

CZ446: NEO "UPGRADES UNLEASHED" BUDGET PRECON UPGRADE GUIDE

- 1) UPKEEP STEP
 - 2) MAIN TOPIC
 - 3) TO THE LISTENERS
 - 4) THE END STEP
 - 5) CLEAN-UP PHASE
-

1) INTRO JLK and Ashlen

@JoshLeeKwai - **@AshlenRose** - @commandcast

Tease Main Topic: Neon Dynasty brings us two new Commander precon decks. On this episode we're upgrading the upgrade deck! It's the Gruul Modifications "Upgrades Unleashed" precon. We're gonna go over all the STATS and then suggest 10 cards to add and 10 cards to take out - for less than \$30!

BUT FIRST:

****CHANNEL FIREBALL** **ULTRAPRO #1** **PATREON: JUSTIN FRACCHIA***

2) MAIN TOPIC: **UPGRADES UNLEASHED - PRECON BUDGET UPGRADE GUIDE**

The rules: 10 cards in, 10 cards out. Total budget of around \$30. We'll leave the mana base as-is.

NEW COMMANDERS:

Chishiro, the Shattered Blade (main commander) *Note: Posty plays on next Game Knights*

- Easiest way to meet modification requirement seems to be +1/+ counters since you'll have too many creature tokens to equip/enchant all of them. However, +1/+1 counters do not create tokens.
- If you do equip a creature and Chishiro buffs it, it'll count as modified even if you remove the equipment. So you might want cheap equip cost and recurrable auras (boots, rancor).
- Alternatively, could go for really cheap (cheerios) equipment/auras to maximize tokens (utopia sprawl, wild growth, kenrith's transformation).
- Can also just go with big impactful voltron and rely on the tokens as back-ups to suit up.
- Classic Gruul game plan of go wide, buff your board, and swing. But there are lots of directions to go in. Aura/Equipment. And what kind? Big impactful stuff or small cheap stuff? Or you can lean into the modified part. Choices choices...

KAIMA, THE FRACTURED CALM (secondary commander)

- Only works with Auras. It goads them over and over for as long as you have Kaima out. Unfortunately, that only triggers on your end step so you can't do anything tricky with flash, etc.
- Probably will want aura's that you can return to your hand (Crown of Flames, Ghitu Firebreathing, Whip Silk, Rancor).
- There are only six auras in the precon though so unlikely we're building around Kaima, right?

KOSEI, PENITENT WARLORD (mono green commander)

- Condition is pretty hard to meet, but the upside is quite good. For all the hoops you have to jump through, it would be nice if the card draw was on attack rather than combat damage.
- You'll want to meet as many requirements as you can at once.
 - *Note: As far as we could find, no card will fulfill all three requirements by itself.*
 - Auras that also give counters: (Forced Adaptation, Hydra's Growth, Ordeal of Purphoros)
 - Equipment + counters: (Armory of Iroas, Ring of Kalonia, Sword of Truth & Justice)
- Double-Strike (on equipment) will give you double procs. (Fireshrieker, grappling hook)
 - *Note: There aren't any green auras that give double strike.*
 - *Note: The extra damage from Kosei to your other opponents does not count as Commander damage.*

"UPGRADE UNLEASHED" DECK STATS

Ramp - 18

Card Draw - 10

Single Target Removal - 4

Wipes - 5

Modification Support/Payoff - 48

Aura - 6

Equipment - 9

1/1 Counters - 26

Tokens - 6

Goad - 3

DECK VALUE:

NOTE: PRICES TAKEN PRIOR TO DECK REVEALS

This only takes into account the value of the reprints (56) NOT the new cards.

