

CZ425: IN THE 99 REVIEW - MIDNIGHT HUNT

- 1) UPKEEP STEP
 - 2) MAIN TOPIC
 - 3) TO THE LISTENERS
 - 4) THE END STEP
 - 5) CLEAN-UP PHASE
-

- 1) INTRO JIMMY & JOSH

@jfwong - **@JoshLeeKwai** - @commandcast

The clock has tolled on Midnight Hunt and we are just about done with our review of the set. Today we're diving into the cards that will go into the 99 of your decks! Which do we think will make the biggest splash in Commander? Let's find out:

****CHANNELFIREBALL - ULTRAPRO CALL-OUT #1** **PATREON SHOUT-OUT - ELIAS SCHENK****

- 2) **MAIN TOPIC: IN THE 99 REVIEW - MIDNIGHT HUNT**

We're only going to talk about cards we think will become staples (or close) and maybe a few fringe cards that we think are better than they look. That means we'll probably be skipping cards that are kind of obviously meant for certain archetypes. If you have a zombie deck, you don't need us to tell you to play the card that gives all your Zombies +1/+1, etc.

If we missed anything, you know where to tell us - in the comments or online! Please continue the discussion there.

NEW/RETURNING MECHANICS:

Coven - Cares about having 3 creatures with different powers on the battlefield under your control, and will trigger special abilities, keywords being added, cards being drawn, etc.

Daybound / Nightbound Cycle - a new way to thematically work with Werewolves and cards that care about it. It does not turn into night or day until a card specifically tells you to, then you track it rest of the game. If it's Day, cast no spells during your turn and it will flip to Night on the next player's turn. Cast two spells on any turn when it's night to change it back to Day.

*-We went through this in-depth in CZ424 "Multi-Colored Commander Review"
(Note: One-off Werewolves tend to be bad in Commander. If your entire strategy is not dedicated to the mechanic, it's hard to control which side they stay on.)*

Decayed - a new keyword ability that makes you sacrifice the Creature at end of combat when they attack. Almost always this ability only appears on 2/2 Black Zombie creature tokens. *(After playing limited, Decayed makes tokens much much worse)*

Flashback - Allows you to cast the spell an additional time from your graveyard, then it exiles. Typically mana cost is higher than the original casting cost. Double the uses, double the fun!

NEW PLANESWALKERS:

Teferi, Who Slows the Sunset *(Teferi is always powerful - free untaps of artifacts means huge combos: Grim Monolith, Mana Vault, etc.; free untap of Creatures and lands is the same these days. If you're in Bant, you might be untapping three things that mana ramp you and can protect you. Goes infinite with Bloom Tender (Creature), any land (Land), and Chain Veil (artifact) - keep on activating forever. If the land produces more than one mana (bouncelands / Ancient Tomb / Scorched Ruins / Lotus Field) then you get infinite mana too.)*

Arlinn, the Pack's Hope *(Kind of a mix between Vivien, Champion of the Wilds and Gideon's ability to turn into a Creature. Doesn't protect itself, seems just very solid for the Werewolf deck. Red Green decks aren't typically in the business of not casting spells each turn, so you're rarely going to flip it to Night)*

Wrenn and Seven *(Jadzi's flip side also wants to dump lands. Are these best friends? Combo with Storm Cauldron, Meloku, Clouded Mirror; Sunder; the -3 is good at protecting itself, that Treefolk is presumably a big creature;)*

ADVERSARY CYCLE: Similar to "Strive" - when these special creatures enter the battlefield, you may pay a specific mana cost (like 1U or 1G) any number of times, when you do, you put that many +1/+1 counters on the creature and get an additional effect that varies from color to color.

WHITE - Intrepid Adversary *(is a Lord)*

BLUE - Spectral Adversary *(is the best - it has Flash and allows you to phase out Artifacts, Creatures and or Enchantments, so works as instant speed protection)***

BLACK - Tainted Adversary *(Makes Decayed Zombies)*

RED - Bloodthirsty Adversary *(Only one that costs 2R instead of 1 and a color, let's you cast spells from your graveyard with Mana Value 3 or less)*

GREEN - Primal Adversary *(Turns lands into 3/3 Wolf creatures)*

VISIONS CYCLE: These are Commander cards that can only be found in the Set Boosters. They are all Sorceries and they all have Flashback for 10. However, this cost is reduced by the greatest Mana Value of your commander on the battlefield OR the Command Zone. This means they could all potentially cost just WW, or UU, or BB, or RR, or GG with Commanders like: Borborygmos, Kamahl, Heart of Krosa; Karador, Ghost Chieftain; and then if your Commander is 7 CMC, each spell costs 1WW, 1UU, etc. Here they are, quickly:

