

CZ473: CLB IN THE 99 COMMANDER REVIEW

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1) INTRO Murph & DJ

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Commander Legends: Battle For Baldur's Gate is filled with adventure. Peppered with Dungeons and Dragons. Today we will walk you through the best cards that you can run in the 99 of your commander decks.

****CHANNEL FIREBALL ** **ULTRAPRO #1** **PATREON: Christopher T Shepard****

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2) MAIN TOPIC: IN THE 99 - COMMANDER LEGENDS BATTLE FOR BALDUR'S GATE

We are in the middle of our coverage of The Battle for Baldur's Gate set. You can check previous episodes for analysis of the legendary creatures and the backgrounds you can use. We also have budget upgrade guides for all the new preconstructed decks.

This episode will cover the themes of the set and all of the relevant cards you will want to include in the 99.

MYRIAD

Myriad is a triggered keyword ability originally introduced in Commander 2015 (Blade of Selves anybody?). It creates token copies to attack multiple players at once!

"Whenever this creature attacks, for each opponent other than defending player, you may create a token that's a copy of this creature that's tapped and attacking that player or a planeswalker they control. If one or more tokens are created this way, exile the tokens at end of combat."

- *With myriad you can use effects like Sundial of the Infinite to keep the tokens. Those tokens will have Myriad.*
- *Myriad stacks - blade of selves, duke ulder ravenguard*
- *Isshin Two Heavens as One doubles myriad*

All Myriad cards are worth considering but we will be focusing on the two best.

Battle Angels of Tyr

This angel is pushed.

- *Evasion makes myriad better because it increases the chance you will have someone to attack.*
- *Coming from someone who played Herald of the Host. 4 mana to do 12 damage across your opponents AND get triggers?!?*

- It even lets you draw a card. What white 4 drop can compare to this damage output and value?!?!?
- Like all damage triggers you can double them up with double strike or extra combats

Legion Loyalty

This is one of the most COMMANDER finishers I could imagine. I'm not saying it's the best or "the white craterhoof"

- This is a white finisher for a creature based strategy so if you don't have any creatures it won't work just like overrun effects won't work.
- If you have a modest boardstate with a few value creatures then this might not let you take out a player like some other creature based finishers the internet is comparing this card to. But in that scenario the value generated by the enchantment might better keep you in the game rather than killing off an opponent
- With a huge board state this triples your army and hopefully generates a slew of value from etbs and other triggers.
- Adding Myriad to creatures that were never supposed to have Myriad can be insane. Too many to list but here are my favorites
 - Removal: Aerial Extortionist, Solitude, Overseer of the Damned
 - Life: Righteous Valkyrie, Thragtusk, Archon of Cruelty
 - Damage: Grey Merchant of Asphodel, Kokusho the Evening Star, Terror of the Peaks

DRAGONS

Of course the D&D set has some amazing dragons.

All dragons are expensive flyers with a damage trigger. All revolve around rolling a d20 with their effects scaling linearly based on the role. The average results are 10.5

ALL THE BIG DRAGONS

I love big splashy effects that can take over a game

- This is expensive mana cost has a game winning trigger that has no protection.
- These big cards with big effects are fun but the definition of "dies to removal"
- How do these rank in power?

- 1) Ancient Copper Dragon (Red)
- 2) Ancient Gold Dragon (White)
- 3) Ancient Silver Dragon (Blue)
- 4) Ancient Brass Dragon (Black)
- 5) Ancient Bronze Dragon (Green)

Do any of these dragons fit into the top end of just a good stuff commander deck (no synergies)?

Tribal decks usually contain similar types of creatures. There are very few huge battlecruiser elves and goblins so when one comes around you'll look closer to see if that card will help round out your

commander deck. Similarly dragons are usually HUGE so playable small dragons that can fill out a tribal curve and support your favorite big dragons is invaluable.

