CZ401: MH2 WHITE, BLACK, & MULTI in the 99 Analysis

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1) INTRO

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

*Modern Horizons is out and it’s looking epic. There are some future staples in this set. Let’s break down all the white, black and multicolored cards and find out what decks they belong in. But first …*

\*\*CARD KINGDOM call-out #1\*\* \*\*ULTRA-PRO call-out #1\*\* \*\*PATREON – **Irvin Zubia**\*\*

2) **MAIN TOPIC: MH2 In the 99 Analysis**

*Today we are taking a look at the White, Black, and Multicolored commander cards in Modern Horizons Two! Make sure you are subscribed and have rung that bell icon so you can catch all the videos in our MH2 coverage. To start us off we have a new staple in white decks. ALREADY!?!?! Let’s go!*

**WHITE**

Esper Sentinel

* Is this as good as Rhystic Study or Mystic Remora? No. Is this one of the best white draw spells ever printed? Yes.
* Good even if slows OPs down by functioning like a Thalia, Guardian of Thraben
* Pump power to always draw - equipment, anthems, etc. Goes great in any RW equipment deck or White Weenie / Cathars’ Crusade type deck.
* Easy to fetch with Ranger of Eos and Ranger Captain of Eos, Artifact searching, creatures searching. - This also means easy to destroy (creature and artifact)
* Bottom line - it’s one of the best White cards ever printed for Commander.

Nykthos Paragon

* *That* many! Bigger lifegain is better.
* Trostani, Selesnya's Voice (pair with Wolverine Riders for a go-wide Elf deck), Evra, Halcyon Witness, Oloro, Ageless Ascetic; Karlov of the Ghost Council; Kambal, Consul of Allocation
* Pairs well with Soul Sisters (Soul Warden, Soul’s Attendant), Authority of the Consuls,
* Archangel of Thune ($26 - 8k decks)
* Only once per turn limits combo potential like Spike Feeder
* This requires some setup to get to, and you need to be doing two things specifically - get lots of creatures out and a way to consistently gain life.
* Is this good in an Aristocrats shell?

Out of Time

* Unique board wipe - enchantment is more vulnerable in our format than other formats but we will have more time counters because of more players.
* I know this is technically temporary but this is more of a board wipe than than we might think. If we play this on turn 4 and grab 1-2 creatures from each board then it’ll be around turn 10 until we see them again. That’s as good as gone for the game.
* Recurrable with Sun Titan / Sevinne’s Reclamation
* Phasing does not “change zones” so you can lock out commanders with this wipe! You also dodge the downside of rebuying all OPs ETBs. Better pack a sac outlet to avoid losing a Commander to this.
* Play it in enchantress. Bounce it or flicker it proliferate it. Estrid / Aminatou
* Solemnity prevents counters from ever going on this enchantment. Vanishing reads “When the last time counter is removed from this permanent, sacrifice it.”
* With Opalescence, you turn the Out of Time into a creature and it phases itself out, and thus… goodbye everything.

Resurgent Belief

* Suspend Cycle
* Compare to Replenish ($130 in 4.5k decks) - Replenish can have you win the game out of nowhere.
* Cards that have this level of power: Open the Vaults, Eerie Ultimatum, Wake the Past (artifacts only), Dance of the Manse
* This effect is very powerful, and will win games in the “Enchantment matters” decks like Tuvasa the Sunlit; Ghen, Arcanum Weaver; Estrid, the Masked. Suspend means it’s VERY telegraphed. Your opponents should be scared.
* What interrupts this? I feel like you either have GY interaction or you don’t - Difficult to find in two turns. A counterspell is quite effective. Also killing the caster. You might become the archenemy for the rest of your game.

Search the Premises

* This is underwhelming. There’s a card called Farsight Mask which is an artifact, costs one more mana and will just draw you cards if ANY source an opponent controls does damage to you. It’s not great either, but it helps us understand the power level of Search the Premises.
* Does not actually prevent people from attacking you
* Can create a lot of clues - you need to want clues or artifacts or tokens because just card draw is not good enough
* Four mana spell with two mana upkeep to draw a card every turn is clunky and this is conditional and gives OP too much control
* 4 Mana “powerful enchantments” are a new norm for Commander - keep in mind this is a slot also taken up by Smothering Tithe, and Treasures are far more important than Clues in a game of Magic.

