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CLAP AND SLATE

ROOM TONE

- 1) INTRO JOSH & RACHEL

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Our coverage of Lost Caverns of Ixalan continues with the cards in the 99. This set is full of powerful new mechanics: craft, explore, finality counters, descend. Plus it comes with support for some of the most popular creature types in Magic: Dinosaurs, Merfolk, Vampires, and Pirates. BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **TIKTOK** **PATREON: JARED COLEMAN****

2) MAIN TOPIC: **IN THE 99 ANALYSIS - LOST CAVERNS OF IXALAN**

There are a LOT of good cards in this set and we've pulled what we think are the major ones. But there are a number of great cards for specific creature types and specific synergies, like +1/+1 counters. We don't need to tell you to put a good Vampire card in your vampire deck. We're going to concentrate on the new cards that we think will see the most play in a broad sense.

We're also going to discuss some legendary creatures. But not as Commanders.

BLOODLETTER OF ACLAZOTZ

- We've seen damage doublers in red, how about life loss multipliers in black?
 - *Compare to > Archfiend of Despair; Wound Reflection;*
- This devotion is no joke.
- **during your turn**
- How does this work with damage?
 - *The damage will not be doubled, but the life loss will*
 - *Lifelink, for example, is not doubled.*

NO DRAIN, NO GAIN

- *How does this work with Gray Merchant of Asphodel?*
 - *Let's say you have no additional devotion (D=5)*
 - *Each opponent loses 10, you gain 30 because "life lost this way"*
 - *Extort > Drain for 2, Gain 6*
 - *More Drain > Exsanguinate; Kokusho, the Evening Star; Debt to the Deathless;*

- *Lethal With* > Blood Tribute; Fraying Omnipotence; Shard of the Nightbringer; Heartless Hidetsugu; Peer into the Abyss;
 - Tree of Perdition (as long as they have 26 life or higher)

BONEHOARD DRACOSAUR

- This has a lot of words... but is it good?
- You get no value right now, but a TON of value if it survives
 - *This is not my favorite way to play because it makes you the threat before you've done anything threatening.*
 - *Compare to* > Visions of Phyrexia; The Flux; Outpost Siege
- I could see running it in decks where the creature type is relevant, but I don't love impulse draw in decks that are full of 6-7 mana dinosaurs and dragons.
- If you're already running Vedalken Orrery, Leyline of Anticipation, Alchemist's Refuge, etc.
- I may try it as the top end in my Boros keyword deck. It has a tendency to run out of gas.

I wanted to talk about these next two cards together because they are very similar and very powerful:

DAUNTLESS DISMANTLER & CHARISMATIC CONQUEROR

- We do like this effect generally...
 - *Compare to* > Blind Obedience; Thalia, Heretic Cathar; Authority of the Consuls;
- Dauntless Dismantler...
 - *This only affects artifacts, which is a significant knock*
 - How much does the "board wipe" add to its value?
 - *Best when paired with green (when you're playing less mana rocks)*
- Charismatic Conqueror...
 - Affects creatures AND artifacts.
 - The main difference is that Conqueror is optional.
 - *How big of a deal is that?*

QUESTION: WHICH HATE BEAR IS BETTER?

- *If your opponent is going to win this turn, Charismatic Conqueror doesn't stop them unless you have a sacrifice outlet or an Impact Tremors type effect.*
- *Dauntless is better in more competitive situations and Conqueror is better in more casual?*
- *Conqueror does have the "do you pay the 1?" effect that attracts a lot of attention*

ILLUSTRIOUS WANDERGLYPH

A Tendershoot Dryad for white!

- Tendershoot Dryad shows up most in dedicated Saproling decks: Slimefoot, the Stowaway; Tana, the Bloodsower;
 - *It's reliably in 60%+ of decks on EDHREC*
- In a more generic token strategy...
 - *In 27% of Chatterfang decks*
 - *In 37% of Jetmir decks*

QUESTION: IS WANDERGLYPH BETTER THAN TENDERSHOOT?

