

CZ434: VOW - IN THE 99 ANALYSIS

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- 1) INTRO JIMMY & JLK

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Crimson Vow is here. Today we're talking about the cards that will go into the 99 of your decks! Which from this set do we think will tie the knot and which do we think are destined for divorce?

CHANNEL FIREBALL **ULTRAPRO #1** **PATREON: EVAN AYER*

- 2) MAIN TOPIC: **IN THE 99 REVIEW - CRIMSON VOW**

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. If you have a vampire deck, you don't need us to tell you to play the card that gives all your Zombies +1/+1, etc.

Note: We will be including the Commander product stuff. If we miss a card that you think deserves discussion - put it in the comments!

CEMETERY CYCLE:

They all exile a card from a graveyard on EtB and then have an effect based on the card that was exiled.

Cemetery Gatekeeper: (RED) If you exile a land it's basically 2 damage to (minimum) to each opponent per rotation. Can be real annoying if you nab the right card type against the right deck. Downside-->It's a 2 drop but how much stuff is gonna be in graveyards on turn 2?

Cemetery Desecrator: (BLACK) Noxious Gearhulk or this? More effective in a mill deck. Great with reanimation. Zombie decks. Flicker.

Cemetery Illuminator: (BLUE) Says EACH turn so is best with instants. Or if you have Leyline/Vedalken/etc. Again, more effective in mill decks. Probably still good in decks running Brainstorm, Opt, Impulse, etc. Also works with blue counterspells so watch out.

Cemetery Protector: (WHITE) This one has flash, so makes the graveyard hate portion of it much better. Can "get" people. Works with all the white token synergy cards-->Anointed Procession, Divine Visitation, Cathars' Crusade

Cemetery Prowler: (GREEN) Can reduce by 2 for cards with more than one type (Enchantment Creatures or Artifact Creatures, etc)-->Dryad of Ilysian Grove, Nyxbloom Ancient, Solemn Simulacrum, Ornithopter of Paradise, etc; Get's to exile cards on attack to so can end up reducing a lot of cards if it lives long enough.

- Question: Can these go in any deck or only specific ones? Which are the best?

WHITE

By Invitation Only: A board wipe that is good in token/go wide decks! Maybe you only have to choose the number 2. It's also sacrifice based, so gets around indestructible, hexproof, etc. Good with It That Betrays, and Tergrid (if both are in the 99).

Faithbound Judge // Sinner's Judgement: Very interesting design. Proliferate/Strionic/Lithoform Engine can help speed up the clock. The 4/4 flying defender side is a very good deterrent. Arcades the Strategist Defender decks rise up!

Hallowed Haunting: A weird mix of Enchantress and Spirit Tribal. Token Synergies in White: Anointed Procession, Felidar Retreat, Cathars' Crusade, Divine Visitation--oh look! Those are all enchantments... Enchantress Commanders: Sythis, Harvest's Hand; Tuvasa, the Sunlit; and then curve out into a finisher with Starfield of Nyx. Note - this card only triggers on *cast* of Enchantments.

Welcoming Vampire: Yay white card draw!! Compare this to Mentor of the Meek; Better or worse? Does say once EACH turn. So if you can make tokens on other's turns it can be very good. Turns Instant speed makers into Cantrip effects: Raise the Alarm; Thraben Standard Bearer (becomes a rummager); Call the Coppercoats; Secure the Wastes; Mono-White Aggro - Emeria Angel; Hero of Bladehold; Leonin Warleader

Breathkeeper Seraph (VOC / Set Booster Exclusive): Similar to Gift of Immortality; Seems great in Kaalia of the Vast decks as protection; Boardwipe protection as well - both will die, then come back, and you can re-soulbound them; White is getting... reanimator effects? Is this a new trend?

Storm of Souls (VOC): Creatures entering the battlefield as the original cards, but with amended stats and creature types - not tokens! If you blink the creatures, they return to normal-->Eerie Interlude/Semester's End; Probably better if it's on a creature that you're bringing back-->Glorious Protector/Lumbering Battlements (+sac outlet); Planar Guide; Seems quite good with Mikaeus+Sac Outlet (or wrath); Might do crazy stuff with like an Ashnod's/Phyrexian Altar and a Fury Storm.

