

CZ449: KAMIGAWA NEON DYNASTY - IN THE 99

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- 1) INTRO JIMMY & JLK

@jfwong - **@CraigBlanchette** - @commandcast

Jimmy's back and today we're talking about all the exciting new cards from Kamigawa: Neon Dynasty that fit into the 99 of your deck!

****CHANNEL FIREBALL - ULTRAPRO CALL-OUT #1** **PATREON CALL-OUT CONNOR RILEY****

2) **MAIN TOPIC: NEON DYNASTY - IN THE 99**

LEGENDARY LAND CYCLE (These can be run in almost any deck. Almost always will be an upgrade to a Basic land. All come in UNTAPPED, tap for their color, and have a channel ability that gets reduced for each legendary creature you control. Decks that cares about legendary Creatures - Kethis, the Hidden Hand, Sisay, Weatherlight Captain, Captain Sisay)

Being able to Channel each land at instant speed is very powerful - this is not casting a spell, it is an activated ability. It still uses the stack, so the only way you can counter it is doing things to End the Turn and clear the stack, Nimble Obstructionist, Stifle, Sublime Epiphany (and from this set Mirrorshell Crab can channel for 2U to Mana Drain an ability!)

You cannot Channel the card away with no legal target to discard it.

Boseiju, Who Endures (Green)

- Best of the bunch, and it ain't even fair
- Non-Basic Land Hate is being introduced more?
- Targets: Gaea's Cradle, Urborg, Cabal Coffers, Field of the Dead
- Acts similarly to Path to Exile or Ghost Quarter in allowing opponent to fetch a basic land *TYPE* untapped
- Opponents can grab the Triomes!
- These effects combined with Aven Mindcensor, Opposition Agent, Mindlock Orb, Leonin Arbiter, Shadow of Doubt (none of these are Green effects)

Eiganjo, Seat of the Empire (White)

- Not the best of the bunch. Better if it was any creature, but it's White, so....
- Play it in Thalia, Guardian of Thraben (it's not a non-creature spell! Wheeee)

Otawara, Soaring City (Blue)

- Can be used as protection for your own things - get another ETB effect, protect a combo piece
- The opportunity cost of this card is almost nothing.
- Re-buy a Planeswalker, save it from Combat Damage or re-use it with Doubling season, Deepglow Skate on the next turn.

Sokenzan, Crucible of Defiance (Red)

- Could be useful in a token deck with Purphoros or Impact Tremors
- The haste is important, but you're still probably discarding this to create Instant speed blockers, or EOT to save mana and then equip with swords, etc.
- Great in Winota, Joiner of Forces

Takenuma, Abandoned Mire (Black)

- Any graveyard deck would be happy to see this card.
- Planeswalkers means utility in Superfriends as well.
- Play in Aurami of the Dead Tide, Runo Stromkirk, Muldrotha, Hogaak

The white is the worst of the five, probably Red next. But even then, they're still probably better than just a basic land of that color in your deck.

INVOKE CYCLE (All cost 1 and 4 of their color pip. Cost is very prohibitive, probably only playable in 1-2 color decks unless you have LOTS of fixing and overlap with Triomes, 3-color lands, Colored Mana producing rocks, etc.)

Invoke Calamity

- The only Invoke card at Instant speed
- 2-mana forks leaves you with 4-mana to cast the remaining Instant / Sorcery spell
- Doing this at EOT before your turn lets you cast cards like Past in Flames, giving you until end of YOUR turn to cast the spells.
- Great with cards that care about being cast from the graveyard - Ignite the Future, Increasing Ambition, Increasing Vengeance, Increasing Confusion, Increasing Devotion, Increasing Savagery, Sevinne's Reclamation
- Underworld Breach? Jeska's Will? We've been down this trail before.
- Is this the 5-mana Red Torrential Gearhulk?
- Neheb, the Eternal is happy to rebuy plenty of their impactful spells, Flame Rift, Mana Geyser, Wheel of Fortune, Faithless Looting...