- Tendershoot Dryad only works with tokens and saproling strategies
- Wanderglyph works with tokens, artifacts, and artifact creatures strategies.
 - *Displaced Dinosaurs; Marionette Master; Inspiring Statuary; Chiss-Goria, Forge Tyrant;*
- It's easier to cheat into play in white, and being an artifact white can even tutor for it.

INTL. SENESCHAL OF THE SUN

- It doesn't need to attack for the second ability to trigger.
 - *Says "one or more" so doesn't work well with wheels.*
- Good with looting spells tho:
 - *Faithless Looting; Zurzoth, Chaos Rider; Smuggler's Copter;*
- I like it as a cheap option in decks that like to cast from exile.
 - *Faldorn, Dread Wolf Herald; Laelia, the Blade Reforged; Proper, Tome-Bound*
- *Reminds me of* > Rielle, the Everwise; Containment Construct

KITESAIL LARCENIST

Note: Up to one for EACH player. You can pick one for yourself. You don't have to pick from each player.

- Minimus Containment for each player.
 - *Giving your opponents treasure tokens feels a little worse than this reads, especially when you're removing Commanders.*
- Great in blink decks where you can reset it in response to removal or to reset them if opponents crack those treasure tokens

*****MIDROLL POINT #1*****

MATZALANTLI, THE GREAT DOOR

A 3 mana artifact looter isn't a terrible piece to just have on the battlefield, but it's not JUST a 3-mana looter. So don't be surprised if your opponents remove it.

- In the meantime, it's like The Celestus, but doesn't tap for mana and you don't have to mess with Day/Night.

THE LAND SIDE

- Obviously this land is extremely powerful in the right decks.
- Here's the question though...

QUESTION: WOULD YOU PAY 7 MANA TO GET THIS LAND?

- Could be 3 mana, then 4 mana? But seems risky with such a powerful payoff.
- They can remove this in response to you paying to transform it.
- Remember it'll be tapped when you transform it.
- But you can transform at instant speed.

OJER PAKPATIQ, DEEPEST EPOCH

- Rebound is very powerful with certain instants, it does nothing with counterspells or X spells
 - Cantrips, Removal Spells, Draw Spells
 - Nexus of Fate; Mystic Confluence; Fact or Fiction; See the Truth;
- *Cast from Exile Synergy* > Vega, the Watcher; Delayed Blast Fireball

THE LAND SIDE

- This is the hardest one to flip back over. It flips over tapped. Then you need to tap the land three times. Then you need to activate it? So four turns.
 - *Unless you have ways to remove counters from permanents or untap lands.*
- Ghostly Flicker

OJER TAQ, DEEPEST FOUNDATION

- Only cares about creature tokens
- Doublers and triplers are enhancers but they don't DO anything on their own
- 6-mana do nothing permanents > Fiery Emancipation; City on Fire; Nyxbloom Ancient;
 - How long until we get "Tripling Season"?

QUESTION: HOW MANY OF THESE CAN YOU RUN IN A DECK?

- Do you run this over Mondrak or Anointed Procession? Is an additional token worth two more mana. Or is this overkill?
- This feels at its best when you're making more than one token.
 - *Normally this goes from 1 to 3*
 - *I have a Hazon deck that makes 2 tokens at a time. Ojer Taq takes it from 2 to 6 which might be worth it.*

THE LAND SIDE

- This is one of the easier ones to flip back over. If you've replaced any token creation then you probably have three creatures to meet this qualification. That does make this difficult to deal with permanently.
 - *On the other hand, if the reason it died is due to a board wipe (which seems likely) then it might just NEVER flip back over.*

PIT OF OFFERINGS

Colorless Bojuka Bog?

- Note: Exiling lands doesn't make this tap for colors.
- Note: If you exile a card with this and for some reason it doesn't enter exile with this, the land will not tap for those colors
 - *EX: You exile a commander from the graveyard and they send it to the command zone*
 - *EX: You exile a flashback instant and they cast it in response.*
- I think you should treat this land like a colorless land. It is not going to be color-fixing when you need it to be.
- It does let you snipe cards from different graveyards which is nice.

