

CZ444: NEO - BEST NEW MULTICOLORED COMMANDERS

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 - 5) CLEAN-UP PHASE
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1) INTRO JIMMY & JLK

@JoshLeeKwai - **@alsonamedjosh** - @commandcast

Kamigawa: Neon Dynasty is almost here! Murph (our resident MTG hipster) is filling in for Jimmy as we take a look at all of the multicolored Commanders from the set and give our thoughts and evaluations.

****CHANNEL FIREBALL - ULTRAPRO CALL-OUT #1** **PATREON CALL-OUT - ANTHONY SAVAGE****

2) MAIN TOPIC: MULTICOLORED COMMANDER REVIEW - NEON DYNASTY

We will not be covering the multi-colored commanders from the Commander product, these are just the cards from the main set. We will go through them in alphabetical order. Apologies re: pronunciation.

GO-SHINTAI OF LIFE'S ORIGIN (*Set Booster Only*)

WUBRG Shrine Commander (important to note that it also is EtB make two enchantments). Most shrines trigger on Upkeep/1st Main— difficult to take advantage of the extra shrines the first turn you cast.

- **BLINK / FLICKER** (Brago, Yorion, Aminatou - No draw from most Enchantresses which say 'cast')
- **CONSTELLATION** (Setessan Champion, Nessian Wanderer, Archon of Sun's Grace, Ajani's Chosen)
- **CLONE** (Sakashima the ImposterOf a Thousand Faces)
- **SELF-MILL** (Faithless Looting, Entomb, Stitcher's Supplier; It's preferable if the mill comes from enchantments→ Search of Azcanta, Titan's Nest, Jeskai Ascendancy)
- **RECURSION TARGETS** (Omniscience, Nyxbloom Ancient; If you wanna be mean→ Overwhelming Splendor, Decree of Silence)

RULES NOTE: "SHRINE" IS NOT A CREATURE TYPE

It is an enchantment type. (Similar to Food) So you can't make all of your creatures shrines with Maskwood Nexus, etc.

IS THIS NOW THE DEFAULT SHRINE COMMANDER?

Is the recursion better than the tutoring ability of Sisay, Weatherlight Captain or Sanctum of All?

COMPARISON TO OTHER 5-COLOR ENCHANTMENT COMMANDERS

How does it stack up in regards to Sisay, Kenrith, Esika?

DESIGN CRITIQUE: 5-COLOR BUT NOT "WUBRG"

We've mentioned not liking this before. Do we still feel that way?

GREASEFANG, OKIBA BOSS

Orhzov Vehicles.

- **SELF-MILL** (You really want low CMC stuff so you can get something good in your graveyard *before* you cast Greasefang→ Stitcher's Supplier, Perpetual Timepiece, Mesmeric Orb, Entomb, Buried Alive→Dredge: Stinkweed Imp, Golgari Thug, Dakmore Salvage)
- **BEST VEHICLES** (Remember, they still need to be crewed to attack → Parhelion II, Skysovereign, Bomat Bazaar Barge; Other options→ Fleetwheel Cruiser (becomes creature on it's own); Conqueror's Galleon (turns into a land that won't get bounced); Peacewalker Colossus (pay mana instead of crew)
- **AVOID THE BOUNCE** (having the vehicle get bounced to hand feels bad (and unnecessary?) How do we get around it? **FLICKER EFFECTS**→Ephemerate, Teleporation Circle, Conjurer's Closet; **SACRIFICE OUTLETS**→Trading Post, Village Rites, KCI; also Sundial of the Infinite)

MISSING RED Not having red feels bad since a lot of the old vehicle synergies from Kaladesh involve red. Also means you don't get use of the extra combat step cards. Or maybe Greasefang could have brought back ANY artifact like this rather than only vehicles?

HIDETSUGU, DEVOURING CHAOS

Rakdos Aristocrats.