Invoke Despair

- Great in K'rrik - costs 1 mana and 8 life to:
- Opponent most likely has a creature, less likely to have enchantment, much less likely to have Planeswalker

- Estimate it for your playgroup, we think you're probably drawing 1 cards and making opponent sacrifice 1 creature and 1 enchantment in our meta. Not awesome for 5 mana.
- Enchantment removal in black... kinda
- I guess this is good in Tergrid... you didn't hear it from us.

Invoke Justice

- Potentially a reanimator card, but would need to be WB probably - the mana requirement of FOUR White Pips...
 - Has either of us cast a 4 white pip card in recent history?
- In WG - Hardened Scales, Branching Evolution
- Hamza, Guardian of Arashin; Kyler, Sigardian Emissary

Invoke the Ancients

- 4/5s with Trample are definitely powerful!
- Token Doublers - Parallel Lives, Esika's Chariot, Anointed Procession
- Populate! GHired, Conclave Exile; Growing Ranks; Full Flowering; Selesnya Eulogist; Sundering Growth; Trostani, Selesnya's Voice

Invoke the Winds

- Untapping is actually pretty relevant here - you could steal a Gilded Lotus and opponent wouldn't be able to stop you from using it if they tap in response
- Steal an artifact or creature permanently - but compared to the power of Agent of Treachery or Blatant Thievery for any permanents... does the Mana Value difference matter?
- Maybe in Mono U decks like Memnarch, you're already making so much mana it doesn't matter.

MARCH CYCLE (All cost 1 and X, and allow you to exile a card of their color from your hand to pay for 2) (Since it must be of the same color, you can not discard lands))

March of Burgeoning Life (Green)

- We won't talk about this card, as it is clearly not for our format... but if you do find that your entire playgroup all runs Consecrated Sphinxes or whatever, then this *might* see play... but nah.

March of Otherworldly Light (White)

- High mana value when there are cards like "revoke existence"
- Needing to exile white cards specifically here is a big downside. Even though you can get a range of cards... sometimes it's better to just have Path to Exile.

March of Reckless Joy

- Very flexible - at 3 mana (2r) it is Reckless Impulse, at 1 mana (r), it is a cantrip
- Prosper, Tome Bound; Neheb the Eternal
- This can be cast at opponent's End Step to last through your turn. Similar to Commune with Lava, which might just be better.

March of Swirling Mist

- Stinks that it only works on creatures, but very relevant for certain decks to protect a powerful commander: Rafiq of the Many; Ishai, Ojutai Dragonspeaker; Ardenn, Intrepid Archaeologist; Brago, King Eternal

March of Wretched Sorrow

- Not great. This type of “Pump a ton into X” effect is best when it can target players (this can’t) and is typically reserved for cards like Torment of Hailfire or Exsanguinate.

NEW PLANESWALKERS

Kaito Shizuki

- LOVE how he protects himself on turn 1
- The phasing trigger usually guarantees 2 activations (-2 first, then +1 to use your Ninja token)
- This is a powerful Planeswalker. Anything at 3MV tends to be.
- Goes into every Ninja/Rogue/High Evasion deck
- Yuriko, the Tiger’s Shadow; Satoru UYmezawa; Anowon, the Ruin Thief
- Aminatou blinks him to allow him to phase out every turn
- Compared to Phyrexian Arena - draws cards, continually can do so, creates blockers and attackers, doesn’t cost life

Tamiyo, Compleated Sage

- Can’t wait to see more “Compleated” cards
- Flexible casting cost, 5 Loyalty for 5 mana, or 3 loyalty for 4 mana and 2 life.
- Ultimate creates a token that you can bounce or interact with
- -5 to rebuy Doubling Season
- Creates a token of the permanent exiled, which works with P{parallel Lives and Anointed Procession - and then Mirror Box / Mirror Gallery if you’re creating doubles of Legendaries

