

## CZ4503: BRO "IN THE 99" ANALYSIS

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- 1) INTRO JLK & Rachel

@JoshLeeKwai - @wachelreeks - @commandcast

*Rachel has joined The Command Zone team!! We'll talk more about it at the end of the episode.*

*We continue our coverage of The Brothers' War with a look at the new cards from the set that cannot be your Commander. Which ones do we think will make a splash in the format? Let's find out. BUT FIRST:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: CASEY MCLARA\*\***

### 2) MAIN TOPIC: IN THE 99 - THE BROTHERS' WAR

*We're not going to cover every card, just the ones we think are interesting and will have an impact in the format. I.e. You will likely see them on the battlefield in the coming months/years. We're also gonna skip the more narrow cards like cards that support specific tribes. Let's start off with the rare cycle of the set.*

#### **THE COMMAND CYCLE**

*Modal spells help you prepare for everything a Commander game may throw at you, but you often want at least one mode that is *\*particularly\** good for your deck in order to find a spot for a modal spell. This cycle of instants and sorceries lets you choose two effects out of four.*

#### **KAYLA'S COMMAND** \*WHITE\*

*Cheapest of the bunch, BUT it's a sorcery*

**BEST MODES** *Double strike is likely the most powerful (note: doesn't target so it can't be fizzled with a removal spell) and drawing a Plains is next? Compare with:*

- Boros Charm, Duelist's Heritage, Akroma's Will

**WHAT DECKS WANT IT?** *Commanders with evasion that want to deal combat damage*

- Dragonlord Ojutai, Medomai the Ageless, Tivit Seller of Secrets

#### **URZA'S COMMAND** \*BLUE\*

*The only instant in the cycle, reasonably costed*

**BEST MODES** *While there is utility in the -2 and draw, you'll want to be able to take advantage of the artifact modes. Is a Construct and a Powerstone worth a card in your deck? Compare with:*

- Cryptic Command, Mystic Confluence, Sublime Epiphany

**WHAT DECKS WANT IT?** *Commanders that like tokens and probably care about having artifacts around*

- Brudiclad Telchor Engineer, Eloise Nephalia Sleuth, Soundwave Sonic Spy

### **GIX'S COMMAND** \*BLACK\*

*Note: Modal cards resolve in order of how they are listed on the card.*

**BEST MODES** *These are all quite narrow and fairly difficult to take advantage of. You'll want all of them to be live in your deck to play this card. Compare with:*

- Szat's Will, Nightmare Unmaking, Wretched Confluence

**WHAT DECKS WANT IT?** *Aggressive decks with high power creatures that want to deal damage to take advantage of the selective board wipe*

- Saskia the Unyielding, Isshin Two Heavens as One, Ognis the Dragon's Lash

### **MISHRA'S COMMAND** \*RED\*

*Sorcery speed but very flexible. Note: This one DOES target so can be fizzled by sac outlets or removal spells*

**BEST MODES** *The rummage is likely the piece that you want to work well with your deck. The rest can be considered additional upside. But strong upsides. Compare with:*

- Incendiary Command, Collective Defiance, Purphoros's Intervention

**WHAT DECKS WANT IT?** *Commanders that utilize their graveyard. Makes the rummage stronger*

- Feldon of the Third Path, Kess Dissident Mage, Feather the Redeemed

### **TITANIA'S COMMAND** \*GREEN\*

*The most expensive, but arguably the most powerful.*

**BEAST MODES** *Best modes really depend on the deck, but they're all relevant. I think the lands mode is the most powerful and would likely be the reason I put it in a deck, but the counters are close.*

- Hour of Promise, Nylea's Intervention, Return of the Wildspeaker

**WHAT DECKS WANT THIS?** *Go-wide decks, especially token decks with relevant lands:*

- Hazon Shaper of Sand, Omnath Locus of Rage, Beledros Witherbloom

### **HOW MUCH IS FLEXIBILITY WORTH?**

*Question: Given the choice between an instant that does exactly what you want and a more flexible modal sorcery that's a mana more, which do you choose most often?*

### **HOSTILE NEGOTIATIONS**

**FACT OR FICTION AT HOME** *Does it live up to the comparison? Similar political applications with allied players, but piles aren't necessarily balanced. Less actual selection than you think.*

- Fact or Fiction, Manifold Insights

**FEED THE YARD** *Closer to an instant-speed draw 3, mill 3. Will feel most at home in decks that use the graveyard.*

- Funeral Rites, Atrocious Experiment

### **BITTER REUNION**

*Most underrated Commander card in the set?*

## **TORMENTING VOICE - NEARLY 40K DECKS ON EDHREC**

### **THRILL OF POSSIBILITY - NEARLY 100K DECKS ON EDHREC**

- *Note: Discard is an ETB trigger so you can't get blown out by a counterspell*

**HERE TO STAY** *While it's likely worse in blue/red decks, the fact that Bitter Reunion is a permanent makes it stronger when combined with white, green, and black. It even adds devotion.*

