

CZ0523. MOM TEAM UP COMMANDERS: PART 1

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- 1) INTRO Jimmy & Rachel

@jfwong - @wachelreeks - @commandcast

We're taking a look at some of the new Team Up Commanders coming out in March of the Machine and there are some very exciting ones to talk about this time. BUT BEFORE WE GET INTO THEM:

****CARD KINGDOM** **ULTRAPRO #1** **GK LIVE MINNEAPOLIS** **FREELANCE WRITERS & VIDEO EDITORS (Link in the Show Notes)** **PATREON: ALEC McPHILLIPS****

2) MAIN TOPIC: TEAM UP COMMANDERS - MARCH OF THE MACHINE

There are 19 Team Up legendary creatures in March of the Machine; so we won't have time to cover them all, but we are going to cover a lot of them. This is part 1 of a 2-part series on the Team Up Commanders. These are the Legendary creatures with two iconic Magic characters on it. Thalia and the Gitrog Monster, Inga and Esika, etc. We will skip just a couple Commanders that don't naturally lend themselves to being Commanders or are very similar to Commanders we've covered in the past.

BARAL AND KARI ZEV

INSTANTS SPEED *We don't see the "each turn" text too often, which means that Instants are going to be much more valuable than Sorceries in your hand (unless you grant them flash). You could get upwards of 3-4 additional casts per turn rotation.*

- *Instants that Draw / Untap* > Frantic Search, Intellectual Offering, Snap, Turnabout
- *Give Sorceries Flash* > Leyline of Anticipation, Vedalken Orrery

MONKEY AROUND *There are a lot of benefits to a blocker who just keeps coming back. Just ask Ophiomancer.*

- *Sac him* > Read the Runes; Perilous Research
 - *"As an additional cost" sacrifice spells are still probably good in this deck, but a little slower because you need the monkey to be in play when you cast it.*
 - A Little Chat; Audacious Swap;
- Mystic Reflection;
- *Polymorph him* > Chaos Mutation; Divergent Transformations; Reweave
 - *I like instant speed polymorph spells because you can make a monkey on your turn with a cantrip and Polymorph on the end step before your turn.*
- Idol of Oblivion; Relic of Legends; Mirror Box;

BOGO DEAL *In order to cast a spell for free, they need to share a card type; so, you probably want to focus on either Instants or Sorceries. It can make things awkward if you have 50/50.*

- *Copy Spells* > Reverberate; Increasing Vengeance; Radiate;

- *Suspend Spells* > Inevitable Betrayal; Wheel of Fate; Ancestral Vision;
- *High CMC spells to cheat in another big spell?* > Blasphemous Act; Treasure Cruise; Dig Through Time
- *Extra Turns* > Time Warp, Expropriate, Temporal Trespass
- *Draw 7s* > Time Spiral, Reforge the Soul, Wheel of Misfortune, Magus of the Wheel, Windfall

BORBORYGMOS AND FBLTHP

LANDS IN HAND *You're going to need lands in your hand, and a lot of them.*

- *Draw them* > Dryad Greenseeker; Winding Way
- *Return to hand* > Life from the Loam; Ghost Town; Pair o' Dice Lost
- *Play From Graveyard* > Crucible of Worlds; Ramunap Excavator;

DISCARD 'DIS CARD *If you're going to discard cards, you might as well make the most of them.*

- *Do more damage* > Glint-Horn Buccaneer; Brallin, Skyshark Rider;
- *Get more value* > All-Seeing Arbiter; Change of Fortune;

HIT THEIR STUFF

- *Deathtouch* > Basilisk Collar; Gorgon's Head;
- Repercussion

HIT YOUR STUFF

- *Damage redirect* > Stuffy Doll; Brash Taunter; Coalhauler Swine; Fiendlash;
- *"Enrage"* > Ripjaw Raptor; Silverclad Ferocidons; Illusory Ambusher; Hornet Nest; Vrondisc, Rage of Ancients;

DJERU AND HAZORET

NOTE: You must obey timing restrictions so you don't cast the creature in Combat.

HASTE *Commander with a scary attack trigger means haste is important.*

- Lightning Greaves; Swiftfoot Boots; Goro-Goro, Disciple of Ryusei; Urabrask the Hidden; Hall of the Bandit Lord; Footfall Crater
- I wouldn't rely on having 0-1 cards in hand to grant haste, but it's an option.
 - Penance
- Make sure you hit - Master Warcraft type effects

CAST FROM EXILE *If you want to have card advantage without drawing extra cards to keep that haste in range, consider cast from exile synergies. They already work with your Commander's attack trigger.*

- Passionate Archaeologist; Wild-Magic Sorcerer;
- Showdown of the Skalds; Valakut Exploration; Laelia, the Blade Reforged; Reckless Impulse;