Tezzeret, Betrayer of Flesh

- -2 goes infinite - Voltaic Construct can untap a Gilded Lotus that is now an Artifact Creature. Construct costs 2, Lotus creates 3.
- Static ability is insane value in the right deck: Memnarch; Brea; Mirage Mirror; Staff of Domination; Isochron Scepter; Mimic Vat
- CLUE TOKENS ARE FREE (don’t sleep on Academy Manufacturer)
- SWORDS EQUIP FOR FREE!
- +1 draw is similar to Thirst for Knowledge
- Jhoira, Urza, Emry, Lurker of the Loch, Brudiclad, etc.
- Rules Note: Tezzeret ability procs off the first ability of an artifact you use each turn. This includes mana abilities, so if you use an artifact land/mana rock that can count as your first activation. This makes ordering significantly more difficult, and also can restrict the plays you can make with him

- Further Rules Note: When activating an artifact ability, Tezzeret reduces the cost of it before you have to tap to pay for the mana, so you can Activate first, then tap any rocks for mana so it doesn't count as the "first activated ability"

The Wandering Emperor

- It's a Combat Trick / Removal Spell on a Planeswalker!
- First strike is nasty, even in Commander.
- Her +1 and -2 are both usable even if you don't have a combat trick blowout. But if you absolutely must use her in that fashion, maybe you can also be holding up Generous Gift or Return to Dust or Akroma's Will so you don't waste the 4 mana.
- Craig played against this in Draft. Bet that didn't turn out well for you.

****MIDROLL BREAK****

WHITE

Brilliant Restoration

- Similar to Open the Vaults and Triumphant Reckoning
 - Open the Vaults is symmetrical, this isn't. Costs 4WW
 - Triumphant Reckoning brings back Planeswalkers too, but is 6WWW
- What's with all the pips!? VERY relevant in the right deck though.
- Tuvasa, the Sunlit; Sythis, Harvest's Hand

Farewell

- AOE Exile - hits everything except lands and planeswalkers
- Being able to choose as many of the modes as you like is a nice touch
- Superfriends live through it!
- Estrid; Nahiri the Lithomancer; Aminatou

Lion Sash

- White Scavenging Ooze
- Reconfigure cost is pretty cheap, 2 to "equip"
- Counter synergy with Hardened Scales, The Ozolith, Basri's Lieutenant
- Good with Voltron decks - Galea, Rafiq, Zurgo

Spirited Companion

- Good Boy!!! Basically a white Elvish Visionary
- Counts as an Enchantment
- Good in Flicker decks like Brago (who didn't have access to Elvish Visionary originally)
- Sythis; Yorion; Aminatou; Roon; etc.

The Restoration of Eiganjo

- Chapter 2 lets you discard the Plains you found and put it on the battlefield! Tapped! It's slow! But it's Ramp!!!
- Considering the third chapter is simply to turn into a 3/4 creature that can make some tokens... this is close to ok for White, but not awesome. It's still a unique effect however! Mono White decks probably still want to play this.
- Back side synergizes nicely with Welcome Vampire - maybe you can convince a friend to attack you and bounce off your 3/4 so you can draw even more cards!

Aerial Surveyor (CMDR set)

- Now here's some white land ramp. Probably will trigger 1 to 2 times in a game. Hard to block as a Flyer.
- Isshin gets you two land drops
- Shorikai - good vehicle for Vehicle decks
- Sram! He can even crew it.
- Seems like we're not going to go below 3 MV for these types of cards anytime soon

Drumbellower (CMDR set)

- Noble Hierarchy, Gold Myr, Avacyn's Pilgrim, Birds of Paradise
- Cards that turn your creatures into mana dorks - Cryptolith Rite; Katilda, Dawnhart Prime; Ashaya, Soul of the Wild
- Glare of Subdual / Opposition = lockdown
- Catapult Master has found the perfect card
- Nullmage Shepherd too!
- Very cool for a Vehicle deck or combat focused - pseudo vigilance

Organic Extinction (CMDR set)

- Artifact deck boardwipe, similar to Hour of Reckoning (but has Convoke for Creatures, not Improve for Artifacts)
- You can tap Treasure and Clue and Blood tokens to cast this!
- Dockside Extortionist; Academy Manafactor; Olivia's Attendants
- Liquimetal Torque/ Coating
- Mycosynth Lattice non-bo...

