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1) INTRO

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*We're back and we're LIVE! Streets of New Capenna is out but we're already looking ahead to the brand new Commander Legends set: The Battle for Baldur's Gate. We've got our exclusive preview card ready to unveil. It's a really sweet legendary creature, and we're gonna do a deep dive on it. And we're also going to end the show by doing another QnA with everyone in the chat.*

**\*\*THANK YOU WIZARDS OF THE COAST\*\***

2) MAIN TOPIC: **BATTLE FOR BALDUR'S GATE - PREVIEW CARD**

*This card is brand new. If you're in chat and you have any cool ideas about synergies/combos - don't be shy. Join the conversation!!*

### **ZEVLOOR, ELTUREL EXILE**

1UBR - 4/2 - Tiefling Warrior

Haste

2, T: When you next cast an instant or sorcery spell that targets a single opponent or a single permanent an opponent controls this turn, for each other opponent, choose that player or a permanent they control, copy that spell, and the copy targets the chosen player or permanent.

### **RULES & ERRATA**

Ok so, this card has A LOT of text and is pretty complicated. But the first thing to note is that it's already been errata'd. WotC has added the word "ONLY" just after the word "targets". So the card should actually read as such:

2, T: When you next cast an instant or sorcery spell that targets only a single opponent or a single permanent an opponent controls this turn, for each other opponent, choose that player or a permanent they control, copy that spell, and the copy targets the chosen player or permanent.

Significantly changes the way the card works from how it reads:

Examples: Modal Spells (Sublime Epiphany can effectively only choose one mode, since they ALL target; Cryptic Command could choose 2nd and 4th modes, and would still copy)

- Good shorthand is to choose modes, then read the spell like it was all put together. If it only says 'target' once, you're good.

Speaking of modal spells - copies also copy modes. So, for Cryptic Command you cannot choose "counter a spell + draw a card" for the original and then have the copies "bounce a permanent + draw a card"

Remember, as we continue this episode, Zevlor's true text has the word ONLY. Your spells can only target one thing and it has to be an opponent or one of their permanents (does not copy spells which target yourself)

#### MORE RULES:

- As you make your choices for each other opponent, you can choose that opponent or any permanent they control, but if the chosen player or permanent isn't a legal target for the spell, the copy won't be created. (original spell needs a legal target)
- You control each of the copies that are created. Those copies are created on the stack, so they're not "cast." Abilities that trigger when a player casts a spell won't trigger. The copies will then resolve like normal spells, after players get a chance to cast spells and activate abilities.
- This is not a MAY ability. So sequencing is important.
- The delayed triggered ability can copy the spell that caused it to trigger even if that spell has been countered by the time that ability resolves.
- If the spell has an X whose value was determined as it was cast (like Fireball does), the copy has the same value of X.
- This does not work with reanimation spells. Cards in graveyards are not permanents.
- Similarly, does not work with counterspells (spells on the stack are not permanents).
- You can't choose to pay any additional costs for the copies. However, effects based on any additional costs that were paid for the original spell are copied as though those same costs were paid for the copies too. For example, if you sacrifice a 3/3 creature to cast Fling and then copy it, each copy of Fling will also deal 3 damage to its target.

*Remember, you gotta activate Zevlor (and pay the 2 mana) so each of your spells is effectively +2 mana. Which means a 3 drop becomes a 5 drop. So you want to keep your curve as low as possible.*

#### REMOVAL SPELLS TO COPY

- Black: Deadly Rollick, Bone Shards, Snuff Out
- Red: Lightning Bolt, Firestorm (game winner?), Abrade, You Find Some Prisoners
- Blue: Chain of Vapor (Depart the Realm), Boomerang (hits lands - reverse Rampant Growth), Snap
- Treasure = Free Rebate: Contract Killing, Depths of Desire, Grim Bounty
- Electrodinance, Baral's Expertise (don't write off spells that CAN target multiple things)

#### CARD DRAW SPELLS TO COPY

- Gitaxian Probe, Thought Scour, Portent
- Expedite, Slip Through Space, Aphotic Wisps (there are a lot of cards like this BUT you need targets so they are quite a bit worse than ones that target a player - which there are less of)
  - There is a lot of this stuff though. 1 mana (3 counting Zevlor ability) = Draw Three.
- Recurring Insight, Borrowing 100,000 Arrows

### **RAMP SPELLS TO COPY**

- Jeska's Will, Rousing Refrain, Spoils of Evil
  - Jeska's Will is NUTS - add all that mana and exile 9 CARDS?!

### **CLONE SPELLS TO COPY**

- Heat Shimmer, Echo Storm, Saheeli's Artistry (can only choose one mode, unless everyone has an artifact creature)
- Magical Xmas Land: Supplant Form, Clone Legion, Rite of Replication

### **BIG SPELLS TO COPY**

While we're in Magical Xmas Land...

- Cruel Ultimatum, Din of the Fireherd, Worst Fears

Speaking of being mean....

### **DISCARD THEME**

- Mind Twist, Rakdos's Return, Abandon Hope, Heartless Pillage, Tormented Thoughts, Thoughtseize, Inquisition of Kozilek
- Draw Synergies: Skull Raid, Dream Salvage

### **STEAL THEME**

- Acquire, Bribery, Ritual of the Machine, Reversal of Fortune
- Threaten Effects: Traitorous Greed, Kari Zev's Expertise, Reins of Power
  - Sac outlets required for this build.

### **LAND HATE THEME**

- Cleansing Wildfire, Stone Rain, Break the Ice, Desecrated Earth, Scorched Earth
  - (Boomerang, Capsize effects also count here)
- STAX: Exhaustion, Mana Vapors

*But, it's not just about what spells you can copy with Zevlor. You also want other synergy for his ability:*

### **UNTAP EFFECTS**

- Freed from the Real, Retreat to Coralhelm, Thousand-Year Elixir, Minamo, School at Water's Edge

### **ABILITY DOUBLERS & COST REDUCERS**

- Training Grounds, Heartstone
- Strionic Resonator, Battlemage's Bracers

## **COOL (OR CRAZY?) IDEAS**

Willbreaker

Spellskite

Cast Through Time

Intruder Alarm (Plus Young Pyromancer, Talrand, etc)

Head Games

Ok that's it. This deck has A LOT of different directions it can go in. Make sure not to try to do everything, pick a direction.

### **3) AUDIENCE QUESTIONS:**

We'll have some questions pre-loaded but also leave room for the chat to participate in the moment.

### **4) TEASE UPCOMING:**

#### Commander Legends: Battle for Baldur's Gate - Upcoming Events:

June 3-5 - Pre-release Events

June 8 - Game Knights

June 10 - Paper Release Date

June 16 - Command Zone Live #04

Special Shout-Out To: June 10-12 CommandFest Las Vegas (We'll see you there!)

There are also CommandFests happening elsewhere (show full screen graphic)

Thanks Ladee Danger, Jake Boss, Jamie Block, Truc Thai, WotC, Zac, Malika and Nox at HyperRPG