RECKLESS BARBARIAN (MAYBE INCLUDED IN DRAGON SPECIFIC SECTION)

It looks like a bear but what if that bear was a dragon

- There is value in just being a dragon
 - Scourge of Valkas, Dragon Tempest, Lathliss, Dragon Queen
- Getting enough mana for a big spell fast can win games
- There are decks that would like a little bit of ramp at the cost of a card
 - Wild Cantor, Tinder Wall, Simian Spirit Guide, Blood Pet, Skirk Prospector

CARNELIAN ORB OF DRAGONKIND

Three mana rocks are not where we like to be in our format

- Sometimes there are big dragons that need haste - like all 5 of these threatening D20 Dragons
- If you are “off-curve” by playing a 3 mana rock instead of a 2 mana rock remember that in dragon decks this rock has your dragon attacking a turn earlier which is like tapping for two mana.

SCALED NURTURER

Similar arguments for the two previous cards just a callout that this set has tools for dragon players

GATES

If you have a “gates” deck it just got a lot better with the printing of a bunch of new gates.

BALDUR'S GATE

Cabal Coiffers for gates

- *Baldur's Gate is a gate*
- *Including this set, there are 20 commander legal gates. Do you run cabal coiffers in decks with only 20 swamps and no Urborg Tomb of Yawgmoth synergies?*
- *Gate support - Gatebreaker ram, gates ablaze, Guild Summit, Plaza of Harmony, Maze's End*

Are gates the new budget mana base? Can they compete with the the precon manabase? A budget manabase?

*****MIDROLL BREAK*****

WATCH COMMAND ZONE LIVE EPISODE #2

Note: We recently talked about our TOP CARDS from the Commander product in a Live episode with Post Malone. So we won't be talking about those same cards here. If you want to check that out, go watch the VOD on our YouTube channel.

WHITE CARDS:

ARCHIVIST OF OGHMA

There is more and more white support with every set

- *If this draws 1 card it's on par with other staples but it will draw you more and be one of the best card draw spells in white.*
- *Immediate card draw is desirable - just like a sign in blood is a better topdeck in the late game than phyrexian arena.*
- *This is unpredictable and incidental card draw but when efficient it is worth the cost*
- *Of the top 50 most played cards 10 of them have a player search their library. This does not even include lands. The point is that people search more often than you might think.*
- *Path to Exile*

DEEP GNOME TERRAMANCER

Is white good at ramp now?

- *Triggers with some of the most commonly played land ramp in our format. Including fetchlands*
- *If this just triggered once it's still highly playable if it triggers twice it's the best white ramp creature ever printed.*
- *Plains card means you can fix with your dual lands or triomes*
- *Path to exile again!*

CUT A DEAL

3 mana draw 3

- *Compare with Secret Rendezvous*
- *Is this even an effect we want at this cost anymore?*

BLUE CARDS:

Truc mentioned: Irenicus's Vile Duplication, Font of Magic, and Modify Memory

DISPLACER KITTEN

Flickers your stuff on non-creature spells, I run non-creatures spells in my blue deck

- *Triggering with things that it can also flicker is strong (artifacts, enchantments, planeswalkers)*
- *Flickering artifacts (similar to a card like Brago) means that this card can pivot between blink value and ramp.*
- *Repeatable flicker can also open combo potential although most require multiple pieces you might end up "finding" a combo when you are just trying to get value in a deck with this card - imagine bouncing a sol ring with your own Teferi, recasting the sol ring and flickering teferi again. That's a loop that generates a mana and a card every time. - Net positive mana rocks like Sol Ring, Mana Crypt, and Mana Vault can all contribute to going infinite. Ways to bounce or recur spells can also make sure you never run out of spells to trigger the kitten.*
- *Can flicker itself for protection*

ABOLETH SPAWN

Are your opponents' ETBs good enough to have it be worth a card?

- *I play Faerie Artisans JUST for copying ETBs and it's a good card*
- *It only takes one Eternal Witness, Dockside Extortionist, Sun Titan, or Solemn Simulacrum (all top creatures according to EDH rec) to make this card amazing.*
- *Would this prevent you from playing your ETB creatures?*

BLACK CARDS:

BLACK MARKET CONNECTIONS

This looks similar to other black enchantments we know and love but this one gives us more options.