Swift Reconfiguration (CMDR set)

- A white, instant speed, Chain to the Rocks.
- Fun combo with Devoted Druid; Barrenton Medic; Cinderhaze Wretch

RED

Dragonspark Reactor

- Dockside, Goldspan, Stranger Things decks, Academy Manafactor... There are SO MANY decks that this will get a crazy number of counters on it.

- Definitely a beacon for removal at a certain point.
- Dockside loops let you put all the tokens on, and easily pay for the activation cost on the same turn.
- Token doublers like Anointed Procession, Parallel Lives, really make this get big quick
- Mycosynth Lattice turns all your permanents into counters
- These are Charge counters! Works well with Ozolith / Nesting Grounds, move the counters to...
- Black Market; Chalice of the Void; Coalition Relic
- Play it in Osgir, the Reconstructor; Bosh, Iron Golem; Galazeth Prismari; Toralf, God of Fury gives you that sweet, sweet splash damage on a creature

Fable of the Mirror-Breaker // Reflection of Kiki-Jiki

- Kiki-Jiki rocks, but this one happens on Turn 5 or 6 because of Saga timing
- Level 1 and 2 is pretty good - ramp on the 2/2 Goblin Shaman and provisional discard/draw
- Creature side of this is NON-legendary, so you can use Kiki-Jiki to clone it!
- Goes infinite with Mana Echoes and one clone
- Combat Celebrant; Zealous Conscripts; Dual Caster Mage; Port Razer; Mirage Phalanx; Wurmcoil Engine; Dockside Extortionist

Kami of Celebration (CMDR set)

- I'm seeing Maurey from Big Mouth here...
- Procs on each creature attacking, so can impulse draw a lot more than just one card
- 5 MV is a little high and your creatures need modification... but the second ability provides it once you get going
- Prosper, Tomebound; Laelia, the Blade Reforged; Bell Borca; Nassari, Dean of Expression; is this too slow in Etali?
- Stolen Strategy
- Cathar's Crusade + a token army... wowee

BLUE

Mindlink Mech

- Copy a Cephalid Constable or Efreeth Flamepainter with this
- Flying is actually very relevant here, to protect the Mech from blockers (and if the creature must deal combat damage to do its thing)
- Can't copy Legendary Creatures
- Double up on "Enchantment" Type creatures like Hullbreaker Horror, Tidespout Tyrant, Consecrated Sphinx

Imposter Mech (CMDR set)

- This will copy an ETB effect
- MUST be an opponent's creature
- ETBs like Dockside Extortionist, Eternal Witness, Avenger of Zendikar
- Static Effects like Oracle of Mul Daya; Consecrated Sphinx; Tidespout Tyrant

- Becomes an artifact so you can use activated abilities immediately - Osgir the Reconstructor
- 2 mana copy creature reminds us of Phantasmal Image, which is awesome
- Dodges Creature removal by being a non-Creature artifact at first

Universal Surveillance (CMDR set)

- Blue has plenty of XUUU draw spells, but this one can be much cheaper with Improvise
- How many times can we mention Docksider Extortionist and Academy Manufactor in a single episode?
- Inspiring Statuary decks want this
- Vadrik probably can use most XUUU draw spell cards in his deck
- Urza; Brea; Emry; Brudiclad, etc.

BLACK

Ruthless Technomancer (Set booster only)

- Reanimator and Ramp!
- Seems great in a Greven, Predator Captain deck (Lupine Prototype and Phyrexian Soulgorger net you awesome returns with Treasures)
- Reanimator Commanders - Chainer, Nightmare Adept; Karador
- Great in artifact builds - the artifacts sacrificed can be of any kind - Keskit, the Flesh Sculptor
- Juri, Master of the Revue (sacrifice matters); Inalla, Archmage Ritualist for Wizard synergy

GREEN

Silkguard (CMDR set)

