

## **CZS001: DOES THE POISON RULE NEED TO CHANGE?**

### **POISON RULE CHANGE INCOMING!?**

IS IT TIME TO CHANGE THE POISON LIMIT?

IS INFECT TOO STRONG NOW?

SHOULD THE POISON RULE CHANGE?

IS 10 POISON COUNTERS TOO LOW?

DID ALL WILL BE ONE BREAK POISON COUNTERS?

### **IS POISON TOO OP NOW?**

DID WOTC PUSH POISON TOO FAR?

DOES TOXIC BREAK POISON?

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- 1) UPKEEP STEP
  - 2) MAIN TOPIC
  - 3) TO THE LISTENERS
  - 4) CLEAN-UP PHASE
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1) INTRO Josh, Rachel & Craig

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*With Phyrexia: All Will Be One bringing Poison counters back and a brand new precon worth of support, we've enlisted the help of Craig Blanchette—Mr. Infect himself—to talk about playing Infect in Commander. BUT BEFORE WE GET INTO IT:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: TOBIAS SCHRÖFEL\*\***

### **2) MAIN TOPIC: DOES THE POISON RULE NEED TO CHANGE?**

*Infect is famously a terrifyingly fast aggro strategy that attracts a lot of attention from the table. In Commander, players start with 40 life (as opposed to 20 in 1v1) but still die to just 10 poison counters. This has always been somewhat contentious, but now with Phyrexia: All Will Be One, Wizards has added a TON of new support for this divisive strategy.*

*This has a lot of people asking the question: Is it finally time to increase the number of poison counters needed to KO a player in Commander? Should it go to 15 or even 20? Or should it stay at 10? It's a question that the Rules Committee is taking seriously:*

Statement from Sheldon Menery on Twitter

“We understand that the new toxic ability from Phyrexia: All Will Be One has folks asking about raising the number of poison counters in Commander. We'll keep an eye on how it goes, but don't see a need to take action before we've experienced the cards out in the wild.”

### **WHAT'S THE DIFFERENCE BETWEEN TOXIC AND INFECT?**

- Toxic doesn't scale with aura/equip/giant growth effects (unless they give double strike).
- Toxic only happens from combat damage (Infect is any damage caused by the creature; Nekusar, Tor Wauki, etc).
- Infect causes poison INSTEAD of regular damage. Toxic adds poison counters BUT still deals regular (non-poison) damage also.
- Infect damage dealt to creatures is in the form of -1/-1 counters (instead of regular damage)
- Toxic is different from Poisonous in that Poisonous is a trigger and Toxic isn't (it happens at once, like lifelink).

### WHICH IS STRONGER: TOXIC OR INFECT?

*In Commander, obviously.*

*Just because Infect is stronger than Toxic, doesn't necessarily mean that the Poison rule shouldn't change. If they've added enough more tools in ONE, it could still cause the strategy to become too strong and updating.*

### WHAT DOES "ALL WILL BE ONE" ADD TO INFECT STRATEGIES?

- More Poisonous Tokens
  - Mites: 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This creature can't block."
  - Skrelv's Hive; White Sun's Twilight; Vishgraz, the Doomhive;
- Proliferate Support (18 new cards with proliferate)
  - Contaminant Grafter; Cankerbloom; Norn's Choirmaster; Unnatural Restoration; Staff of Completion
- Payoffs (Corrupted)
  - Ixhel, Scion of Atraxa; Goliath Hatchery; Geth's Summons; Glistening Sphere; Wurmquake
- Commanders that give non-poison creatures Toxic
  - Karumonix, the Rat King; Skrelv, Defector Mite; Kinzu of the Bleak Coven;
- More standalone threats (don't need to be in a dedicated infect deck)
  - Venerated Rotpriest; White Sun's Twilight; Norn's Decree; Noxious Assault;

### HOW IS POISON DIFFERENT NOW?

- *How do these cards change Poison strategies? How much does ONE actually improve Poison?*
- *Do any of those cards protect against the typical pitfalls of playing Poison?*
  - *Note about Proliferate being more abundant now than it was in the "old days"*
  - Even before ONE: Evolution Sage, Karn's Bastion, etc

### SHOULD THE POISON RULE BE CHANGED?

*Is there any merit to changing the poison rules? If so, what should it be changed to?*

### DOES INFECT DESERVE ITS CONTENTIOUS REPUTATION?

*Does ONE change that reputation?*

### **WILL WE BE SEEING MORE INFECT DECKS?**

- There are 8,915 Infect decks on EDHREC
  - Compare to: 71,935 Artifact Decks (most), 45,533 Equipment Decks, 13,778 Exile Matters decks
  - Roughly the same amount of Chaos, Top of Library, and Snow themed decks.
  - Top 4 Infect Commanders: Atraxa, Praetors' Voice; Skithiryx, the Blight Dragon; Fynn, the Fangbearer; Brokkos, Apex of Forever;
- ONE adds 9+ potential commanders for Infect or proliferate strategies?
- Craig, Are you going to build any new poison/infect decks because of All Will Be One?

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

What do you think about the poison counter rule? Should we raise the number to 15? Or 20? Did "All Will Be One" make Poison too powerful?

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

### 4) **THE END STEP**

Something cool outside the world of Magic.

### 5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Arthur Meadowcroft; Ladee Danger; Manson Leung; Josh Murphy; Jake Boss; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem and Jimmy Wong.**