

CZ0484: DMU MULTI-COLORED COMMANDERS (Part 2)

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

1) INTRO JIMMY & JLK

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

We're back with Part 2 of our Multi-Colored breakdown for DMU (main set and Commander product only) On this episode we're going to be diving deep on all the new rare & mythic Commanders that come alphabetically N - Z. If you're looking for A - M, that was the previous episode.

BUT FIRST:

****CHANNEL FIREBALL** **ULTRAPRO #1** **PATREON: GRANT MASON****

2) MAIN TOPIC: DOMINARIA UNITED MULTI-COLORED COMMANDERS (PART TWO)

*We're going to go alphabetically through the rare & mythic multi-colored Commanders from the main set and Commander product. This episode will be N through Z (*11 total). Don't worry, we will be going through the Box Toppers, uncommons and the mono-colored Commanders in a future episode. OK, let's get right into it with:*

NEMATA, PRIMEVAL WARDEN

Golgari Aristocrats Tokens.

GRAVEYARD EXILE VALUE Need an answer to Aristocrat decks? This effect is it! In general any graveyard exile ability is strong in Commander - however the card needs to be exiled by Nemata's ability in order to create the Saproling - if you have multiple "instead" replacement effects, you choose which one resolves first. EG: Nemata and Dauthi Voidwalker on the battlefield - so they can actually work against each other or in conjunction. You don't want every card under Dauthi necessarily. If you play Kalitas, Traitor of Ghet while Nemata is out, would you rather take a 2/2 or a 1/1?

TOKEN SYNERGY There's tons of token value in Black Green: Doubling Season, Parallel Lives, Primal Vigor (affects everyone)

SAPROLING TRIBAL This has been a long-time tribal type: Maskwood Nexus (makes everything a Saproling) + Khalitas or any other token maker; creature version of Leyline of the Void in a Ghave, Guru of Spores deck; Slimefoot, the Stowaway

RATADRABIK OF URBORG

Orzhov Legendary Creature Copying/Recursion.

LEGENDARY SAC OUTLETS You want sac outlets that are on legendary creatures, if possible: Ayara, First of Lochthwain, Ayli, Eternal Pilgrim, (would prefer sac outlets that don't care about summoning sickness or cost mana)-->Yahenni, Undying Partisan, Yawgmoth, Thran Physician, God-Eternal Bontu; (Merciless

Executioner/Fleshbag Marauder would be great, but they aren't legendary! What legends have similar ability?)-->Henrika Domnathi, Rankle, Master of Pranks, Anowon, the Ruin Sage

LEGENDS TO RECUR/COPY Ok, now you need stuff that wants to be recurred or copied (EtB & Death/Leaves are good, but there are actually surprisingly few on Legendary creatures) ETB's→Gonti, Lord of Luxury, Anafenza, Kin-Tree Spirit; DIES→Kokusho, the Evening Star, Ao, the Dawn Sky, Elenda the Dusk Rose.

COMBO POTENTIAL Sidisi, Undead Vizier (Tutor 2x - If one of them is a recursion spells, you can recur Sidisi and tutor two more times) Maybe you end up with Abdel Adrian, Gorion's Ward + Animate Dead combo or Heliod, Sun-Crowned + Walking Ballista? Nim Deathmantle + Ashnod's Altar (+Nadaar/Barrowin [venture into dungeon] or Kokusho or Syr Konrad,); Buried Alive (Phyrexian Devourer + Triskelion in the graveyard) + Necrotic Ooze; Gravecrawler + Phyrexian Altar; Cabal Coffers + Urborg;

COPY COMPLEXITY Teysa Karlov / Anointed Procession = 2x the token copies; Luminous Broodmoth/Mikaeus, the Unhallowed effectively similar;

FURTHER RECURSION Cauldron of Souls, Gift of Immortality

RITH, LIBERATED PRIMEVAL

Naya Excess Damage Matters. Really good in any Dragon Tribal deck that can play these colors - Ward 2 for every Dragon!?! Wow!

DRAGONS = TOKENS + WARD? Following Miirym, this is another 3-color Legendary Dragon that utilizes Ward and creates tokens... could there be more down the line?

EXCESS = MORE THAN LETHAL Once this Commander is out, even a lightning bolt on a low toughness creature will get you a 4/4 red Dragon creature token. Creatures that give buffs: Torbran, Thane of Red Fell; Firesong and Sunspeaker; Boros Reckoner / Brash Taunter; Chandra's Incinerator; Cheaper spells that do a lot of damage: Boros Charm; Delayed Blast Fireball; Lightning Bolt; Galvanic Blast; is this the deck that we find a place for Electrodinance?