- *White* - Sun Titan, Sevinne's Reclamation
- *Green* - Primal Surge, Genesis Wave, Enchantress's Presence
- *Black* - Bolas's Citadel, God-Eternal Bontu, Braids Arisen Nightmare

**DO BE HASTY** *Haste wins Commander games, but more than that, it sacrifices itself to be replayed from the graveyard.*

- Lurrus of the Dream-Den, Serra Paragon, Cosmic Intervention

## **BROTHERHOOD'S END**

**ARE MINI WIPES GOOD?** *Historically 3 damage wipes see very little play in Commander, 3-4K decks on EDHREC.*

- Anger of the Gods, Sweltering Suns, Slagstorm

**ARTI-WRATHS?** *Red may be too dependent on their own mana rocks and utility artifacts.*

- Shatterstorm, Vandalblast, Release the Gremlins

**GOOD ENOUGH?** *Does the ability to destroy little artifacts make it playable? Red/green/+ decks that rely on land ramp and have large creatures maybe*

## **TEFERI, TEMPORAL PILGRIM**

**TOO SCARY TO LIVE** *Tough combination of scary and not immediately impactful. How impactful is the minus ability?*

- Teferi Master of Time, Jace the Mind Sculptor

**IF YOU ULT, THEY DIE** *It is hard to ult planeswalkers in Commander. If you're trying to ult it, just play a bounce wipe.*

- River's Rebuke, Cyclonic Rift, Aether Gale

## **HURKYL'S FINAL MEDITATION**

*Question: Do you want to cast this on your turn ever?*

**TIME STOP** *Ending the turn is a powerful effect—fog, counterspell, silence+. But we don't really play it?*

- Discontinuity, Time Stop

**SURPRISE WIPE** *Instant speed board wipes are also powerful. Usually timed at end of turn before you untap.*

- Rout, Cyclonic Rift

**HANDLE THE THREAT** *Difficult to time both a bounce wipe and a Time Stop in a way that most benefits you and most harms "the threat." There are cheaper, blue board wipes that do a better job setting an opponent back.*

- Evacuation, River's Rebuke, Wash Out

**\*\*EDIT LIKE WE ENDED THE TURN ON THE DISCUSSION OF THAT CARD?\*\*\***

### **\*\*\*MIDROLL POINT\*\*\***

#### **AWAKEN THE WOODS**

Land TOKENS? What?! I think it's cool that they're turning iconic Magic cards into tokens

- Llanowar Elves, Dryad Arbor, Kobolds of Kher Keep tokens

**LANDFALL** *Not as efficient as other landfall spells but more flexible*

- Scapeshift, Splendid Reclamation, Skyshroud Claim, Boundless Realms, Reshape the Earth
  - *Doesn't have that problem where lands decks run out of lands to search for.*

**LAND CREATURES?** *All the pros and cons of the lands also being creatures, board wipes, summoning sickness, but also block and attack*

- NOTE: You'll need haste to tap the lands for mana the 1st turn.
- Intruder Alarm, Felidar Retreat

#### **WHAT DECKS WANT THIS?**

- Obviously landfall decks: Old Tatyova, New Tatyova, Old Titania, New Titania, Old Omnath, New Omnath
- Token Decks: Rhys the Redeemed, Ghired Conclave Exile, Chatterfang
- Built in Haste: Samut Voice of Dissent, Phabine Boss's Confidant

#### **PERENNIAL BEHEMOTH**

**CLOSEST COMPARISONS** *How does this compare to previous versions of this effect? Do lands decks even want another one of these?*

- Ramunap Excavator, Crucible of Worlds, Ancient Greenwarden

**WHAT DECKS WANT IT?** *Is better in graveyard, self mill decks, ESPECIALLY those that want one land in particular. It gives one land "flashback."*

- Sidisi, Brood Tyrant, Mimeoplasm, Beantown Bullies

#### **SARINTH STEELSEEKER**

*Artifactfall > Explore-ish*

**TCHOTCHKES.dek** *Decks that make a lot of knick knack artifact tokens to tap, sacrifice, or simply ETB are becoming a lot more popular.*

- Academy Manufactory, Reckless Fireweaver, Marionette Master, Disciple of the Vault

#### **WHAT DECKS WANT IT?**

- Gyome Master Chef, Jolene Plunder Queen, Gluntch the Bestower, Lonis Cryptozoologist, Kibo Uktabi Prince