Serra’s Emissary

* Protection from creatures is powerful (assume this is the most common mode)
* Your creatures cannot be blocked, you can’t take damage from their creatures
	+ Teysa, Envoy of Ghosts, Blazing Archon
* Can shut down certain strategies but sometimes powerful spells don’t need to target you or your creatures - Archon of Valor's Reach
* Can take over a game but fragile and expensive
* Similar effect to Sun Quan, Lord of Wu or any mass “can’t block my creatures” effect for the turn it’s played.

Solitude

* Evoke Cycle - we went into this cycle in a little more detail during our last set review. What is the takeaway?
	+ The mana cost of “a card” is actually quite expensive.
	+ The option to play for free is so powerful because it provides flexibility that could save the game.
* This is “Swords to Plowshares”, the Creature (Remember how much Duplicant used to be played?)
* One of the best of the cycle! Removing a creature is great - blink this - exile something relevant right away. Eldrazi, etc. White staple.
* Play this in your Roon, Brago, Eldrazi Displacer deck. Reanimate it in a Nethroi or Karador deck (Karador can Evoke it again)
* Don’t forget, you might just play this for 3WW at some point.

Timeless Dragon

* Eternal Dragon throwback is awesome
* This is either a 5 mana 5/5 flier or a 4 mana 4/4 flier - great in Limited, underwhelming in EDH
* We don’t see many White Dragons though!
* Plainscycling is great and that whole mechanic is undervalued. Cards like this CAN (use caution) replace a land so the inclusion in your deck can be “free.” You should not overdo it.

**BLACK**

Archon of Cruelty

* Cruel Ultimatum throwback!
* It does a lot - I want to cheat into play 8 mana is a ton - glad it has an ETB and attack trigger - sneak attack this, reanimate it, cheat it into play! Belbe, Corrupted Observer could cast this as early as Turn 3.
* Giving it haste is very powerful - Chainer, Nightmare Adept
* A cheaper version of this is Vindictive Lich
* The ETB is powerful. It’s about 5 mana worth of “spells” attached to this creature.

Dauthi Voidwalker

* Very pushed! 2 MV asymmetrical hatebear - you want to interrupt GYs!
* Rogue creature type matters - Anowon, the Ruin Thief
* Unblockable (shadow) damage is great for effects like Ninjitsu, Sygg, equipment, Bident of Thassa, etc.
* This card is *nice* in Marchesa of the Black Rose. It’s actually unbelievably good.
* BUT Then if you build your deck around it or you happen to cash it in for a relevant card - sometimes you can just get an insane card for FREE!
* I could also see this in decks with a lot of incidental mill. Sometimes mill wants to have cards hit the GY but sometimes milling a liability
* This card has the capability to be played in *any* deck that can play it. The GY hate text on it is good enough to play by itself in tons of metas.

Grief

* Evoke Cycle
* The Evoke cost is what has modern in a tizzy but in commander going down 2 cards just to interrupt one OP is something that puts you so far down compared to other two OPs.
* Only hitting one OP makes this pretty limiting in commander. Higher power levels might need this level of interruption.
* I think this sucks. No one runs hand disruption in Commander when it’s a 1 player only effect - jimmy
* Totally fine if you are using the body and/or flickering and reanimating.

Magus of the Bridge

* This continues the Magus of cycle that has given us classically powerful cards but printed on Creatures instead - (Magus of the Wheel, Balance, Bazaar, Candelabra, etc.)
* Bridge from Below (just needed to be in GY) - very constructed playable card - but difficult to play when you only have 1 copy of a very unique effect.
* Bridge wanted you to make a game ending number of zombies. If this card synergizes and makes 2-3 Zombies then I think it is very good.
* This will be exiled very quickly in our format.
* A single sacrifice outlet on anyone’s board makes this card useless. I don’t see this being played by anyone except for the Bridge from the Below decks - jimmy

\*\*\* MIDROLL BREAK\*\*\*

Necrogoyf

* Recurring discard is very mean but it is powerful. We have seen Enchantments that have this same effect be quite good when our deck is built around it.
* Anje Falkenrath loves madness
* Tinybones, Trinket Thief, Tourach, Dread Cantor
* Do we care about the creature part? Are you playing Mortiore?