- Can be played for x=0 if you already have auras, equipments, and modified creatures
- Scalable version of Heroic Intervention, but not as good
- Halana and Alena help modify all your creatures
- Kathril, Aspect Warper
- Ghave, Guru of Spores
- Zaxara synergies! All your Hydras are modified too usually

MULTICOLORED

The Kami War

- Too bad this can't be your Commander!
- Chapter 1 is Anguished Unmaking for 6 mana (ehh), Chapter 2 is very non-consequential
- Your opponents pick the card, but you must attack them, so politicking might be hard
- Maybe try cheating it out with Sisay, Weatherlight Captain; Lost Auramancers; Spirit-Sister's Call (NEO)

Colossal Skyturtle

- Flexible, hard to counter abilities
- A modal triple ability card? This thing is flexible!

- Regrowth / E. Witness at instant speed
- Great in reanimator (add in W/B) - throw it to the bin and animate it later!
- Is this better than Eternal Witness in UB decks?

Hidetsugu Consumes All // Vessel of the All-Consuming

- Chapters 1 and 2 are very good and almost always relevant. Chapter 1 will wreck a fast start as it also takes out creatures and mana dorks on top of artifacts and Mystic Remoras.
- Back side is pseudo infect!
- Hatred seems fun with the back side
- Back side does not denote combat damage, so Chandra's Ignition; Gravitic Punch; Soul's Fire
- Double Strike the back? Temur Battle Rage; Embercleave

Spirit-Sister's Call

- Activates on End Step so you will get to use it the turn it drops
- Recurs ANY permanent
- This card can sacrifice itself to get out Necropotence or big hard to cast cards like Mind's Dilation; Nyxbloom Ancient; Omniscience; Overwhelming Splendor
- Zur the Enchanter; Alela (you can sacrifice tokens!)
- Switch a swamp for a Field of the Dead, Cabal Coffers, etc.

ARTIFACT

Containment Construct

- "Play" means you can play lands from those cards
- In mono-red decks playing Faithless Looting, Blood tokens, Gamble, Thrill of Possibility, and any rummage effects, seems pretty good!
- Anje Falkenrath; Chainer Nightmare Adept for discard synergies
- Gavi, Nest Warden - Cycling cards like lands let you play them!
- Works great with the Channel mechanic from our Legendary Land cycle - discard the land, then play it the same turn
- Wheel of Fortune / Windfall - lets you play your old hand!

Mechtitan Core

- This is totally ridiculous, and we're all about it.
- Needs to be artifact creatures notably
- Super easy to get bounced or removed, so really dangerous
- When the token leaves you get the old Artifact Creatures back, so any ETB effects will be valuable... but the core doesn't come back! One time use.
- Mycosynth Lattice

Mirror Box

- A strict upgrade to Mirror Gallery

- Sakashima effect! No Legend Rule! Woo!
- Volo, Guide to Monsters; Araumi; Esix; Riku of Two Reflections; Volrath; Brudiclad
- Scales with Broodbirth Viper / Banshee of the Dread Choir / Blade of Selves (Myriad)

LAND

Roadside Reliquary

- Double up card draw if you have an artifact and enchantment? Not bad for 2 mana - but you do lose a land. These are tough to play, most times those decks have enough card draw to not have to rely on this
- Tatsunari, Toad Rider!
- Ghen, Arcanum Weaver

Secluded Courtyard

- Upgrade to other tribal lands in that it comes in untapped! This belongs in most Tribal decks.

MOST POWERFUL NEW CARD?

Jimmy's Pick - Boseiju, Who Endures

Craig's Pick - Tezzeret, Betrayer of Flesh

PERSONAL FAVORITE NEW CARD?

Jimmy's Pick - Mechtitan Core

Craig's Pick - Mirror Box - Add a doubling season and these two look really good together...

3) TO THE LISTENERS:

What new commander are you excited to build? What sweet tech do you have for our community? Tell us in the comments below.

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

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

4) THE END STEP:

Something cool outside the world of Magic. BABY.

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Arthur Meadowcroft, Ladee**

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