WHITE - Visions of Glory (*Creates as many 1/1 human tokens as creatures you control*)

BLUE - Visions of Duplicity (*Exchanges control of two creatures you don't control*)

BLACK - Visions of Dread (*Opp. puts a creature of their choice from their gy to your battlefield*)**

RED - Visions of Ruin (*Each opponent saps an artifact, for each sapped you get 1 Treasure*)**

GREEN - Visions of Dominance (*Put a +1/+1 counter on creature, then double those counters*)

*****MIDROLL POINT*****

WHITE

Cathar Commando (*"better" Reclamation Sage - and in white?*)

Curse of Silence (*Playable? Creates an "automatic" Commander Tax; sometimes will house a deck like Josh's Dragon's Approach brew; wish it drew two cards*)

Vanquish the Horde (*It's White's version of Blasphemous Act - seems like a Commander staple, is this simply better than Wrath of God and similar board wipes?*)

BLUE

Sludge Monster (*Seems like a fun one to flicker with Brago or Roon*)

Curse of Surveillance (*Another Curse! Definitely a way to completely take a single player down if they are Archenemy - you choose the Target Players as well, so you can make this one sided*)

BLACK

Ghoulis Procession (*Triggers on opponent's creatures too; if you want to sacrifice Creatures,*

this feels like a very strong way to get tons of fodder - Korvold; any deck that is looking to run any of the three Altars (Phyrexian, Ashnod's, Dementia) or sac outlets like Viscera Seer)
Lord of the Forsaken (free mana is always strong - Karador, Kess; Underworld Breach/Yawgmoth's Will/Past in Flames. Might be good in conjunction with K'rrik. Is there some purely colorless card you could loop with Underworld Breach? Let's ask the audience to come up with something! Your toolbox: Underworld Breach, Deathrender, any Commander, etc. - what would be a fun way to use Lord of the Forsaken?)

The Meathook Massacre (Board wipe that becomes an Aristocrat? Seems insane. Instantly becomes Black's 2nd best board wipe, right? What's the power rankings between: Toxic Deluge, Black Sun's Zenith, Meathook Massacre, and Damnation? Also - the new headache of 2021 is keeping track of all the minor differences between all of these perpetual Aristocrat effects - Meathook has TWO separate triggers)

RED

Moonveil Regent (When you're at 0 cards, each card is basically a Cantrip in 1-color decks, it only gets better from there; seems like a solid card for Madness decks, The Locust God; Arjun the Shifting Flame)

Ardent Elementalist (Note: OG Archaeomancer is in 24K decks on EDHREC)

GREEN

Augur of Autumn (Anything that looks like Courser of Kruphix is a good card in Commander; Also becomes Vizier of the Menagerie when you have Coven!)

MULTICOLORED

Croaking Counterpart (Just look at this art. It's also great in copy decks like Volo, Guide to Monsters)

COLORLESS

Moonsilver Key (People already play Trinket Mage to get Sol Ring; Also get's Mana Crypt; Basalt Monolith if you wanna combo; Ashnod's/Phyrexian/KCI; The Great Henge; Metalworker; Darksteel Citadel; Werewolf decks can find The Celestus;)

LANDS

New cycle of lands (*only have Allied pairs - some are calling them 'slow lands'? Seems very good in Commander - much better than the 'fast lands'*)

What do you think is the most powerful card that we talked about today?

Josh: Moonsilver Key? Cathar Commando?

Jimmy: Meathook Massacre

What card are you personally excited about?

Josh: Meathook Massacre?

Jimmy: Moonveil Regent

3) TO THE LISTENERS:

What singles from Midnight Hunt are you excited about? What card(s) did we miss today that you think we definitely should have talked about? Tell us in the comments below.

****CHANNELFIREBALL #2****

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

4) THE END STEP

If we have time: **Lone Lobos** (new podcast by Jacob and Xolo)

5) CLEAN-UP STEP

-Big thanks to our amazing team here at The Command Zone! **Arthur Meadowcroft, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Jamie Block, Sam Waldow, Gaurav Gulati, Truc Thai and the new team members: Jamie Block, Kayden Mendez, and Shauna Gilles.** (Plus we're adding another VFX person in just a couple of weeks!)

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