**EPISODE 305: THEROS: BEYOND DEATH – NEW COMMANDERS**

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1) UPKEEP STEP

2) MAIN TOPIC: NEW COMMANDER REVIEW

3) TO THE LISTENERS

4) THE END STEP

5) CLEAN-UP PHASE

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1)INTRO JIMMY & JOSH

**@jfwong - @JoshLeeKwai - @CommandCast**

*Tease Main Topic: Theros: Beyond Death is fully spoiled! Which means it’s time for our Set Review. Once again, we’re going to break it up into two episodes. We like this because it allows us to go a little more in-depth rather than rushing through it. Today’s show will be breaking-down and analyzing just the new Commanders from the set. Next week’s episode will talk about the rest of the cards. BUT FIRST:*

\*\*CARD KINGDOM call-out #1\*\*

\*\*ULTRA-PRO call-out #1\*\*

\*\*PATREON – Lucas Kvasnicki de Andrade\*\*

2) MAIN TOPIC: **THEROS: BEYOND DEATH – NEW COMMANDER REVIEW**

*Theros is a plane that’s all about devotion. As a result, there are a lot of mono/two colored Commanders but nothing that’s three or above.*

**NEW LEGENDS:**

* Alirios, Enraptured *(blinky stuff – Conjurer’s Closet, Panharmonicon – probably better in 99) - Based on Narcissus!*
* Anax, Hardened in the Forge *(Aristocrats, OG Purpohoros, Nesting Dragon, Nim Deathmantle, Gravecrawler Phyrexian Arena combo stuff, Galia of the Endless Dance)*
* Aphemia, the Cacophony *(Self Mill, Strionic Resonator, Zombie/Reanimator? Animate Dead, Liliana’s Mastery, Pairs well with removal spell Enchantments: Dead Weight, Seal of Doom)*
* Arasta of the Endless Web *(Feroz’s Ban, anything else that stops players from casting creatures?, Ishkanah Grafwidow, Rotwidow Pack, Dragonlair Spider)*
* Atris, Oracle of Half-Truths *(Self Mill / Dredge / Graveyard recursion, Blink, Top deck manipulation (so you know what was there), Scroll rack, Muldrotha the Gravetide, Mystic Sanctuary, counts as milling yourself for cards like Sidisi, Syr Konrad, is an Advisor for Persistent Petitioners)*
* Callaphe, Beloved of the Sea *(Mono-Blue aura-voltron? Pemmin’s Aura, Crystal Chimes / Hubris to recover)*
* Dalakos, Crafter of Wonders *(Jimmy’s deck for next GK!, We’ll be doing a deck tech on it so not gonna go into too much detail here – a few things: Based off of Daedalus, who gave Icarus wings that would let him… fly! Renowned Weaponsmith 2.0, Living Weapons (Batterskull), good for ramping out artifacts like God-Pharaoh’s Statue or other 6CMC beaters, cards that equip for zero like Shuko, or cards that attach on ETB like Ronin Warclub + beaters like Myr Battlesphere or Steel Hellkite)*
* Daxos, Blessed by the Sun *(Mono-White, Soul Sister in the command zone. Anything that says “whenever you gain a life” (Archangel of Thune, Dawn of Hope, Well of Lost Dreams) or stuff that cares about how much life you have: Felidar Sovereign, Forever Young / Bolas’ Citade, maybe good in a High Alert / Huatli, the Sun’s Heart type deck, Darien King of Kjeldor)*
* Erebos, Bleak-Hearted *(\*First God – Why are gods so good?\* Aristocrats, Viscera Seer (new version: Woe Strider), The Altars, Grave Pact, etc, Yawgmoth, Thran Physician, Vilis, Broker of Blood, Razaketh, Korvold, Smothering Abomination)*
* Eutopia the Twice-Favored *(Enchantress, but you want creatures to attack. Look to Kestia decks for inspiriation: Nylea’s Colossus, Cold-Eyed Selkie, Boon Satyr, Thassa’s Emissary, Open the Vaults. Not having white hurts)*
* Gallia of the Endless Dance *(Satyr Tribal (there are currently no such decks on EDHREC), There are only 17 total Satyrs in Green/Red (2 are off-color). This doesn’t count new Satyrs in THB. There also aren’t really any cards that care about specifically Satyrs but you can use generic Tribal stuff like Coat of Arms, Herald’s Horn, Mana Echoes, Metallic Mimic, etc, Red/Green token decks Wort the Raidmother, Grand Warlord Radha, Grumgully, Ulasht the Hate Seed)*
* Haktos, the Unscarred *(Strange card, difficult to build around, wish it had 7 power at least)*

Next up we have a powerful mono-white Commander. But is it good enough to blunt our usual criticism about WotC’s design of white cards?