Persist

* Awesome reanimator effect. Reanimate spells get better the cheaper they are (this spell at 5 mana is an uncommon)
* This can ONLY target your own graveyard
* How much does “non-legendary” impact this card?
* Black has been the color in a lot of the Legendary Matters decks like Kethis, Primevals’ Glorious Rebirth, Arvad the Cursed

Profane Tutor

* The reason why Demonic Tutor is so powerful is the mana cost compared to Diabolic Tutor. More mana is slower and less powerful - suspend is slower so it is less powerful but by how much?
* How are tutors used and does Suspend hurt that use-case. Tutors are used to get threats (combos or finishers) or get answers (often silver bullets).
* The turn you cast this you are not paying mana so you you can get the most mana efficient thing
* Often when you Tutor, you are doing so trying to know as much data about the table as possible. There are times when a Demonic Tutor cast on turn 2 would have been better saved til turn 6 or 7, now knowing what threat has to be dealt with
* I think this is the best of the Suspend cycle - jimmy

Unmarked Grave

* Entomb ($25 - 25k decks) is insane - but Buried Alive is fair. Where does this land? Getting something into the GY is half the equation you need to get it out again so the faster and cheaper you can do this the better.
* Entomb is Instant, this is a Sorcery
* How much does non-legendary matter?
* Decks that want non-creatures in the GY? Muldrotha, the Gravetide; Armix, Filigree Thrasher; Lupus of the Dream-Den

**MULTICOLORED**

Dakkon, Shadow Slayer

* Should we just run this as a removal spell?
* Unmake is not played but not bad so the floor on this card is quite good.
* Put artifact card into play is very good, that can accelerate some mana - but you need to have at least 6 lands to get this impact - still cheats mana really well - big artifacts you want to cheat in - I don’t think you need a crazy number of artifacts - he helps find good ones - bolas’ citadel / Chromatic Orrery / Blightsteel (from hand) / I mean you are playing Blackblade Reforged right?
* I would play this as a “modal removal spell” in many decks.
* Aminatou blinking him seems powerful

Damn

* Amazing flexible board wipe
* Black AND White - it’s not a Damnation reprint
* Better than Wrath of God - this will be a very playable card

Ethersworn Sphinx

* Affinity and cascade? Fun
* Not many decks want this but cascade is a fun mechanic and we have a lot of ways to set up the top of your library and this can hit some of the most powerful spells in magic … it can also hit a Sol Ring.
* Smothering Tithe type cards, Myr Battlesphere, Thopter Assembly, Breya; (or other cards that routinely generate Artifact tokens) will potentially get you casting this for just 2 mana.

Geyadrone Dihada

* The gain and drain can be found on more difficult to interact with cards like enchantments. Corruption countered creatures can still attack you or other walkers.
* Threaten effects usually cost 3 but this clearly has more going on than JUST a threaten so I feel like it’s worth 1 more mana (and a lot more color requirements). You have to WANT a threaten though and only very specific grixis decks want that.
* Marchesa, the Black Rose / Obeka, Brute Chronologist / Admiral Beckett Brass

Moderation

* You usually want to chain spells together with this effect - Recycle and Null Profusion
* Instant speed is KING with this card - Raff Capashen or Elsha of the Infinite
* Activated abilities like Kenrith, the Returned King or Gavi, Nest Warden, Zirda, the Dawnwaker
* Serious hoop to jump through. I feel like you NEED to be able to draw at least 2 cards per turn.

Priest of Fell Rights

* Great Reanimation effect. Having this on a creature means that it is both more accessible and more vulnerable (especially with having a tap ability).
* Unearth 3BW - feels like Unburial Rites. Unearth grants haste! You can do it again!
* Think of the card Buried Alive searching for this and your reanimation target. That’s part of the power of this being a creature.
* Corpse Connoisseur / Gravebreaker Lamia

Scion of Draco (technically and artifact but really it’s a multicolored card)

* 12 mana - 2 less for each land type means that this could cost 2
* 4/4 Flyer for 2-3? Triomes have three types and duals have two … could play this on turn 2 but then it is only a dorky flyer, you kinda want it to pump multicolored creatures.

White - Vigilance - blegh

Blue - Hexproof - awesome! Shalai protection and that’s good

Black - Lifelink - Whip of erebos feels great even when not whipping back

Red - First strike - a great ability in combat … combat is meh in commander

Green - Trample - solid and very often the most important keyword

* Niv-Mizzet, Reborn, Yuriko, Animar
* The allure of this card is a 4/4 flyer FAST but a 4/4 that quickly is not that great in our format.
* Odric type decks?

Which card that we spoke about today are you most excited to put in your commander decks?

DJ - Archon of Cruelty

Jimmy - Dauthi Voidwalker (Marchesa the Black Rose) / Serra’s Emissary (Kaalia of the Vast)

What card that we spoke about today is a new commander staple?

DJ - Esper Sentinel

Jimmy - Esper Sentinel / Damn

3) **TO THE LISTENERS:**

What White, Black and Multicolored cards are you going to be playing in your commander decks?

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

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

4) **THE END STEP**

Something cool outside the world of Magic. NONE big 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.**

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