CREATURE EXCESS Just having really big Creatures attacking is another way to do this, aka DRAGONS. Because you actually *want* to be blocked sometimes, this deck seems like a lot of fun to make ground dragons: Vrondiss, Rage of Ancients; Thrakkus the Butcher; Dragonborn Champion (gives opponents a really interesting choice to chump block or let you make a 4/4); Scourge of Valkas

GO FOR MORE TOKENS? A question I like to pose with big win-con type cards like this is if you should invest into playing token doublers or not - sometimes you're already doing so much damage that extra tokens doesn't get you there faster, and you fall from a higher position (after investing mana and spells into Anointed Procession / Parallel Lives, then board wiped)

TRAMPLE TRIBAL Trample is typically thought of when in creature combat, but it has spread to spells now, giving Red even more ways to punch through for that last point of damage: Ram Through (really efficient!); Toralf, God of Fury (might be the best card in the deck); Ryu, World Warrior (just gives you an extra benefit with Excess damage, but must be done by Ryu)

UR-DRAGON This is good in Ur-Dragon. Over and out.

RIVAZ OF THE CLAW

Rakdos Dragon Tribal.

RAKDOS DRAGONS Bladewing the Risen is a good starting point because it's in the same colors and wants similar things→Dragons & Self Mill. Cool Dragons→Lathliss, Utvara Hellkite, Scourge of Valkas; Dragon Synergy→Dragon Tempest, Dragonlord's Servant, Crux of Fate, etc

FILL YOUR GRAVEYARD Tutoring from your Graveyard is strong. You want to put as many dragons in there as possible! Stitcher Supplier, Millikin, Altar of Dementia, Stinkweed Imp (Dredge); Red cards→Faithless Looting, Thrill of Possibility, Wheel of (Mis)Fortune, etc; Can drop ANGER in there for haste.

AVOIDING EXILE If you're worried about the clause where the Dragon will exile itself when it dies, you can get around it a couple of ways→FLICKER: Conjuror's Closet, Sword of Hearth & Home; Return to Battlefield→Malakir Rebirth, Undying Malice, Feign Death; Cauldron of Souls

SHANID, SLEEPERS' SCOURGE

Mardu Legendary Spells Matter (Menace Subtheme). Finally, Menace Tribal is here... but Legendary specific. The question is - how much do you build into "Menace Matters" and how much do you just want a ton of Legendary Spells and lands to play?

LEGENDARY LANDS Drawing you a card per Legendary spell or LAND is really powerful - Enchantress but for Legendaries. Some notable lands: Untaidake, the Cloud Keeper; Hammerheim; Urborg; the channel lands: Eiganjo, Seat of the Empire; Takenuma, Abandoned Mire; Sokenzan, Crucible of Defiance

LEGENDARY CREATURES Massacre Girl; Grenzo, Havoc Raiser; Breeches, Brazen Plunderer; Syr Gwyn

LEGENDARY SPELLS Also includes Planeswalkers! (Menace Matters): Lolth, Spider Queen; Angrath, Captain of Chaos; (Generically Good) Elspeth, Sun's Champion; Jeska, Thrice Reborn, etc.. Is this good in a Shrine Tribal deck with Go-Shintai of Life's Origin as Commander? It acts as a duplicate for Enchantress effects.

ACTUALLY UNBLOCKABLE Sonorous Howlbonder; Yuan Shao, the Indecisive; Vorrac Battlehorns; Labyrinth Raptor

MENACE MATTERS Tentative Connection (very cheap Act of Treason); Professional Face Breaker (reasons to get in for damage); Queen Marchesa (retake the Monarch))

MIDROLL BREAK

SHANNA, PURIFYING BLADE

*Bant Lifegain. Tymna / Well of Lost Dreams on a Creature. **This is Jimmy's deck for the GKSDMU!***

ALTERNATIVE LIFEGAIN Players will do what they can do not let you swing with Shanna, so treat her ability as an enchantment and gain life other ways: Blind Obedience / Authority of the Consuls; Heliod, Sun Crowned; Archivist of Oghma; Scavenging Ooze; Soul Sisters - Soul Warden / Soul's Attendant; Pristine Talisman; Board wipes too! Fumigate (give Shanna indestructible or play her after); Paraselene

BIG MANA Investing mana into Shanna's ability can take away from your regular game plan, so find ways to get more mana - Mirari's Wake; Wilderness Reclamation; Seedborn Muse; Sphinx of the Second Sun

LIFELANDS Even tapped gain 1 life lands are playable in this deck because of Shanna's ability - there's also: Seraph Sanctuary; Radiant Fountain

WINCONS Aetherflux Reservoir; Alhammarret's Archive; Blossoming Bogbeast

C-C-C-C-COMBO Illusions of Grandeur / Delusions of Mediocrity play really well with Ezzaroot Channeler and Accomplished Alchemist

STAX There is a stax version of this deck that plays similarly to Derevi - lock everyone down, gain life, and draw cards.

