

EPISODE 404: BEST GAME ENDERS IN COMMANDER

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- 1) INTRO TBD

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There are some cards out there that JUST WIN GAMES. GK Spoiler: Did you see the Rise of the Dark Realms Post Malone cast in the most recent game knights?!?!?! Let's explore our favorite win the game effects in commander, BUT FIRST:

****CARD KINGDOM call-out #1** **ULTRA-PRO call-out #1** **PATREON – Dhruv Seth****

2) MAIN TOPIC: BEST GAME ENDERS IN COMMANDER

ERROR 404 - SYSTEM FAILURE

THE GAME HAS ENDED

Episode 404 is causing the game to end, crashing the system, and what we think are some of the best ways to win card games of Magic the Gathering. Let's talk about how we're qualifying today's candidates:

What is a game ending card?

A card that when played correctly with your deck can win the game or put you so far ahead you'll have a difficult time losing. Game Enders cover a wide spectrum of cards. Some win on the spot, others take over the game quickly, and if some are left untouched, they'll completely wreck you.

How many "game enders" should you have in a commander deck? Do you even need one?

- Don't oversaturate your deck with splashy cards, it will raise your CMC and these cards are actually quite narrow. They are often only good ... AT THE END OF A GAME.
- Don't take them out either. Games. Must. End. The social contract just wants everyone to have fun and enjoy the group activity, and winning should have no warping or toxic effect over that experience. So just try and win! You deserve it.
- Sometimes I like having ways to finish people off even in lower powered decks. Sometimes games are exhausting and need to end.

This list is not about the most powerful cards (although many of these are powerful). It is not a list of the best ways to win a game; there are always faster and more efficient wins out there. This is a list of our favorite and the most SATISFYING ways to win a game of magic with a single card.

POWERFUL AND POPULAR

Expropriate (use as example but not fav)

- Combining resources with extra turns is brutal. Stealing a card from an opponent is better than you think because you get the thing but you also deny it from them. Classic 2-for-1. In a 4 player game this is a 6-for-1 and that's before you even factor in the extra turn.

Finale of Devastation (Jimmy)

- Jimmy
- As long as we are talking about trampling game ending spells, shoutout to Craig for his favorite game ender Triumph of the Hordes.
- DJ, I have not gotten to cast it yet but I'm hoping Surge to Victory will be my favorite version of this effect.

Torment of Hailfire (DJ)

- I really like black direct damage spells. This card scales really weirdly because a card that just does 6 damage to each OP for 4 mana is fine but not worth the card. As soon as you are forcing OPs to discard cards and sacrifice permanents this can become an incalculable X-for-1 ... or just kill them.
- Drain Life nostalgia. Torment upgrades the effect to operate at commander levels.
- Exclusively a game ender, this does not do as much if you play this early in the game when people are at higher life totals.

OVER THE TOP ADVANTAGE

We are finding that power comes from single cards that can give you more than a cards worth of value. Many of these effects are constrained by the amount of mana you have (both Finale and Torment need a lot of mana). But there are some cards that can save mana while giving you multiple cards.

Bolas's Citadel (As example)

- This cheats the mana cost of spells by allowing you to pay life, it gives you access to cards you wouldn't normally have. It also can help close out the game with a huge chunk of direct damage. Being a permanent (and an artifact) this can be vulnerable but if it sticks around or if you can manipulate the top of your deck ... it's a game ender.

Villainous Wealth (DJ)

- There is something demoralizing about beating your OP with their own deck.
- When cast for big enough this can get multiple cards of value on your side of the battlefield and for a huge mana discount.
- Not as predictable as Genesis Wave but far more fun

Mizzix's Mastery (Jimmy)

Rise of the Dark Realms

- When Posty cast this in GK Jimmy was already dead, Ashlen only had a single creature
- Still he generated 13 CARDS and 52 MANA! For his investment of a single card.
- 9 mana is a lot so this is a true game ender - There is also Command the Dreadhorde which can be played earlier but cannot easily get you 52 mana of value!

STAX

None. There are no “best” ways to end the game with oppressive Stax decks. It is all misery and torment and pain and maybe we should just say “I concede”, agree we all got crushed gg, and move on with our lives.

There is rarely a single stax card that ends the game it is more based on synergy as lots of little taxation effects build up. Cataclysm or Stasis or Decree of Annihilation ... not our favorites.

*** MIDROLL BREAK ***

THIS CARD LITERALLY JUST SAYS “WIN THE GAME” ON IT.

Thassa’s Oracle (example- Jace, Wielder of Mysteries)

- If we are talking about single card game enders then what about cards that just say WIN THE GAME on them. Well usually they need a lot of support to actually win the game. We are going to focus on cards that need the least amount of help to get there.
- cEDH has proven that it’s not hard to kill with Thassa’s Oracle. It’s everywhere and it’s dependable.

Revel in Riches (DJ)

- I like that this card can be a mana generating tool even if you are not winning the game with it.
- Not reliable because people can easily SEE it. The only way I have ever won with this was casting an instant speed board wipe so my OPs were surprised.

Approach of the Second Sun (Jimmy)

INFINITE COMBOS

These are of course game enders - there are so many combos out there that you could make several episodes covering them.

- Kiki-Jiki + Zealous Conscripts
- Murderous Redcap pew pews
- Sanguine Bond + Exquisite Blood
- Godo + Helm of the Host
- Niv Mizzet, The Firemind + Ophidian Eye/Curiosity

Combos are game enders and are powerful but they usually require more redundancy than just including a rise of the dark realms or a finale of destruction.

CREATURES THAT TAKE OVER A GAME

It is far more difficult for a creature to solely win a game of commander. They are easy to remove and interact with. Sometimes you need to grind out the win with a card that’s hard to get rid of, or keeps coming back, or gives its controllers too many opportunities to stop you from stopping them.

The Scarab God (example)

- Stealing creatures is fun. This can cheat mana (only 4) and get you extra cards (creatures pulled out of the GY) for free

- Mitigates the big downside of creatures because this comes back.

Avacyn Angel of Hope (Jimmy - Kaalia)

Koma Cosmos Serpent (shoutout Jacob Bertrand)

Nezahal Primal Tide (DJ)

- Can't be countered, Difficult to kill, even dodges board wipes, gerates cards over time.

ELDRAZI?

Are Eldrazi good ways to finish the game?

Void Winnower (Jimmy)

- Maybe this is the over the top Stax card you do like?

It That Betrays (DJ)

- This needs to stay alive and ATTACK to get the game ending value I'm looking for.

Maybe indestructible Eldrazi are better? Annihilator is brutal but is it enough? ACTually seems slow.

WOTC feels like Zetalpa type cards are really good game enders. What do you think? Should they include more complex ways to win the game? Villainous Wealth came in commander 2020! The Locus God

What game enders are coming in Precons? There are no combos and none of the cards mentioned above are in precons. Is this something we need to be conscious about? Game ender in your command zone? There are actually some good ones BUT some are quite clunky

You want these but there is a huge barrier to entry

Are all of these powerful game ending effects expensive?

3) TO THE LISTENERS:

What is your favorite game ending card? Let us know down below.

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

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

4) THE END STEP

Something cool outside the world of Magic. DJ Taskmaster

5) CLEAN-UP STEP

-Big thanks to our amazing team here at The Command Zone! **Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Arthur Meadowcroft, Sam Waldow, Gaurav Gulati and Dan Sheehan.**

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