

## CZ0555: THE MOST POWERFUL COMMANDERS IN WOE

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\*\*\*CLAP AND SLATE\*\*\*

\*\*\*ROOM TONE\*\*\*

- 1) INTRO JIMMY & RACHEL

@jfwong - @wachelreeks - @commandcast

*We are back in the fairytale land of Eldraine, but this time Eldraine is showing us her darker side. Wilds of Eldraine is here and it is stacked with cool legendary creatures. Today, we're showcasing the best of the best. We're covering the most powerful Commanders in the entire set. BUT FIRST:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: PHILLIP ASH\*\***

### 2) MAIN TOPIC: **THE MOST POWERFUL COMMANDERS - WILDS OF ELDRINE**

*Power can be difficult to measure, and of course, these are merely first impressions of these cards. One legendary creature may rise to power that we didn't anticipate! But the 10 Commanders we're talking about today have the brute strength and lethal efficiency of other historically powerful Commanders. And we expect these legends to see lots of play as a result.*

### **GYLWAIN, CASTING DIRECTOR**

*SPOILER: Rachel plays this on the upcoming WOE Game Knights*

#### **AURA ENTHUSIASTS**

- *Likes being enchanted* > Dreampod Druid; Krond the Dawn-Clad;
- *Likes enchanted stuff* > Kodama of the West Tree; Halvar, God of Battle; Umbra Mystic; A Tale for the Ages; Xenk, Paladin Unbroken;

#### **CONSTELLATION**

- *This is an enchantment deck but you aren't \*casting\* enchantments, you're making them enter, a whoooooole lot.*
- *Draw* > Setessan Champion; Eidolon of Blossoms; Sage's Reverie; Tanglespan Lookout; Rite of Harmony; Femeref Enchantress;
- *Tokens* > Siona, Captain of the Pyleas; Ajani's Chosen; Archon of Sun's Grace
  - *All of these come in the precon*
  - *Tokens don't enter with auras, but I think ultimately this is a go-wide deck*
  - *Synergy* > Jaheira, Friend of the Forest;
- *Blink* > Lae'zel's Acrobatics; Skybind;

- *This is a creaturey enchantment deck, but you still want to use enchantments (removal, ramp) where you can to keep your Constellation synergy high.*

## **HYLDA OF THE ICY CROWN**

### **TAPPERS**

- *Tap a lot of stuff* > Cryptic Command; Lossarnach Captain; Blustersquall; Githzerai Monk;
- *Tap repeatedly* > Gadwick, the Wizeden; Giant Killer; Fatestitcher; Hylda's Crown of Winter; Tamiyo, the Moon Sage;
- *Loopies* > Junk Winder; Tolarian Kraken; Elvish Mariner;

### **TAP SYNERGY**

- Timin, Youthful Geist; Rhoda, Geist Avenger;
- *Draw* > Sharae of Numbing Depths; Verity Circle; Borrowing 100,000 Arrows; Theft of Dreams; Scroll of Isildur;
- *Interact* > Sunblast Angel; Illithid Harvester; Righteous Fury; Willbreaker;

*This is a very controlling deck so make sure you have a plan to win the game.*

## **IMODANE, THE PYROHAMMER**

*Reminds me of Arcbond in a way?*

*Originally, I was looking for ways to hit creatures with the most amount of damage possible, but I think this deck's strengths come from damage doublers.*

### **DOUBLE THE FUN**

- *How do doublers work with Imodane?*
- *Damage Doublers* > Fiery Emancipation; City on Fire; Solphim, Mayhem Dominus; Furnace of Rath; Dictate of the Twin Gods;
- *Enhancer* > Torbran, Thane of Red Fell; Storm King's Thunder;

### **BURN IT DOWN**

- *Efficient, flexible* > Skred; Flame Slash; Mizzium Mortars; Lightning Bolt; Abrade; Shatterskull Smashing; Cathartic Pyre; Nahiri's Warcrafting; Electrodominance;
- *Big, splashy* > Impact Resonance; Lightning Axe; Blitz of the Thunder-Raptor; Meteor Swarm; Shivan Meteor;

### **SUPPORT SQUAD**

- *Even More Damage* > Brash Taunter; Stuffy Doll; Toralf, God of Fury; Neheb, the Eternal;

## **ROWAN, SCION OF WAR**

*\*Life YOU Lost\**

*Only reduces the cost of red or black spells, so you can't do the eldrazi thing unless... Painter's Servant*

### **LIFE IS A RESOURCE**

- *Pay Life* > Bolas's Citadel; K'rrik, Son of Yawgmoth; Defiler of Flesh; Defiler of Instinct; Fire Covenant; Wall of Blood; Treasonous Ogre; Necropotence; Razaketh, the Foulblooded;
- *Likes Paying Life* > Font of Agonies; Greven, Predator Captain; Vilis, Broker of Blood;

### **SOLVE FOR X**

- *Damage* > Exsanguinate; Comet Storm; Fireball; Crackle with Power; Torment of Hailfire; Maga, Traitor to Mortals; Cut // Ribbons;
- *Draw Cards* > Commune with Lava; March of Reckless Joy; Diabolic Revelation;
- *Gain Life* > Erebos's Intervention;
- *Bolt Lands + X Spells* > Agadeem's Awakening; Shatterskull Smashing;

### GO REAL FAST

- *Haste* > Thousand-Year Elixir; Bitter Reunion; Lightning Greaves; Cursed Mirror; Sting, the Glinting Dagger

**\*\*\*MIDROLL POINT\*\*\*** *We have five Commanders left including the one I think is the most powerful in all of Eldraine. We'll get back into it after a few words from our sponsors.*