*Question: Commander used to be all about generating value with creatures, **ARE TCHOTCHKE DECKS THE LATEST COMMANDER CRAZE?***

#### **GREAT DESERT PROSPECTOR**

*How many powerstones do you need to make with this card for it to be worth it?*

**COMBO POTENTIAL** *Powerstones entering tapped definitely hinders their combo potential, but there are ways...*

- Any creature + Emiel the Blessed/Eldrazi Displacer + Krark Clan Ironworks + GDP - infinite creature ETBs, artifact ETBs, artifact LTBs, infinite colorless mana
- Any two creatures + Emiel/Eldrazi Displacer + Amulet of Vigor - infinite creature ETBs, artifact ETBs, powerstones
- Any three creatures + Emiel/Eldrazi Displacer + Amulet of Vigor - infinite creature ETBs, artifact ETBs, powerstones, colorless powerstone mana

**WHAT DECKS WANT IT?**

- Emiel, Zirda, Eight and a half Tails, Osgir, Jan Jansen

Question: **HOW GOOD ARE POWERSTONES?**

- Static Net, Urza, Powerstone Prodigy, Geology Enthusiast

**KAYLA'S RECONSTRUCTION**

**X=?** *Note: X = the number of artifacts or creatures you put into play, it does not change how many cards you see. X probably isn't higher than 1 or 2*

- Fury Storm, Fork, Reiterate

**WHITE'S COCO** *Collected Company doesn't see that much play in commander. Is this better than that?*

- Collected Company, Armored Skyhunter, Ao the Dawn Sky

**WHAT DECKS WANT IT?** *Decks with a high density of hits, but that doesn't seem all that hard. How many hits do you need to run this?*

- Ayesha Tanaka Armorer, Raff Weatherlight Stalwart, Queen Kayla bin-Kroog

**METICULOUS EXCAVATION**

*Note: Can bounce itself if necessary, can only be used on your turn, but can be at instant speed*

**COMBO POTENTIAL** *Yes this goes infinite with Dockside.*

- Dockside Extortionist, Palinchron, Peregrine Drake (any infinite mana combo + ETB creature) echoes of Temur Sabretooth
- Kodama of the East Tree, Meticulous Excavation, Serra's Sanctum (has to tap for 8)

**CASUAL POTENTIAL** *Is it good if you're not comboing off? Reuses cast/ETB triggers, saves creatures in combat, resets planeswalkers loyalty, activate walkers multiple times per turn with a lot of mana*

- Reconnaissance, Whitemane Lion

**WHAT DECKS WANT IT?** *White+ enchantress decks, Boros+ combo decks, big mana decks, commanders with ETB/cast triggers*

- Zacama Primal Calamity, Zirda, Karametra God of Harvests, God-Eternal Oketra

**SOUL PARTITION**

**TARGET THEIR STUFF** *Temporarily remove problem permanents, fog combats, get back stolen cards*

- Suspend, Boomerang

**TARGET YOUR STUFF** *Reuse cast/ETB triggers, blank removal spells, reset, planeswalkers, re-mutate a mutate stack?*

- Mavinda Students' Advocate, Elminster, Chun-Li Countless Kicks

### STEEL SERAPH

*In commander, you'll cast the 3-mana version of this card most of the time.*

**THAT'S GOOD SOUP** *Vigilance, Lifelink and Flying strong keywords in commander (behind haste probably). Traditionally you have to pay to give something lifelink.*

- Heliod Sun-Crowned, Viskopa Guildmage, Dihada Binder of Wills

**WHAT DECKS WANT IT?** *Aggressive white decks, especially those with commanders that want to deal combat damage*

- Odric Lunarch Marshal, Akroma Vision of Ixidor, Marisi, Cadira

Question: **HOW GOOD IS PROTOTYPE?**

- Blink or reanimate it
- Reduce it
  - Animar, Rakdos Lord of Riots, Belbe
- Artificially boost the mana value of your deck
  - Yuriko, Kodama of the East Tree, Imoti, Vial Smasher

### TOCASIA'S WELCOME

**COPY YOUR HOMEWORK** *This is better than Welcoming Vampire in a few ways, namely based on mana value rather than power (not turned off by anthem effects and works with large tokens like angels)*

- Welcoming Vampire

**MAXIMUM VALUE** *Flash creatures, blink synergy, and token makers*

- Archivist of Oghma, Cathar Commando, Keeper of the Accord, Crested Sunmare

**WHITE-REXIAN ARENA?** *Do you need to be drawing on opponents' turns to make this card worth it? How good is a white Phyrexian Arena?*

- Phyrexian Arena, Smuggler's Share, Bennie Bracks Zoologist

### URZA'S SYLEX

Question: *Do you care about the planeswalker trigger at all?*

**SAW IT COMING** *Telegraphed land destruction is a recipe for getting yourself killed. I would expect this card to be activated the same turn it was cast. Note: Sorcery speed*