PLAY THE HITS

- Elesh Norn, Grand Cenobite; Zetalpa, Primal Dawn; Etali, Primal Storm; Yidaro, Wandering Monster
- *Eldrazi* > Kozilek, Butcher of Truth; Ulamog, the Infinite Gyre; Emrakul, the Promised End;
 - You do get the cast trigger.
- *Extra Combats* > **Moraug, Fury of Akoum**; Aurelia, the Warleader; Karlach, Fury of Avernus;

CHEATY FACE

- Ilharg, the Raze-Boar; Sneak Attack; Purphoros, Bronze-Blooded; Bruna, the Fading Light;

IN THE 99

- Isshin, Two Heaven as One; Dihada, Binder of Wills

ERRANT AND GIADA

The cool thing about decks like this is it's very easy to go to Scryfall and search for cards that have flash or flying and make a deck out of your favorites! But a little synergy goes a long way. Find a specific plan and dig into it.

OFF THE TOP *You want to be casting cards off the top of your library. These cards give you a little synergy.*

- Predict; Vega, the Watcher; Brainstorm; Brainstone

YOU CAN FLY!

- *Have flying* > Emphyrean Eagle; Watcher of the Spheres; Pride of the Clouds; Inniaz, the Gale Force
- *Payoffs* > Donal, Herald of Wings; Gravitational Shift; Winged Words;

IN A BLINK *Many of the popular spells with flash (and to some extent, flying) have ETBs and a number of them have flicker abilities. Could be a natural fit for the deck.*

- *Blink* > Restoration Angel; Phantom Steed; Flickerwisp;
- *Targets* > Mulldrifter; Venser, Shaper Savant; Windshaper Planetar; Githzerai Monk;

CONTROL *Casting off the top is a lot of card advantage and hate bears LOVE flash and flying. Could be a very strong control build.*

- Aven Mindcensor; Archivist of Oghma; Archon of Emeria;
- The Wandering Emperor; Swift Reconfiguration;
- Hullbreaker Horror;

*****MIDROLL POINT***** *We have 5 more Team Up Commanders to talk about in this episode including Rachel's pick for most powerful of the episode.*

GHALTA AND MAVREN

Doesn't need to attack to get the trigger, but does require a board state to do anything. Seems likely that your deck will either focus on making a big token OR focus on going wide with Vampires.

RAMP FINDS A WAY *Your Commander is a 7-drop...*

- Knight of the Stampede; Kinjalli's Caller; Goreclaw, Terror of Qal Sisma;

BEEG TOKEN

- *Make beeg token* > Ghalta, Primal Hunger; Defiler of Vigor; Managorger Hydra; Ashaya, Soul of the Wild; Beanstalk Giant;
- *Double Power* > Zopandrel, Hunger Dominus; Unnatural Growth; Exponential Growth;
- *Populate* > Trostani, Selesnya's Voice; Sundering Growth; Rootborn Defenses;
- *Draw* > Greater Good; Rishkar's Expertise;

LEETLE TOKENS *Vampire plan requires a wide board to have any real impact. Instant speed board, Cast G&M and attack with everything.*

- *Make tokens* > Adeline, Resplendent Cathar; Scute Swarm; March of the Multitudes; Grand Crescendo; Secure the Wastes; Call the Coppercoats; Fungal Sprouting; Horn of Valhalla; Rabble Rousing; Elspeth, Sun's Champion;
- *Make tokens scary* > Champion of Lambholt; Archangel of Thune; Bess, Soul Nourisher; Forerunner of the Legion;
- *Additional Value* > Jaheira, Friend of the Forest; Tadeas, Juniper Ascendant; Cadira, Caller of the Small;

GORO-GORO AND SATORU

NINJAS

- Nashi, Moon Sage's Scion; Yuriko, the Tiger's Shadow; Thousand-Faced Shadow; Ingenious Infiltrator; Prosperous Thief; Fallen Shinobi;

HASTY FLIERS

- Phoenix Chick; Gingerbrute; Shivan Devastator; Loyal Apprentice; Kaza, Roil Chaser; Maestros Diabolist;
- Chainer, Nightmare Adept; Urabrask the Hidden; Cloak of the Bat

HASTY TOKENS

- Elturel Survivors; Urabrask's Forge; Manaform Hellkite; Daring Piracy; Brudiclad, Telchor Engineer;
- *Copies* > Jaxis, the Troublemaker; Kiki-Jiki, Mirror Breaker; Delina, Wild Mage; Determined Iteration;

COMBAT DAMAGE

- Grazilaxx, Illithid Scholar; Professional Face-Breaker

HIDETSUGU AND KAIRI

**Ignore timing restrictions, cast the spell right now.*

I think a lot of this deck looks similar to Kokusho.