QUESTION: IS THE GRAVEYARD HATE WORTH IT?

Is it worth it to play this mostly just for the graveyard hate?

REDEMPTION CHOIR

Is this a 4 mana Sun Titan?? (not exactly)

- 4 vs. 6 is a big deal especially in white decks (in all decks).
- Sun Titan is usually a free attack somewhere. Redemption Choir often won't have free attacks.
- You want to play as many fetchlands as possible with this.
- This card does nothing if you don't have Coven.
- This is at its most powerful when played on curve (when you can use it to ramp and it still have free attacks) but it's going to be very tricky to hit Coven at that point.
- Or is it at its best when you play it around when you'd play Sun Titan? Allows you to hold up more mana for interaction?

ARE WE LOVIN' THE COVEN?

How hard is it to hit Coven?

- Having partner Commanders at 1-3 mana (and different powers) or even just a 2 power 2 drop Commander, etc will go a long way.
- Augur of Autumn has been slightly more challenging to hit than expected, but that's 2 power.
- Token decks
- Creature count needs to be high, with an emphasis on stuff lower down the curve (25+)

RIPPLES OF POTENTIAL

- Note: Proliferate says "choose any number of permanents" so you don't have to phase out EVERY permanent with counters on them. This is important if you want to protect certain pieces but not leave yourself open to attacks
- I've been very impressed with March of Swirling Mist.
- This is obviously very powerful board protection in +1/+1 counter decks for protecting your creatures.
- Superfriends new best friend. But I think the place this deck REALLY shines is Planeswalker decks.
 - *Wait to spend it until your opponents spend resources to attack your walkers or do it at the the end of your turn to have them look elsewhere*

ROAMING THRONE

Triggered abilities are represented with "when," "whenever," and "at."

CRUNCHING THE NUMBERS

- You want 25-30 cards with triggered abilities to start thinking about this. Not just any creature type deck.
- Which popular creature types will benefit MOST from Roaming Throne?
 - *Dragon*
 - **72%** of all dragons have triggered abilities (238/332)
 - **75%** of the top 20 dragons in dragon decks have triggered abilities (15/20)
 - **50%** of the top dragon commanders have triggered abilities (5/10)
 - I like it with creature types like dragon that tend to be high CMC

- *Elf*
 - 50% of all elves have triggered abilities (292/582)
 - 55% of the top 20 elves in elf decks have triggered abilities (292/582)
 - 60% of the top 10 elf commanders have triggered abilities (6/10)
- *Zombie*
 - 53% of all zombies have triggered abilities (299/561)
 - 60% of the top 20 zombies in zombie decks have triggered abilities (12/20)
 - 70% of the top 20 zombie commanders have triggered abilities (7/10)
- *Vampire*
 - 65% of all vampires have triggered abilities (247/382)
 - 70% of the top 20 vampires in vampire decks have triggered abilities (14/20)
 - 70% of the top 10 vampire commanders have triggered abilities (7/10)
- *Human*
 - 52% of all humans have triggered abilities (1741/3364)
 - 60% of the top 20 humans in human decks have triggered abilities (12/20)
 - 90% of the top 10 humans commanders have triggered abilities (9/10)

COMMANDER x2

Should you play this simply to double your Commander's trigger?

- *Concrete synergies with popular commanders like Yuriko, the Tiger's Shadow and Miirym, Sentinel Wurm*
- *But what about just powerful triggered abilities that aren't kindred reliant...*
 - Atraxa, Praetors' Voice?
 - Kaalia of the Vast?

It feels like the specifics of the trigger matter. I'm much more likely to include this if my deck if I see an advantageous play pattern casting this the turn after my Commander comes out (Magda, Brazen Outlaw; Kinnan, Bonder Prodigy; Fynn the Fanbearer) as opposed to triggers that cost mana and have to be done after this is out (Light-Paws, Emperor's Voice; Chulane, Teller of Tales).