- *Creating a treasure once at the cost of a life is fine when you really need the mana that turn. If it becomes a habit then this is a bad 3 mana mana rock. Shame*
- *A phyrexian arena that costs an extra life is fine. I'd play it.*
- *Three life is a lot of a creature that is universally agreed upon to be about useless (think of the attitude toward beast within, and generous gift tokens)*
 - *I adore that it's every creature type. Making a dragon, angel, elf, zombie, ninja, whatever could be critical to your strategy and well worth the life.*
- *6 Life is a lot but if you can support it I would activate all three modes every turn. That is where this card will shine*

BLOOD MONEY

DJ does not like this card but a lot of people do so we might want to talk about it.

- *Why do you run board wipes?*
- *When you need to wipe the board, you need to wipe it. The flexibility of being able to kill what you want at the right point in the game is important. 7 mana is a lot. This means that this cannot be a reliable board wipe.*
- *What if you do have a lot of mana?*
- *Cheap wipes allow for a fast redeploy to the board. The treasures enter TAPPED! Preventing a fast redeploy.*
- *Slow on all fronts.*
- *Would you rather play something like this or Decree of Pain?*

ALTAR OF BHAAL

DJ does not like this card but a lot of people do so we might want to talk about it.

- *This is nothing like recurring nightmare*
- *The power from reanimator comes from cheating cost or repeated value. Something that costs 5 mana and a creature to get going is not cheating cost making this on par with the slow 4-6 mana reanimation spells.*
- *Consider instead on a value front. You can do this every turn but you cannot recycle the same creatures because of the requirement to exile and it taps so you cannot do this more than once a turn.*

- *Hell's Caretaker and The Cauldron of Eternity are cute but neither are breaking our format.*

BRAINSTEALER DRAGON

- *Murph took this out of the Mind Flayers deck upgrade. Does he still stick by that?*
- *Where does this card belong?*
 - *Tasha, Arvinox/Mind Flayer*
- *End step trigger, not combat damage*

RED CARDS:

BALOR

This demon smashes and has built in value with it's recurring artifact edict. No ETB but the dies trigger does allow for some insurance policy.

- *Is Red Demon*
- *Don't overlook the power of just smashing. The damage trigger can be a lot of damage when you consider how greedy commander players can be with their card draw. Balor can easily clock a player by itself.*
 - *Sword of War and Peace*
- *Artifact edict is also strong, easy way to return value on the card quickly - non-token is good text in a world full of treasure.*
- *The "Burning Inquiry" mode is interesting. Obviously works with draw punishers like Narset Parter of Veils or Xyris, the Writing Storm. AND discard value like Waste Not or Tergrid, God of Fright.*
 - *Could also just be annoying for players constantly trying to sculpt their hand but remember: Random is random. You are just as likely to sculpt their hand as you are to muck it. While filling their graveyard which is usually bad in commander.*

GREEN CARDS:

MAJESTIC GENESIS

- *Compare to Genesis Wave*
 - *Not as modular, but can cheat in ANY permanent*
- *What is the minimum mana value for X you'd be happy with?*

OWLBEAR CUB

It's so cute!

- *Is card advantage and cheating of mana cost.*
- *Reasonable chance of hitting.*
- *Almost always going to get blocked and die. If an opponent has 8 lands they probably have a pretty good board.*

GREEN SLIME

Mono-Green countering of abilities

- *How much does countering abilities matter?*

- *Is the mana cost aggressive enough to play?*

COLORLESS CARDS:

FRAYING LINE

- *Delayed board wipe*
- *Has political ramifications*
 - *Can make deal with opponents to not pay to make the board wipe go off.*
 - *Worst comes to worst you wait until your next turn to pop it.*
- *Do any colors need board wipes bad enough to run this?*

RUG OF SMOTHERING

Super interesting effect

- *Counts every single spell*
- *Affects every player, not just opponents*
- *Weird form of stax*
- *What deck does this card go in?*

NAUTILOID SHIP

Big vehicles have not seen much play outside of vehicle specific decks but do you think this one is good enough to be a staple?

- *Vehicles are the most powerful and playable when they have low crew costs and added abilities that generate advantage.*
- *Crew 3 is not easy but it's doable.*
- *Reanimating a creature is a huge payoff for getting this card to work - getting something big back on curve is difficult because you are not likely to hit anything in the GY. In the late game it will be harder to sneak that hit in. There are more powerful big flyers available so you need the trigger to work.*
 - *Compare to 6 mana Rakshasa Debasser*

MOST POWERFUL NEW CARD (IN THE 99)?

