

RECORD TIME IS 9:00PM EST ON JUNE 23

Team on deck is myself, Donovan, Adam and guest host Don. LETS GET IT

COMMANDERCAST SHOW NOTES

Episode S3E6: Mono-Black

Show introduction: [5 minutes]

Roll Call:

- Name/Handle
- What we do
- Preferred archetypes and environment
- Contact information (**NEW**): People like Twitter, even if it makes me feel less manly using it. Let's throw out this and the e-mail contacts y'all want people to have.

Podcast News:

- Check mid-week update and Friday Flashback
- CONTEST CLOSED
- Another Rules Committee interview is coming up, so send in your questions. I'm sure you have them after the latest banlist announcement (fucking Worldgorger dragon lol).

Community Segment: [30 minutes]

- Free-for-All Roundtable: Diversity vs Power: [10 minutes] Cabal Coffers is often considered the defining card for mono-B decks. However, it's so ubiquitous that maybe some would consider it stifling to the build and potential variety. While this is only one card that represents the problem, it's probably the poster child for the issue. Or is this a total non-issue? Would getting rid of some super-obvious cards that define traditional archetypes encourage diversity or just kill certain decks?
- Leaning on your Group: [20 minutes] While it's important to meet the expectations of your group, it's also fun to challenge them and push the boundaries by interacting along different axis, playing a different style, and sometimes playing Ruination. How do you test the waters here tastefully? Where do you draw the line between challenging people and briefing people? What kind of cards put heavy pressure on a metagame to change, and is this a good thing?

Strategy Segment: [25 minutes]

- Mono-B Strategy: [25 minutes] What is mono-black good at? Why should you play it, and how? What kind of archetypes does it cater to? What are mono-B deck's roles at a table and metagame at large?

Technology Segment: [35 minutes]

- Mono-B Tech: [15 minutes] We give two cards apiece that highlight some strengths of mono-B strategies. No real criteria here, just give people some good cards they might not be considering otherwise. I'm saying Nightmare Incursion and Words of Waste.
- Secret Tech: [20 minutes] Standard format, Don offers up three commons, uncommons, and rares. There is no embarrassment in lowering these numbers if you don't have three obscure cards in each rarity; nothing is worse than listing a staple as secret tech.

Outtro:

Thanking people, wrapping it up, contact information, diamonds and Cadillacs. [<5 minutes]
[total length roughly 1 hour 40 minutes]