That, or you want Commanders that have more than one triggered ability (Rocco, Street Chef; Prosper, Tome-Bound; Meren of Clan Nel Toth).

- Add triggers to your commander with backgrounds! > Passionate Archaeologist; Guild Artisan

Also do not love the idea of needing to play this BEFORE your Commander comes down and telegraphing your scariness (Miirym, Sentinel Wurm; Jodah, the Unifier)

MIDROLL POINT #2

SQUIRMING EMERGENCE

- Inherently powerful because it allows you to cheat mana costs (pay 3 mana, get something onto the battlefield that would normally cost 7+)
- This is why Reanimate and Animate Dead are so popular.
 - *But this card can also bring back non-creature permanents.*
 - *Get an Ugin, the Spirit Dragon; Bolas's Citadel; Omniscience; for 3 mana.*
- Note: It can't bring back lands.
 - *But does count lands in the permanent count.*
- The more self mill you have, the better this is.
- The more fetchlands you have, the better this is.
- This is a non-permanent card in a deck that cares about permanents. So it occupies the perfect power level. Is it powerful enough in my deck that it is worth harming some of the synergy?
 - *It seems like a natural fit in my Sidisi Brood Tyrant deck, which is full of permanents and self mill.*
 - *But is the fact that this card also gets noncreature permanents good enough that this is better than Reanimate? In Sidisi, no.*
 - *I have a Lord Windgrace planeswalker list that I'd like to try this in. It uses a lot of looting and fetchlands and is built around noncreature permanents. So it feels like a great fit.*
- If you're self milling and you have even a couple of big hits, this card belongs in your deck.

TARRIAN'S JOURNAL

- I like this side a lot. Great for sacrificing clues and treasures.
 - *Compare to > Dockside Chef; Vampiric Rites; Priest of Forgotten Gods;*
- Obviously it would be better if it weren't at sorcery speed, and if it didn't require tapping, but this is a very efficient draw engine in the right deck.

THE LAND SIDE

- Note: You've just discarded your hand and this land is tapped. But you may transform it at instant speed.
- They could absolutely destroy this in response to you paying the cost.
- Discarding your hand seems to bad to really even think about what this side of the card does.

THE EVERFLOWING WELL

- This is the kind of card that doesn't feel wildly powerful, but slots into many decks naturally.
- Here's why it isn't Divination.
 - *In decks that play this, the mill 2 is as good as card advantage.*
 - *Pair with > Goblin Welder; Goblin Engineer; Emry, Lurker of the Loch;*
 - *Will often be in decks with Etherium Sculptors and Foundry Inspectors*

THE LAND SIDE

- This is land ramp in blue in a deck that can reliably hit the Descend value.
 - In fact, all these transforming land cards should be looked at twice in decks that can't easily land ramp. If your deck can make the transform stipulation without bending over backwards, it should be considered.
- But what are you copying with it? It doesn't get ETBs. It's only until end of turn. If it's something with a triggered ability (Archmage Emeritus; Hullbreaker Horror) how are you triggering it the same turn you cast it?
- It's a pseudo form of haste, maybe, I guess. Is the dream that you cast Blightsteel Colossus and get the Annihilator trigger right away?

THE MILLENNIUM CALENDAR

- Ok so the more permanents you are tapping, the better this card is.
- Note: It only adds counters in your untap step unless you are activating the ability or proliferating in some other way, like the Doctor Who Time Travel ability.
- Untapping this artifact speeds up the clock a LOT. It grows exponentially.
 - **Clock of Omens**; Voltaic Key; Minamo, School at Water's Edge
- All Will Be One also speeds up the clock considerably. Doubling Season.