DJ's Pick - DISPLACER KITTEN

Murph's Pick - DISPLACER KITTEN

PERSONAL FAVORITE NEW CARD (IN THE 99)?

DJ's Pick -

Murph's Pick - Deep Gnome Terramancer

3) **TO THE LISTENERS:**

What's your favorite CLB card that's going in the 99 of your deck? Is there any card from the set that you think we missed?

****CHANNELFIREBALL CALL-OUT #2** **ULTRA PRO #2****

4) CLEAN-UP STEP

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

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

Returning Mechanics:

1. *Myriad*
2. *Adventure*
3. *Dice rolling*

New Mechanics:

1. *Initiative*
 - a. *Taking the initiative allows you to go into a new dungeon only accessible with this mechanic*
 - b. *If you are already in a dungeon, taking the initiative will advance you one room in the dungeon*
 - c. *The initiative is a designation like monarch, which can be taken from someone by doing combat damage to them*
 - d. *If you have the initiative during your upkeep or whenever you take the initiative, you move one room in the dungeon*
 - e. *If you already have the initiative or an effect says you take the initiative, you move on room in the dungeon*
 - f. *If you are already in the new dungeon, any effect that says you venture into the dungeon will also progress you through the dungeon*

Elder Dragons: All dragons are expensive flyers with a damage trigger. All revolve around rolling a d20 with their effects scaling linearly based on the role.

- *Support that's good with all dragons*
 - *Haste lets you hit with them right away - lightning greaves, swiftfoot boots*
 - *Double strike gives you 2 triggers - fireshrieker, grappling hook, brass knuckles*
 - *Dragon synergy cards - The Ur Dragon, Belbe's Portal, herald's horn, urza's incubator*
 - *Effect doublers - strionic resonator, lithoform engine*

1. *Ancient Silver Dragon*



- Rules note - you'll have no max handsizes even if the dragon is removed*
- Dice synergy - pixie guide*
- Draw synergy - alhamerret's archive, teferi's ageless insight, triskaidekaphile, commence the endgame*
- Flying synergy - donal herald of wings*
- Good commanders - Satoru Umezawa, Yuriko, Araumi*

2. Ancient Gold Dragon



- a. *If you have red - great synergy with scourge of valkas, dragon tempest, mana echoes*
 - i. *Blue - mystic reflection*
- b. *Token synergy - anointed procession, halo fountain, intangible virtue, divine visitation, cathar's crusade, rabble rousing*
- c. *Flying synergy - Inniaz, the Galeforce, Kangee Sky Warden, Sephara Sky's Blade*
- d. *Dragon Synergy - Kaalia of the Vast/ Kaalia Zenith Seeker, Ur Dragon (this is probably the best of the cycle for ur dragon specifically)*
- e. *Duelist's heritage*
- f. *Commanders - Thalisse Reverent Medium, Jetmir Nexus of Revels, Rhys the Redeemed, Winota*

3. Ancient Copper Dragon



- a. *Treasure synergy - Xorn, Jolene Plunder queen, goldspan dragon, academy manufactor*
- b. *Extra combat - aggravated assault, hellkite charger, combat celebrant*
 - i. *Najeela + Ancient Copper dragon is pseudo infinite. Note you can activate Najeela AFTER damage triggers so you can use the treasures to pay for itself. (Napkin math you'll go pseudo infinite $\frac{2}{3}$ of the time)*
 - ii. *Double strike - blood mist*
- c. *Dice roll synergy - Barbarian class, Wyll Blade of Frontiers*
- d. *Commanders - Magda Brazen Outlaw, Galazeth Prismari, Korvold, Prosper Tomebound*

4. Ancient Bronze Dragon



- a. *Probably the weakest of the dragon cycle*
 - i. *Rules note - you choose targets AFTER the roll*
- b. *1/1 counter synergy - branching evolution, the ozolith, doubling season*
- c. *Commanders - Hamza Guardian of Arashin, Vorinclex Monstrous Raider, Halana and Alena Partners, Vorel of the Hull Clade, Hallar the Firefletcher*