- Oblivion Stone, Scourglass

**BREAK PARITY** *Make sure you come out ahead on mana with a specialized land package*

- Lotus Field, Boros Garrison, Nykthos Shrine to Nyx, Rustvale Bridge

**WHAT DECKS WANT IT?** *Legendary matters decks, decks with built in indestructible*

- Dihada Binder of Wills, Avacyn Angel of Hope, Sephara, Linvala Shield of Sea Gate

Question: **DOES THIS ANSWER LAND RAMP DECKS?**

### SAHEELI, FILIGREE MASTER

*In contrast to Teferi, I think this is a strong commander that immediately impacts the game*

**ULTIMATE POWER** Accessible “ultimate” that only requires one turn of protection

- Nissa Vital Force, Garruk Cursed Huntsman

**PROTECTS HERSELF** The deck doesn't have to be built to protect her, she can do it herself.

- Lolth Spider Queen, Elspeth Sun's Champion, Sarkhan the Masterless

### **SARINTH GREATWORM**

Note: Doesn't say under your control. Whenever ANY land enters you get a powerstone

**GRUUL 'FACTS?'** What do red and green actually do with all those artifacts? Goes back to the Tchotchke/Treasure decks from before.

- Ingenious Artillerist, Sarinth Steelseeker, Quicksmith Genius

**WHAT DECKS WANT IT?** Tchotchke decks and commanders with activated abilities

- Shattergang Brothers, Svella Ice Shaper, Jinnie Fay, Radha Heart of Keld, Zacama Primal Calamity

### **DEMOLITION FIELD**

What land removal lands are players actually putting in their decks?

### **OBVIOUS COMPARISONS**

**STRIP MINE - 80K DECKS ON EDHREC**

**WASTELAND - 35K DECKS ON EDHREC**

**GHOST QUARTER - 75K DECKS ON EDHREC**

**FIELD OF RUIN - 60K DECKS ON EDHREC**

**TECTONIC EDGE - 18K DECKS ON EDHREC**

**PLAYING THE FIELD** There are tradeoffs. Field of Ruin forces a shuffle and can hypothetically buy some good will, but I don't think that counteracts ramping two opponents.

- Field of Ruin, Ghost Quarter

Question: **IS THIS A NEW “STAPLE”?**

Question: **HOW MANY OF THESE EFFECTS DO YOU RUN?**

### **PORTAL TO PHYREXIA**

**WELDIN' TIME** Red is a natural fit. Lots of ways to sacrifice and recur it to reuse the ETB.

- Goblin Welder, Daretti Scrap Savant, Trash for Treasure

**WHAT DECKS WANT IT?** Artifact and colorless mana decks, especially with graveyard synergy

- Jhoira Ageless Innovator, Megatron Tyrant, Oswald Fiddlebender, Saheeli the Gifted, Belbe Corrupted Observer (flavor win)

Question: **IS THE EDICT MORE POWERFUL THAN THE REANIMATION?**

### **THE STASIS COFFIN**

Note: You can't be targeted, enchanted or damaged. Doesn't protect your stuff.

**PROTECTION FROM EVERYTHING** Sounds good to me! But what does it actually protect you from?

- Bojuka Bog, Blood Artist, Altar of Dementia
- Curse of Opulence, Fraying Sanity
- Chandra's Ignition, Rakdos Charm

**FAIL IN THE COFFIN** Compare to:

- Teferi's Protection, Glaring Spotlight, Selfless Spirit

**WHAT DECKS WANT IT?**

- *Commanders that give it flash?* Raff Capashen Ship's Mage, Renari Merchant of Marvels
- *Commanders that can find it at the right time?* Oswald, Magda
- *Commanders with damage downsides?* Heartless Hidetsugu, Yusri

Question: **DOES THIS FUNCTION AS AN EFFECTIVE RATTLESNAKE?**

**OUR FAVORITE "IN THE 99" CARD FROM BRO?**

JLK = Meticulous Excavation

Rachel = Bitter Reunion

**MOST POWERFUL "IN THE 99" CARD FROM BRO?**

JLK = Awaken the Woods

Rachel = Awaken the Woods

3) **TO THE LISTENERS**

What do you think about this set? Are you excited about it? What new cards slot in perfectly to your existing commander decks?

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

4) **THE END STEP**

Rachel - it's your first episode as an official host of the show! Tell us a little about yourself. Where can people find you, etc?

- What does this mean for The Command Zone?

5) CLEAN-UP STEP

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

-Shout out to **Geoffrey Palmer** for the living card animations (@LivingCardsMTG)