris.

What is your favorite card from the Red and Blue cards we spoke about today?

DJ: You Find Some Prisoners

Jimmy: Xorn

What is the most powerful?

DJ: Hobgoblin Bandit Lord

Jimmy: True Polymorph (going out a limb here)

3) **TO THE LISTENERS:**

What do you think of the Red and Blue cards? Any cards we missed? Tells us what you think of our favorites!

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

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

4) **THE END STEP** (no End Step on these set reviews!)

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.**

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