5. *Ancient Brass Dragon*



- a. Rules note - this can hit ANY graveyard
- b. Graveyard theme
 - i. Mass mill - *Syr Konrad, Oldstick Fingers, mindcrank,*
 - ii. Self mill - *stitcher supplier, cemetery tampering, entomb, buried alive, millikin*
 - iii. Reanimate, animate dead, undead butler, *Sepulchral Primordial*
- c. Commanders - *Araumi of the Dead Tide, Hogaak, Karador, meren of Clan Nel Toth, Olivia Crimson Bride, Syr Konrad, Satoru Umezawa*

Cards:

1. *Altar of Bhaal*



- a. Kind of similar to recurring nightmare, worse though since it exiles the creature you “sac”. Also effectively once per turn since it’s harder to untap altar than to replay recurring nightmare. “Worse” than a banned card is still amazing though
- b. Tokens to exile - bitterblossom, Liliana Dreadhorde General, Jadar Ghoullcaller of Nephalia
- c. Commanders - Beledros witherbloom, Lathril Blade of the Elves, Toxrill the Corrosive, Shadrix Silverquill

2. Baldur's Gate



- Including this set, there are 20 commander legal gates. Cabal coffers for gates
- Gate support - Gatebreaker ram, gates ablaze, Guild Summit, Plaza of Harmony, Maze's end
- Nine Fingers Keen - new commander from this set based around gates. Seems bad since there are exactly 11 sultae legal gates and she needs 9 on the board

3. Battle Angels of Tyred



- a. Rules note - Effect does not proc if player being attacked is tied. You will get one proc MAX, with the possibility of missing some if you have ties or you have the most of something
- b. Angel Tribal - Lyra Dawnbringer, Kaalia of the Vast, Starnheim Aspirant
- c. Commanders - Isshin, Thalisse Reverent Medium, Giada Font of Hope, Akim the Soaring Wind

4. Blood Money



- a. *Amulet of vigor lets your treasures come in untapped*
- b. *Treasure synergy - Deadly dispute, Grim Hireling, Marionette Master, Academy Manufactor, pitiless ponderer, ruthless technomancer*
 - i. *Revel in riches may win you the game*
- c. *Commanders - Kalain Reclusive painter, Jan Jansen, Korvold*

5. *Cut a deal*



- a. *Card draw for white!*
 - i. *Even better if you're group hug*
- b. *Seems pretty good, you're +2 with your opponents being +1 with this, although there's advantage to getting access to all those cards at once.*
- c. *Ways to break symmetry*
 - i. *More for you - Alhamaret's Archive, teferi's ageless insight, thought reflection*
 - ii. *Less for them*
 1. *Notion thief makes this a draw 3. Does NOT draw 6 since your opponents technically never drew cards*

6. Displacer kitten



- a. You get to flicker any nonland permanent with each noncreature spell
- b. ETB's - Mulldrifter, snapcaster mage, archaeomancer, spellseaker, peregrine drake, agent of treachery, trinket mage, tribute mage, venser shaper savant, amphin mutineer, palinchron
 - i. Things to bounce - chromatic orrery
- c. Low cmc cantrips - opt, ponder, brainstorm, preordain, gitaxian probe, serum visions
 - i. Buyback is good, see combos below
- d. SO MANY COMBOS - this card is going to combo with so many things. Here's a couple
 - i. Displacer Kitten + great whale/palinchron + Whispers of the Muse/Mind Games/Mystic Speculation/ Capsize
 1. Whispers of the muse = Infinite card draw + a mana for each card you drew
 2. Mind games = infinite mana, infinite taps for lands/creatures/artifacts. Effectively locks you opponents out of sorcery speed spells above 1 CMC (since they can play a land and instantly tap it)
 3. Mystic speculation = infinite mana + you can effectively tutor every draw you make for the rest of the game
 4. Capsize - bounce everything + a mana for each thing bounced