SOL'KANAR THE TAINTED

Grixis...Blink/Flicker? I dunno...this is a weird one.

UPGRADE YOUR UPKEEP Each individual trigger is not that powerful. You need to trigger it more often/more than once→Paradox Haze, Strionic Resonator, Lithoform Engine; (These last two of are questionable usage considering the mana cost)

BOUNCE/FLICKER/BLINK You don't have to give it to them if it's a new permanent!-->Conjurer's Closet, Thassa-Deep Dwelling, Sword of Hearth and Home; Erratic Portal, Crystal Shard; Sundial of the Infinite/Obeka also work but after that you don't get upkeep triggers anymore.

- *They pay-off for this card just probably isn't worth the effort. Even if it didn't have the clause where you have to give it to your opponent eventually, would you play this card? Probably not.*

SOUL OF WINDGRACE

*Jund Lands Matter. **Sam from Rhystic Studies is playing this on the DMU Game Knights!***

LANDS TO YOUR YARD When you play Soul you want to have at least one land already in your yard. Fortunately, this is pretty easy→Fetchlands: Bloodstained Mire, Evolving Wilds; Spells→Harrow; Crop Rotation; Cycling Lands→Barren Moor, Canyon Slough, Slippery Karst; You can also do some self-mill or cards like Thrill of Possibility, Faithless Looting; Wheels;

LANDS FROM YOUR YARD Crucible of Worlds, Ramunap Excavator; Ancient Greenwarden, Lord Windgrace

PLAY EXTRA LANDS Azusa, Lost But Seeking, Dryad of the Ilysian Grove, Exploration, etc

LANDFALL Lotus Cobra, Rampaging Baloths, Scute Swarm

DISCARD SYNERGY Bone Miser, Surly Badgersaur, Gitrog Monster; Containment Construct, Archfiend of Ifnir;

- *Lands decks are a known archetype so you can use Lord Windgrace as a jumping off point (though there will be some differences). Note: this deck will likely want to play 40-45+ lands.*

STENN, PARANOID PARTISAN

Azorius [card type] Matter. Another entry into the "What does UW do outside of flyers, card draw, and stax?" 2 Mana Value makes this have competitive potential with certain win cons. There is a lot of flexibility with this Commander - probably want to choose one card type in particular to build around instead of needing to flicker Stenn over and over again for the discount (will likely land you in card disadvantage)

TURN 1/2/3 Some decks can play this on turn 1, most will play it on turn 2. Basically, every single turn from 1-3 will be impacted by Stenn's ability and what you choose for its effect. Typically ARTIFACTS and

INSTANTS/SORCERIES are going to be your best hit because they can pair up with other effects and also have things be cast for 0-mana.

ARTIFACTS Stenn can give the same discount as Foundry Inspector, so it combos with Sensei's Divining Top + Reality Chip (draw your deck); Cloud Key / Ethereum Sculptor for a huge discount (JLK's deck from GK Baldur's Gate)

INSTANTS & SORCERIES Frantic Search; Snap; Brain Freeze; Solve the Equation; Time Warp

ENCHANTMENTS Enchantments aren't as exciting - these tend to be more about value. 4MV enchantments get cast on T3 with Stenn on T2: Smothering Tithe; Teferi's Ageless Insight; Anointed Procession

PLANESWALKERS You could also go Superfriends - there are 73 playable Planeswalkers in UW or colorless - but because they're all over the place ability-wise (Tezzeret vs Ajani) it might take some configuring to make it into a workable deck. If you want to supplement a Creature deck with Planeswalkers (don't forget, Stenn can't reduce Creature costs), then you want The Wandering Emperor; Elspeth, Sun's Champion- if you want Control, then it's Teferi Time: Time Raveler + Displacer Kitten goes infinite with a Sol Ring; Narset, Parter of Veils- There's a lot more to choose from. Use Scryfall.

HOW TO WIN Wincons are going to be up to the player to craft - pillowfort with Propaganda / Ghostly Prison and fly over with Angels; ETB flicker value with tricky protection spells; pure stax with an infinite combo... etc. This type of Planeswalker is very open ended. It's restricted to two colors that are typically about control / fliers.

IN-THE-99 Brago; Denry Klin; Shorikai

VERRAK, WARPED SENGIR

Orzhov Activated-Abilities-Where-You-Pay-Life Matter.