Total Reprint Value is \$92.35

Average precon reprint value of the past three years which averages around \$80-\$90

NOTABLE REPRINTS (all cards worth MORE than \$2)

3 cards that are \$5 or more, and 13 cards \$2 or more

Bear Umbra	\$14.20
Whiptongue Hydra	\$5.61
Rhythm of the Wild	\$5.00
Elemental Mastery	\$4.75
Mage Slayer	\$4.49
Rishkar's Expertise	\$4.10
Loyal Guardian	\$3.80
Ox of Agonas	\$3.50

Decimate	\$3.50
Soul's Majesty	\$3.40
Primeval Protector	\$2.98
Chaos Warp	\$2.49
Spearbreaker Behemoth	\$2.30
Krenko, Tin Street Kingpin	\$2.00
Cinder Glade	\$2.00
Game Trail	\$2.00

WHO SHOULD YOU RUN AS THE COMMANDER?

Chishiro, the deck has almost no support for goad and only has 6 auras total, so Kaima is not viable. There's a good balance of equipments, counters, and auras for your own board though to synergize with Chishiro

BEST CARDS IN THE DECK (* denotes a reprint)

Silkguard - The floor is a 1 mana give most of your cards hexproof, with the flexibility of buffing your board if you need a mana sink.

Rishkar's Expertise* (Reprint) - One of the best card draw cards in green. Can easily draw 5+ cards and you get to play something after for free

Bear Umbra* (Reprint) - So much ramp, it costs 1 less than sword of feast and famine and will usually leave you mana positive. Small risk of getting 2-for-1'd but the upside is MASSIVE

Loyal Guardian* (Reprint) - Guarantees Chishiro can trigger its ability on all your creatures, gives them all 2 +1/+1 counters a turn

Agitator Ant* (Reprint) - Modifies other creatures and has the political upside that might keep it around and keep you safe.

MIDROLL BREAK

CARDS TO ADD

(remember: our total budget is around \$30~ for this exercise)

- Rancor (\$1.25) - Recurring aura
- Animation Module (\$0.60) - Great with CMDR, Grumgully, and Renata
- Embercleave (\$8) - Strong SURPRISE Finisher
- Renata, Called to the Hunt (\$0.25) - Modify all the creatures
- Slippery Bogbonder (\$3) - Evasion

- Cream of the Crop (**\$5**) - Doesn't care if they are tokens. Cheap Sylvan Library (shoutout to Dana EDH Rec)
- Toggo Goblin Weaponsmith (**\$0.25**) - Creates a lot of cheap artifacts to attach to the commander's tokens :)
- Sai of the Shinobi (**\$0.25**) - Auto-equipping weapon (can equip to Chishiro's spirits to modify them)
- Avenger of Zendikar (**\$10**) - Swole plant tokens are always good.
- Fractal Harness (**\$0.60**) - Doubling counters and then moving to another creature sounds great

HONORABLE MENTIONS

- Bloodforged Battle-Axe (**\$21**) - Creates additional copies of the axe
- Toralf, God of Fury // Toralf's Hammer - (**\$2.50**)
- Ashaya Soul of the Wild (**\$12**) Protection from cyc-rift for all non-token creatures so miiiight be worth it

CARDS TO TAKE OUT

- Ulasht, the Hate Seed - Doesn't benefit rest of the deck
- Starstorm - not the best board wipe for the deck
- Soul's Majesty - Expensive for what it does
- Primeval Protector - Expensive CMC and relies on opponent's boardstate to cast
- Blackblade Reforged - Expensive equip (I haven't been impressed with this card any time I've drawn it)
- Goblin Razerunners - Expensive, 6 mana total to get it working
- Kaima, the Fractured Calm - Great to build its own deck but doesn't work amazingly here.
- Orochi Merge-Keeper - Slow mana dork for the deck and we have a lot of other ramp
- Whiptongue Hydra - Probably good against the other deck - but in general kinda expensive.
- Bonehoard - It's a fine card but can be confusing for new players to track with counters and we are adding better equipment

HOW THE DECK PLAYS

Deck is surprisingly complex to pilot. Sequencing is important, since you really need to decide which order to play things to get the tokens and then who gets modified so they can get the bonus counters from Chishiro. Menace tokens give good back-ups if/when Chishiro is killed. Board wipes are your bane.

3) TO THE LISTENERS

What do you think of the Gruul "Upgrades Unleashed" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

****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, Shauna Gilles, Damen Lenz, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Evan Limberger and Mitch Trafford**

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