SAC THEM

- Village Rites; Sacrifice; Deadly Dispute; Diabolic Intent;
 - *Better if it's an Instant or Sorcery for synergy reasons, but maximizing sac outlets is always good in these kinds of decks. Probably don't need Phyrexian Altar or anything since you're only sacing one thing.*
- High Market; Phyrexian Tower;

CLONE THEM *Clones that make legendary tokens are best because you get ETB and death triggers immediately.*

- Rite of Replication; Sublime Epiphany; Quasiduplicate; Replication Technique;

BRING THEM BACK

- Demonic Gifts; Return to Action; Malakir Rebirth

BIG SPELLS

- Mnemonic Deluge; Spelltwine; In Garruk's Wake; Beseech the Queen;
- *Have to be careful not to raise your curve too much. Use split spells and MDFCs to keep things balanced.*
 - Sea Gate Restoration; Commit // Memory; Consign // Oblivion; Discovery // Dispersal; Said // Done;

TOP DECK MANIPULATION

- *Spells* > Brainstorm; Telling Time; Diabolic Vision; Vampiric/Mystical Tutor; Scheming Symmetry;
- *Triggers* > Mystic Sanctuary; Halimar Depths;
- *Permanents* > Reality Chip; Scroll Rack; Sensei's Divining Top; Brainstone

INGA AND ESIKA

You want most of your creatures to be 3-drops I would think. Especially 3 drops that tap for more than one mana.

MANA DORKS *I&E make all of your creatures into mana dorks, but I think you still want plenty in your deck, especially those that cost at least 3 mana.*

- Birds of Paradise; Bloom Tender; Shaman of Forgotten Ways; Whisperer of the Wilds; Ilysian Caryatid; Gyre Sage;
- Gyre Engineer; Llanowar Tribe; Somberwald Sage; Llanowar Visionary; Circle of Dreams Druid; Heronblade Elite;
- *Lands to Creatures?* > Kamahl's Will;

TAP THAT

- *Payoffs* > Kinnan, Bonder Prodigy; Leyline of Abundance;
- *Tapping Payoffs* > Scaretiller; Fallowsage; Unctus, Grand Metatect; Daring Thief
- *Tapped Payoffs* > Throne of the God Pharoah; Harvest Season;

UNTAP

- Intruder Alarm; Quest for Renewal; Murkfiend Liege; Seedborn Muse;
- **Combo Potential**
 - Intruder Alarm + Commander + 2 other creatures + Man o' War - Draw your whole deck.

GO FAST

- *This is a creature storm deck. Cast creatures to churn through your deck, generating more and more mana until you can slam an overrun. Haste makes your deck really go!*
 - *Haste* > Concordant Crossroads; Lightning Greaves; Thousand-Year Elixir;

KATILDA AND LIER

HUMAN HUMANS *This is either a human-themed deck ramp/protection spells and a combat win con or a grindy controlling deck that outvalues your opponents. Let's start with the human deck.*

- *Cheap Humans* > Esper Sentinel; Noble Hierarchy; Mother of Runes; Cathar Commando; Saffi Erikdotter; Katilda, Dawnhart Prime;
- *Useful Humans* > Eternal Witness; Tireless Tracker; Heronblade Elite; Augur of Autumn;

HUMAN SPELLS

- *Spells* > Heroic Intervention; Rite of Harmony; Distant Melody; Mass Appeal; Repel the Abominable; Increasing Devotion; Sevinne's Reclamation;

HUMAN PAYOFFS

- *Human Payoffs* > Thalia's Lieutenant; Folk Hero; Champion of Lambholt; Kyler, Sigardian Emissary; Rick, Steadfast Leader;

SPELL HUMANS

- *Humans* > Baral, Chief of Compliance; Jace, Vryn's Prodigy; Sea Gate Stormcaller; Stenn, Paranoid Partisan; Urza, Lord Protector; Devoted Grafkeeper; Malevolent Hermit; Chulane, Teller of Tales;
- *Flash (allows you to hit counterspells)* > Cathar Commando; Snapcaster Mage;
- *Self Bounce (allows you to keep casting spells)* > Niambi, Esteemed Speaker; Zephyr Sentinel; Deputy of Acquittals; Voidmage Husher;

SPELL SPELLS

- Swords to Plowshares; Dovin's Veto; An Offer You Can't Refuse; Rapid Hybridization; See the Truth;

SPELL PAYOFFS

- Secrets of the Dead; Raff, Weatherlight Stalwart; Archmage Emeritus; Monastery Mentor; Murmuring Mystic; Thalia's Geistcaller;

COMBO POTENTIAL

- Naru Meha, Master Wizard > Ghostly Flicker; Illusionist's Stratagem; Blur; Sublime Epiphany;

OUR FAVORITE COMMANDER FROM MOM?

Jimmy = Goro-Goro and Satoru

Rachel = Baral and Kari Zev

MOST POWERFUL COMMANDER FROM MOM?

Jimmy = Baral and Kari Zev

Rachel = Inga and Esika

3) TO THE LISTENERS

What do you think of the new March of the Machine Team Up Commanders? Are you planning on building any of them? Are there any synergies or combos that we missed?

CARD KINGDOM #2 **ULTRA PRO #2** **GK LIVE MINNEAPOLIS**

4) 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; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem and Josh Lee Kwai.**