If it has 4 counters on it, you need to activate it 9 times get to 1000+

If it has 4 counters on it, you need to activate it 8

If it has 5 counters on it, you still need to activate it 8 times

If it has 6 counters on it, you still need to activate it 8 times

If it has 7 counters on it, you still need to activate it 8 times

8 counters = 7 times

16 counters = 6 times

32 counters = 5 times

63+ counters = 4 times

125+ counters = 3 times

250+ counters = 2 times

500+ counters - 1 time

TISHANA'S TIDEBINDER

- Triggered abilities are indicated by "when," "whenever," "at." Activated abilities are colons.
- Needs an ability on the stack for this to work. It can't just ETB and turn off the abilities of an artifact, creature or planeswalker.
 - *If there's a board wipe on the stack and you know a Blood Artist on board will kill you, you can't preemptively shut it down.*
- This needs a triggered ability to counter, but also turns off that permanent's static abilities?
 - *Liliana Dreadhorde General. You could counter an activation, but then they also wouldn't get to draw when creatures die.*
 - *This can shut down a commander without sending it back to the zone.*

- This can counter an ability from an enchantment or land, but can't turn it off entirely. It only shuts down artifacts, creatures, and planeswalkers long-term.
- If they blink or sac and recur the affected permanent, Tishana will lose track of it and it will work as normal again.
- GREAT in blink decks to reset and repeatedly counter abilities (really only works with blink that returns to battlefield right away).

QUESTION: HOW NARROW IS THIS COUNTERSPELL?

- Turns off a piece of equipment; counters a Dockside ETB, Bojuka Bog ETB; Aetherflux Reservoir; Avenger of Zendikar. This DOES answer a Craterhoof, but so does any counterspell that can counter creatures.
- Notably does not shut down Ashnod's and Phyrexian Altar which are mana abilities.
- This doesn't turn off Academy Manufactor or replacement effects (Fiery Emancipation; Ojer Taq).
- It's 3 mana. That's A LOT to hold open. Very cool design though.

Lost Caverns of Ixalan comes with a host of new targeted interaction spells that all look like they might make the cut in commander decks. We didn't want to spend a ton of time on all of them so we're going to do a speedrun of the ones we like best.

NEW INTERACTION

BITTER TRIUMPH

- *Compare to* > Infernal Grasp; Baleful Mastery; Deadly Rollick; Anguished Unmaking
 - *Hits planeswalkers and creatures*
 - *Life loss is more powerful than giving an opponent a card*
 - *Instant speed is huge*

CONTEST OF CLAWS

- *Compare to* > Ram Through; Cosmic Hunger; Windswift Slice
 - *Even in mono-green decks, we don't run a lot of bite spells. Does this one make the cut?*
 - *Note: Cascade / Discover doesn't necessarily get much better as the number goes up.*

EATEN BY PIRANHAS

- *Compare* > Imprisoned in the Moon; Witness Protection; Frogify;
 - *Note: This one has flash*

GET LOST

- *Compare to* > Swords to Plowshares; Path to Exile; Fateful Absence; Soul Partition
 - *Flexibility here probably doesn't beat out Swords or Path*
 - *Currently not playing Fateful Absence, but this is better than that*
 - *I think I like Soul Partition better than this.*

PERMISSION DENIED

- *Compare to* > Dovin's Veto; Render Silent; Negate
 - *Can't win a counterspell war with this (they can respond with this on the stack)*
 - *Is this a good counterspell to protect your big turn?*

- *You need a target, so can't cast this as a pseudo-Silence, which is too bad.*

ZOYOWA'S JUSTICE

- *Compare to > Chaos Warp; Wild Magic Surge;*
 - *Can't hit tokens or lands*
 - *Can't flip into something more than the mana value of what you've shuffled.*
 - *Discover doesn't necessarily get better the higher the Discover value, you're still most likely to hit a 2-3 drop.*
 - *At this card's best, they draw a card.*

OUR FAVORITE "IN THE 99" CARD?

JLK = Squirring Emergence

Rachel = Tishana's Tidebinder

MOST POWERFUL "IN THE 99" CARD?

JLK = Zoyowa's Justice

Rachel = Roaming Throne?

Patrons on Patreon and Discord = Ojer Taq, Deepest Foundation (not close)

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** **TIKTOK****

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; Katie Cole; Mitch Trafford; and Jimmy Wong.**