Wedding Ring (VOC): Likely to be better for you than the chosen opponent, but you will be drawing them an extra card too. Removing either ring makes the remaining one useless. Sculpting Steel/Copy Artifact/other Artifact cloners might be good. If multiple people play Wedding Rings it'll be a hoot and a holler.

BLUE

Hullbreaker Horror: Lots of comparisons to Tidespout Tyrant; Play a bunch of 1 mana cantrips; Creates infinite mana with Sol Ring, Mana Crypt, Mana Vault, etc. Is 100% going in my Orvar deck.

Wash Away: One mana, counters Commanders. 3 Mana counters anything. Does this flexibility make it playable? How playable? Does it belong in a lot of decks?

****MIDROLL BREAK****

BLACK

Demonic Bargain: How bad is the downside of exiling your top 13 cards for what is essentially a Grim Tutor? Not great for dedicated combo decks, but might be a super budget Grim Tutor. Exiling things on purpose is still not a supported archetype in EDH, so the closest you'll get to "not feeling as bad" is exiling cards that can cast from exile like: Eternal Scourge, Squee the Immortal, Misthollow Griffin, so maybe this tutor could work in a Food Chain deck (but now we're veering closer to CEDH and a 3 mana tutor in Demonic Bargain with potential downside doesn't really cut it)

RED

Change of Fortune: Good with wheels, discard/madness: good with Rielle...actually do we even need to talk about this card? If it's not a wheel deck are you playing it? Maybe if you have a bunch of Faithless Looting, Thrill of Possibility effects?

Manaform Hellkite: Sundial of the Infinite (Obeka); Cast things at instant speed to make blockers; Reiterate combos (Mana Geyser/Jeska's Will (+Underworld Breach +Wheel of Fortune +Dockside, etc); Zada, Hedron Grinder / Mirrorwing Dragon

Olivia's Attendants: Artifact Quantity themed decks (Inspiring Statuary, Ghirapur Aether Grid); Does provide a wincon with infinite mana; ANY damage, so Fight Spells also work.

Reckless Impulse: Red's Night's Whisper; Definitely not as good though, will work til the end of your NEXT turn. If played on turn 2, you can hit two 5 drops or two lands, etc. QUESTION: Is this a red staple? Does it go in "every" red deck? Feels good with decks like Neheb the Eternal when you need to just dig a little deeper. We already have cards like Light Up the Stage, which potentially costs just one Red mana.

GREEN

Cultivator Colossus: Big combo everyone is talking about-->Abundance! Underrealm Lich also really good. NOTE: This does not work with Bouncelands the way many think it does, also doesn't work with landfall triggers (like Aesi/Tatyova).

MULTICOLORED

Alchemist's Gambit: Good with Sundial of the Infinite/Obeka; But is it just good in general? Interesting interaction-->Dual Strike (can still copy the cleaved spell, because the mana value remains at 3). Also works good if "you can't lose the game" Platinum Angel.

Dig Up: Seems meh but if you think of it like an MDFC...does it become good?

Kaya, Geist Hunter: Her -2 is Anointed Procession and she only costs 3 mana. +1 is ok. (note: we usually talk about Planeswalkers separately, but the other ones in this set (Sorin the Mirthless, Chandra, Dressed to Kill) aren't enough to stop the wedding for.

COLORLESS

Foreboding Statue // Forsaken Thresher: We've seen them recently trying to make 3 mana rocks a little better (Skyclave Relic). Does this meet the threshold of playability?

LANDS

New “Slow Lands”: Enemy Pairs

Voldaren Estate: in the Edgar Markov deck, this card essentially reads “Tap, Create a Blood token” - not bad!

3) TO THE LISTENERS:

What do you think of Crimson Vow? Any cards we missed?

CHANNEL FIREBALL-OUT #2 **ULTRA PRO #1**

4) THE END STEP:

Something cool outside the world of Magic.

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, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Damen Lenz, Shauna Gilles and Evan Limberger.**

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