FETCHLANDS Polluted Delta, Flooded Strand, Bloodstained Mire; These all become pay 2 life and find TWO lands. This is insane. You will want to run as many of these as you can - this also means Crucible of Worlds; Sevinne's Reclamation, Brought Back, Cosmic Intervention;

LIFE PAYING ABILITIES Remember, it has to be ACTIVATED abilities. Triggered doesn't count. And there aren't a ton. Somewhere around 20-25 that are "playable". A lot of them are pay life, regenerate a creature (not useful to do twice) or things like Aetherflux Reservoir or Unspeakable Symbol (you could already do it twice if you had the life to pay). Also remember it doesn't work for mana abilities, so no Blood Celebrant, or Boseiju, Who Shelters All or Hall of the Bandit Lord.

- What you want is for there to be another cost, along with the life paying. So you're getting a copy of an effect, but saving SOME of the cost. Here are some good ones:

CARD DRAW Underworld Connections, Greed/Erebos, God of the Dead/Arguel's Bloodfast; War Room; Yawgmoth, Thran Physician

RECURSION Priest of Fell Rites, Chainer, Dementia Master, Strands of Night

REMOVAL Sinister Concoction, Vilis, Broker of Blood, Font of Agonies

CURIOUS CASE OF K'RRIK (we're pretty sure this is correct) He has a very interesting interaction with Verrak. He let's you pay life instead of black mana - so if you do that for an activated ability, Verrak will see it. For instance:

- Syr Konrad becomes 1 colorless + 4 life = Each player mills TWO.
- Attrition becomes Pay 4 Life and sacrifice a creature to destroy TWO nonblack creatures.

- Barren Moor becomes Pay 4 life and discard it to draw TWO cards.

ZUR, ETERNAL SCHEMER

*Esper Non-Aura Enchantments Matter. *Rules Note: Zur's ability does not say "until end of turn" so enchantments become creatures "PERMANENTLY".*

ENCHANTMENT SUPPORT Whatever you end up doing, it's going to involve a lot of enchantments so→Mesa Enchantress, Sigil of the Empty Throne, Starfield Mystic ; the [Constellation] mechanic→Doomwake Giant, Underworld Coinsmith

- *(there's a lot of this stuff, we won't go through it all)*

ENCHANTMENT CREATURES There are about 95 enchantment creatures in the Esper shard. Of course, not all are Commander playable. But some are very good→Archetype of Courage, Archetype of Imagination, Aegis of the Gods; Nykthos Paragon;

GODS HELP US The Theros Gods are also enchantments. And Zur can make them creatures even if you're not devoted. But they retain their indestructibility! (note: their P/T will be their CMC)-->Heliod, Sun-Crowned (lifegain synergies), Thassa, God of the Sea, Athreos, God of Passage (great early blockers)

- *Note: This is a bit of a mixed bag. Often you do not want your gods to become devoted because they're more vulnerable when they are creatures.*

NON-CREATURE / NON-AURA Ok, this is where we start to get more interesting. What are the best enchantments for Zur to turn into creatures? And really, it's giving them deathtouch, lifelink and HEXPROOF that's often the more important part. →Pestilence/Withering Wisps (w/ Deathtouch + Lifelink!), Lightmine Field (Will just stop all attacking in the game until it's gone) Maybe you play Righteous War, so you're protected from both of these cards?; Also good→ Duelist's Heritage; Blind Obedience, Confounding Conundrum;

HEXPROOF the biggest thing here is the hexproof. And it's probably going to be super annoying→Rhythic Study, Smothering Tithe; Enchanted Evening;

HEXPROOF REMOVAL Grasp of Fate, Cast Out, all the Oblivion Ring variants; There are even board wipes on enchantments→Out of Time, Consulate Crackdown;

HEXPROOF PILLOWFORT - Sphere of Safety, Propaganda (This is gonna be extra annoying because decks that want to get rid of Propaganda effects usually want to attack with a lot of creatures, they don't want to board wipe, which will be the easiest way to get rid of the hexproof enchantment creatures...)

HEXPROOF STAX - This is probably going to be the most powerful (and mean) version of the deck. Stasis, Rising Waters, Aura of Silence, Stony Silence, Frozen Aether

OUR FAVORITE COMMANDERS FROM THIS EPISODE?

JLK =

Jimmy = Shanid, Sleeper's Scourge

MOST POWERFUL COMMANDERS FROM THIS EPISODE?

JLK =

Jimmy = Verrak, Warped Sengir

3) TO THE LISTENERS:

What new commander out of this bunch are you the most excited to build? What sweet tech do you see that we missed/didn't mention?

****CHANNELFIREBALL CALL-OUT #2****

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

4) THE END STEP:

None for the set reviews! Too long already.

5) CLEAN-UP STEP

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

Shout-Out to **Truc Thai** for the research help.

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