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

* Heliod, Sun-Crowned *(Goes infinite with Walking Ballista / Triskelion: lots of ways to tutor – Enlightened Tutor, Recruiter of the Guard, Idyllic (reprinted!), Inventor’s Fair, Academy Rector, etc. Another combo is with Lesser Masticore, Soul Warden-esque effect and a sac outlet, infinite life with Spike Feeder - or Kitchen Finks + Sac outlet. Lifegain matters is just so done to death. Other good cards: Workhorse, Crystalline Crawler, Mindless Automaton, Make Enchantments Creatures: Opalescence, Danse of the Manse)*
* Klothys, God of Destiny *( You want to fill up your own graveyard for ramp - Ayula’s Influence, Seismic Assault, Living Twister, Harrow, Pyromancy. Damage: Torbran, Thane of Red Fell, Dictate of the Twin Gods / Furnace of Rath. Neheb, Dreadhorde Champion. In the 99 - Lord Windgrace, Omnath Locus of the Roil, Korvold - \*go over the rule: If Klothys has no target (nothing in graveyards) then the ability won’t even go on the stack. So nothing happens\**
* Kroxa, Titan of Death’s Hunger *(First sighting of the ESCAPE mechanic – gets around Commander tax) – these represent the Titans from Greek Mythology and their escape from Tartarus. Chainer Nightmare Adept - cast Kroxa without escaping, Reanimate, Sedris the Traitor King, Syr Konrad the Grim, Altar of Dementia, Erratic Portal, Haste granters, Mirage Mirror, Ashnods/Phyrexian Altars, Waste Not, Neheb, Dreadhorde Champion, Geth’s Grimoire, Pain Magnification) \*JLK thinks this one is underrated\**
* Kunoros, Hound of Athreos *(Probably in the 99 as a hate bear type card rather than at the helm as a Commander - or if a Commander than build around the colors and have this as a always accessible GY Hate card, like Jimmy's Anafenza token deck)*
* Nylea, Keen-Eyed *(Generically powerful at the helm of a creature-heavy deck, artifact creatures or maybe morphs? Cloud Key, Semblance Anvil, The Great Henge, good with Escape, with infinite mana CAN get through your entire deck)*
* Polukranos, Unchained *(This does NOT have the sacrifice clause like the others. Hardened Scaled, Doubling Season, et al – Magebane Armor, Greater Good – You DO cast it when using Escape so can work with Gargos, the replacement text on Vigor will override the Polukranos text because you control both effects; Zombie Tribal, Jarad Golgari Lich Lord, Hydra Tribal, Meren of Clan Nel Toth, Ghave, Guru of Spores)*
* Purphoros, Bronze-Blooded *(Sneak Attack on a Commander (slightly worse in that it doesn’t give the creature itself haste – also restricted to red/artifact creatures) - Painter's Servant, Sundial of the Infinite, Conjurer’s Closet, Combat Celebrant, Fury of the Horde, Terror of Mount Vilus, Irencrag Feat, Bearer of the Heavens, any of the recurrable Phoenix/Red fliers, Godo, Bandit Warlord, Scourge of the Throne, Savage Beating, Ilharg, the Raze-Boar, Assault Suit, Blightsteel Colossus, Hellkite Tyrant, etc)*
* Renata, Called to the Hunt *(Hardened Scales, Persist, Aerie Ouphes, Woodfall Primus, Cauldron of Souls, +1/+1 counter themes have been done to death, Grumgully, the Generous, The Great Henge, Inspiring Call / Armorcraft Judge, Rishkar, Peema Renegade)*
* Siona, Captain of the Pyleas *(Flickerform, Rancor (+Sac Outlet / Phyrexian Altar), Kitsune Mystic +Ashnod’s, Bramble Elemental, Non-bo with Bestow cards, Frogify/Kenrith’s Transformation, Fertile Ground, Winds of Rath)*
* Taranika, Akroan Veteran *(Tough one. Stuff that wants indestructible? Boros Reckoner? Creatures that tap: Intrepid Hero, Mother of Runes, Witch Hunter)*
* Thassa, Deep-Dwelling *(Blink, Verity Circle, Meekstone, maybe Static Orb shenanigans?, Wants to Tap These Things: Betrayal, Daring Thief, Disciple of Deceit, Fallowsage, Grimoire Thief, King Macar)*
* Thryx, the Sudden Storm *(They can kill Thryx in response and THEN counter the spell, Good spells to ramp into/be uncounterable: Diluvian Primordial, Roil Elemental, Perplexing Chimera, Blatant Thievery, Cyclonic Rift, Mind’s Dilation, Swarm Intelligence, (and then all the big win spells are 8+ like Expropriate, Aminatou’s Augury, Jin-Gitaxias))*
* Tymaret, Chosen from Death *(mediocre GY hate – eldrazi processors? Wasteland Strangler)*
* Uro, Titan of Nature’s Wrath *(JLK’s deck for next GK. Will talk about it indepth in a Deck Tech episode - Crystal Shard, Ashnods/Dementia, Greater Good, Hedron Crab, Selvala, Heart of the Wilds, Mirage Mirror)*

**FAVORITE OVERALL NEW LEGEND:**

*Purphoros, Heliod, Thassa, Dalakos, Uro?*

3) **TO THE LISTENERS:**

*What is your favorite new legend from Theros: Beyond Death? Are there any cool interactions/combos you see that we missed?*

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

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

4) **THE END STEP**

*Where we talk about something cool outside the world of Magic.*

5) **CLEAN-UP STEP**

Our editing, graphics and logistics team is Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Sam Waldow. This episode was (most likely) edited by Ladee Danger.

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