### TALION, THE KINDLY LORD

*Reminds me of a better Sygg, River Cutthroat type deck*

### PICK A NUMBER

- 2 - Check out our minisode about Talion on our YouTube channel for the math
- Weirdly you can pick non-integer numbers

### IN CONTROL

*This is a fairly open ended commander. A lot of card draw with no requirements make this a natural control commander. As a result, it'll probably see more play in the 99 of casual decks or in cEDH*

- *Control Staples* > Halo Forager; Dauthi Voidwalker; Infernal Grasp; An Offer You Can't Refuse; Fierce Guardianship; Mana Drain
- *Tax their life total* > Bloodchief Ascension; Rug of Smothering; Painful Quandary; Wound Reflection; Archfiend of Despair; Sheoldred, the Apocalypse

### CLONES

*The only thing more powerful than one Talion is two.*

- Helm of the Host; Irenicus's Vile Duplication; Sakashima of a Thousand Faces; Sakashima the Imposter; Spark Double;
  - *Pick 3, then... probably just 2 again*

### TEGWYLL, DUKE OF SPLENDOR

*CAREFUL: This loss of life is not a may ability.*

### FAERIES

- *Token Faeries* > Notorious Throng; Bitterblossom; Stolen by the Fae; Feywild Visitor;
- *Useful Faeries* > Cloudseeder; Spellstutter Sprite;
- *In the Precon* > Faerie Formation; Oona, Queen of the Fae; Brazen Borrower; Halo Forager; Puppeteer Clique; Rankle, Master of Pranks; Obyra, Dreaming Duelist;
- *Faerie Support* > Kindred Discovery; Raise the Palisade;

### ARISTOCRATS

- *Sac Outlets* > Ashnod's Altar; Viscera Seer; Altar of Dementia; Skullclamp
- *Drain/Gain* > Blood Artist; Zulaport Cutthroat; Bastion of Remembrance; Ayara, First of Lothwain

## TOTENTANZ, SWARM PIPER

*It's a legendary Ogre Slumlord! Fun!*

### ARISTORATS

- *Drain/Gain* > Mirkwood Bats; Twisted Sewer-Witch; Nadier's Nightblade; Garna, Bloodfist of Keld; Mayhem Devil; Brazen Cannonade;
- *Nontokens* > Reassembling Skeleton; Bloodghast; Cauldron Familiar; Nether Traitor; Skyclave Shade;
- *More tokens* > Anax, Hardened in the Forge;
- *Also Sac Outlets*

### RATS

- *Rat tokens* > Song of Totentanz; Redcap Gutter-Dweller; Chittering Witch; Marrow-Gnawer; Plague of Vermin; Mad Ratter;
- *Rat cards* > Piper of the Swarm; Ashcoat of the Shadow Swarm; Karumonix, the Rat King; Species Specialist; Rotting Rats; Wave of Rats;

## WILL, SCION OF PEACE

*Only reduces the cost of blue or white spells*

### LIFE GAIN

- *You're going to be tempted to use Soul Sisters for this, but spells seem stronger because they go better with the payoffs and you're more in control when they trigger.*
- *Spells* > Revitalize; Union of the Third Path; Faithful Mending; Spoils of Adventure; Beacon of Immortality; Approach of the Second Sun; Sanctify; Invoke the Divine; Solemn Offering; Search for Glory;
- *Artifacts* > Venser's Journal; Ivory Tower;
- *Gain Lands* > Radiant Fountain; Kabira Crossroads; Azorius Chancery;
- *Life Gain Matters* > Boon Reflection; Aetherflux Reservoir;
  - *You do not want typical life gain payoffs like Crested Sunmare and Archangel of Thune*

### UNTAP WILL

- *Untappers are pretty good in Rowan, they are EVEN better in Will because it is harder to gain life than pay it.*
- Teferi, Who Slows the Sunset; Thousand Year Elixir; Cerulean Wisps; Retreat to Coralhelm; Freed from the Real;

### SOLVE FOR X

- Blue Sun's Zenith; Drown in Dreams; Finale of Revelation; Helioid's Intervention; Sphinx's Revelation; White Sun's Twilight; Mass Manipulation;

## YENNA, REDTOOTH REGENT

*Another GW enchantress deck, this one will have a lot of the same enchantresses we mentioned earlier.*

### TOKENS

- *Token Doublers* > Anointed Procession; Parallel Lives; Doubling Season

- Copying Anointed Procession makes 2 Processions, so the next enchantment you copy 4 times?

- *Copy MORE* > Ondu Spiritdancer

#### **COPY TARGETS**

- *Other Enchantments* > Smothering Tithe; Privileged Position; Ghostly Prison; Mirari's Wake; Felidar Retreat; Sythis, Harvest's Hand;
  - *Nonbos* > Sterling Grove;
- Growing Rites of Itlimoc (After the incubate rule change);
  - **707.8A** If an effect creates a token that is a copy of a transforming permanent or a transforming double-faced card not on the battlefield, the resulting token is a transforming token that has both a front face and a back face. The characteristics of each face are determined by the copiable values of the same face of the permanent it is a copy of, as modified by another copy effects that apply to that permanent.
- *Aura Ramp* > Wild Growth; Utopia Sprawl; Wellspring (lol);
- *Removal* > Song of the Dryads; Kenrith's Transformation; Grasp of Fate;

#### **UNTAP YENNA**

- *Untap* > Instill Energy; Nature's Chosen;

*This is not better than Sythis, but it is bigger!*

#### **OUR FAVORITE COMMANDER FROM WOE?**

Jimmy =

Rachel = Gylwain, Casting Director

#### **MOST POWERFUL COMMANDER FROM WOE?**

Jimmy =

Rachel = Talion, the Kindly Lord

#### 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?

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

#### 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.**