7. Elder Brain



- a. Synergy Cards
- b. Head games - you can give an opponent the best cards in their deck then take them
- c. Notion Thief/Alms Collector - you get their hand AND the top x cards of their deck
- d. Attack triggers - Good with Isshin since he doubles the trigger. This will give you 2 extra hands
- e. Show me your hand - Telepathy, Urza's Glasses
- f. Draw limiters - Narset, Maralen of the Mornsong
- g. Exile payoff - Prosper Tomebound, Sage of the Beyond, Vega the watcher
- h. Wheel punishers
- i. Underworld Dreams, Ob Nixilis the Hate Twisted, kederekt parasite, wedding ring, smothering tithe, consecrated sphinx
- j. Combos - Isshin + Elder brain + Notion Thief/Alms Collector. You need to flash in Notion Thief/Alms Collector BETWEEN the 2 elder brain triggers. It'll end with you getting 2 of the same opponent's hands in exile, and drawing a bunch of cards. Your opponent will end with 0/1 cards in hand
- k. Alms collector is more likely since Isshin can't have blue
- l. Good commanders - Isshin, Umbris Fear Manifest, Maralen of the mornsong

8. Font of magic



- a. Works best with cheap commanders or partners. How much mana reduction do you need to be happy? 2 is fine, very happy with 3
 - i. Rograkh + Thrasios, Krark the Thumbless + Sakashima, Gale Waterdeep Prodigy
- b. Mana Dumps
 - i. X spells - Blue sun's zenith, pull from tomorrow, finale of revelation,
 - ii. Kicker - rite of replication, inscription of insight

9. Inspired Tinkering



- a. *More red impulse draw. Comparison to reckless impulse which is 2 mana impulse draw 2. This is effectively 2 mana impulse draw 3 and you get the upside of treasure synergy/saving the mana if you want*
 - i. *Seems good enough to run in a red deck if you don't have access to better card draw colors*
- b. *Treasure - Xorn, academy manufacturer, goldspan dragon, jolene the plunder queen.*
- c. *Play from exile - Prosper Tomebound, Commander Liara Porter, Laelia Blade Reforged*

10. Irenicus's Vile Duplication



- a. *Sakashima on a sorcery - slightly higher rate than cackling counterpart, so you really want to abuse the non-legendary clone*
- b. *Run it in any deck you already want sakashima*
- c. *Forks - fork, dualcaster mage, lithoform engine, swarm intelligence*
- d. *Good legends to copy - Niv Mizzet, Koma Cosmos Serpent, Mizzix of the Izmagus, Omnath Locus of Creation (Jake's XT deck)*

11. Lae'zel's Acrobatics



- a. *Similar to Ghostway, 1 extra mana for the possibility of 2 triggers (55% of the time you will)*
 - i. *Only hits non tokens so you don't lose your tokens by flickering*
- b. *ETB's - Sun Titan, Knight of the White Orchid, Solemn Simulacrum, Karmic Guide, recruiter of the guard*
- c. *More Flicker - ephemeral, felidar guardian, flicker wisp*
- d. *Functions as board wipe protection*
- e. *Dice roll synergy - Barbarian Class, Pixie Guide*
- f. *Commanders - Yorion, Brago*

12. Legion Loyalty



- a. Myriad DOES stack - blade of selves, other myriad creatures
 - i. Myriad more myriad - New card Astral dragon can make copies of Legion Loyalty, which will give you more myriad astral dragons, giving you more legion loyalties etc etc
 - ii. Note myriad exiles the copies so you do NOT get death triggers
- b. Sundial of the infinite lets you keep copies
- c. Good things to myriad (note myriad does NOT proc attack triggers)
 - i. ETB - Suntitan, solemn simulacrum, myr battle sphere,
 - ii. Legendaries with death triggers - Ao Sky Dawn (any of the NEO
 - iii. Damage
- d. Cool interactions
 - i. Isshin double the myriad trigger, having any attacking creature make 4 copies, for 5 total
 - ii. Elish Norn will NOT give the board -6/-6, there is no instance where all 3 are on board without being sac'd
 - iii. New precon card Astral Dragon can clone legion's loyalty, which will then copy castral dragon, making more legion's loyalties
- e. Good cards - Nadier Agent of the Duskenel, Ndaier's Nightblade, Twilight Drover

13. *Modify Memory*



- a. *SUPER versatile. Can swap a token of yours for a high impact creature from someone else*
 - i. *You can take someone's commander to lock them out of it indefinitely*
 - ii. *You can swap 2 other people's commanders. Most decks are heavily synergy based, so it'll be a big downgrade for both people. Draw 3 is VERY good as well*
 - iii. *Question: Harmonize is already fringe, is this worth*

14. Nautiloid Ship



- a. ETB's to bojuka bog someone, reanimates one of the exiled creatures on damage
- b. Vehicle synergy - Greasefang Okiba Boss, Sram Senior Edificer, Peacewalker colossus, Mech Hangar
- c. Double strike double triggers - duelist's heritage, True Conviction, Paladin Class
 - i. Strionic resonator, lithoform engine
- d. Mass mill - maddening cacophony, ruin crab, psychic corrosion, memory erosion
 - i. Life's finale is a nice tech card

15. Pact Weapon



- a. *Discard synergy*
 - i. *Tinybones, Containment Construct, Bag of Holding, Asmoranomardicadaistinaculdacar, waste not, archfiend of ifnir, change of fortune*
 - ii. *Madness - Big game hunter, curse of foll's wisdom, asylum visitor, necrogofy*
- b. *Top deck manipulation - sensei's divining top, scroll rack*
- c. *Paylife spells - Necropotence, greed, phyrexian reclamation, sylvan library, bolas's citadel, fire covenant*
 - i. *Life swap - Profane Transfusion, axis of mortality , magus of the mirror*
- d. *Commanders - Tinybones, Asmo..dicar, Greven Predator Captain, Vilis Broker of Blood*

16. Storm King's Thunder



- a. *BIG cost reduction - Vadrik Astral Archmage, Mizzix of the Izmagnus*
 - i. *Big mana - mana geyser, jeska's will, doubling cube, brass's bounty*
- b. *Big spells to copy - Expropriate, genesis ultimatum, fevered suspicion, cruel ultimatum*
- c. *Forks - fork, dualcaster mage, lithoform engine, swarm intelligence, double vision*
 - i. *Extra turns - timewarp, alrund's epiphany, timestretch*
- d. *Magecraft to abuse copies - archmage emritus, storm kiln artist,*
- e. *Commanders - Vadrik, Mizzix, Kalamax, Veyran Voice of Duality, Deekah Fractal Theorist*

17. Wand of Wonder



- a. *Effect doublers - Lithofrom engine, strionic resonator*
- b. *D20 help/payoff - Pixie guide, barbarian class, vrondiss rage of ancients*
- c. *Top deck manipulation/information (to guarantee good hits) - sealed fate, field of dreams, lantern of insight*
- d. *Scheming Symmetry - at best they tutor a good instant/sorcery that you get, at worse they shuffle so you get a vamp tutor*
- e. *Untapping*
- f. *Unwinding clock + mana rocks that get you 4+ maPOLyna let you do activate the wand each turn.*
- g. *Inf mana + isochron scepter with dramatic reversal gets you inf triggers giving you every instant/sorcery in every player's decks.*
- h. *Commanders*
- i. *Zirda reduces activation cost*
- j. *Vrondiss has d20 synergy (not the best since it costs so much to activate)*
- k. *It is EIGHT mana for your first activation, likely not the best but seems like fun*

18. Wizards of Thay



- a. Similar text to Hypersonic Dragon/Teferi Time Raveler
- b. Obeka Brute Chronologist/Sundial of the infinite lets you keep the clones
- c. During combat, gives you 3 cost reduction on all instants and sorceries
 - i. Sweet spot is 4 cmc spells that cost 3B - Fact or fiction, deep analysis, behold the multiverse (there's a bunch of 3B draw 2 spells)
 - ii. Good spell synergy - Polymorph (can target your wizard myriad token), gust of wind
- d. Sorcery speed spells that get a lot better -
 - i. Skyshroud claim is mana positive, explosive vegetation, migration path, syphon mind
 - ii. Boardwipes - wrath of god, damnation, toxic deluge
 - iii. Reanimation - reanimate
 - iv. Wheels - windfall, wheel of fortune/misfortune, time twister