- **ARISTOCRATS** (Most Rakdos aristocrats don't have the sac outlet on the Commander. Might make it interesting→Pitiless Plunderer, Xorn, Mayhem Devil; maybe there's something with Judith, Juri, or Dargo. You get all the support cards like Grave Pact variant, Blood Artist variants, etc)
- **LIBRARY MANIPULATION** (Sensei's Top, Scroll Rack, Viscera Seer)
- **BIG IMPULSIVE** (The inverse of Prosper. Wants to exile high MV stuff to do more damage→Kaervek, the Merciless, Archon of Cruelty, Baneful Omen)
 - *Need A LOT of mana to pull this stuff off (Mana Geyser, Jeska's Will, Coffers + Urborg)*
- **DAMAGE BOOSTERS** (Fiery Emancipation, Wound Reflection (these also usually have high MV))

HINATA, DAWN-CROWNED

Jeskai targeting stuff.

- **MULTIPLE TARGETS** (Burn spells→ Comet Storm, Aurelia's Fury; Soulfire Eruption, Magma Opus; Blue bounce→ Aether Gale, Baral's Expertise; The Strive Mechanic→ Call the Coppercoats, Launch the Fleet, Twinflame; More cool stuff→ Hate Mirage, Hour of Eternity, Sublime Epiphany)
- **TARGETING PAYOFFS** (Cowardice, Dismiss into Dream, Willbreaker; Heroic→ Battlefield Thaumaturge, Triton Fortune Hunter, Akroan Conscriptor; Voltron Aura's, etc)
- **OK TO STAY SINGLE** (Don't get caught into the trap of thinking that only spells that target multiple things are good with Hinata; Consider Negate, Disallow, Reality Shift; Even Stroke of Genius costs 1 less! With the untap lands spells, you can end up positive on mana→ Rewind, Unwind, Snap)

ISSHIN, TWO HEAVENS AS ONE (**Ladee Danger deck in next Game Knights**)

Mardu Attack-Harmonicon. -Yes, Wulfgar already exists, but this is subtly different. And also has white (one of the "attack" colors)

- **COOL ATTACK TRIGGERS** (Delina, Wild-Mage, Krenko, Tin Street Kingpin, Hero of Bladehold; Make sure you include 2-drops!--> Skyknight Vanguard, Triumphant Adventurer, Cheering Fanatic; works on non-creature triggers→ Fervent Charge, Sword of the Animist, Blade of Selves)
- **EXTRA COMBAT WARNING** (Aurelia, the Warleader and Scourge of the Throne seem awesome but you'll only get the one extra combat not two; Extra combats are still great though!)
- **OPPONENTS CAN TRIGGER** (This is the subtle difference between Wulfgar and Ishiin; Breena, the Demagogue, Karazikar, the Eye Tyrant; Kazuul, Tyrant of the Cliffs; Still works on non-creature stuff→ Shiny Impetus, Duelist's Heritage, Search the Premises; What about curses? → Curse of Disturbance, Curse of Opulence...do you play them with this?)

KOTOSE, THE SILENT SPIDER

Dimir "You did this to yourself". Incidental silver-bullet against "deck can have any number of" strategies like Shadowborn Apostles, Dragon's Approach, Relentless Rats, Persistent Petitioners, etc)

- **MILL** (does nothing if opponent's don't have anything in graveyard; Maddening Cacophony, Ruin Crab, Psychic Corrosion)
- **BLINK / FLICKER** (This will allow you to choose another card to play with Kotose→Thassa, Deep Dwelling, Ghostly Flicker, Deadeye Navigator)
- **RULES NOTE** *If Kotose leaves play (removed or blink/flickered) you lose access to the card that was exiled. This is confusing because it says "one of the cards"*
- **SHUFFLE PUNISHERS** (Psychogenic Probe, Cosi's Trickster)
- **BEWARE OPPONENT BOUNCE/FLICKER** (watch out for opponent's playing blue bounce→Chain of Vapors, Mystic Confluence; or Flicker of their own→Sword of Hearth and Home; or stuff like Homeward Path; If you see they might have these tools, probably best to target non-permanent stuff)

KYODAI, SOUL OF KAMIGAWA

5-color Protection. This is a tough one to nail down a theme on:

- **INDESTRUCTIBLY INCLINED** (what are some things that WANT indestructibility? → Nevinyrral's Disk, Boompile, Serenity; something with Worldslayer?; Stop hitting yourself→ Boros Reckoner, Pariah/Pariah's Shield; maybe you can do something with Odric, Lunarch Marshal)
- **OPEN-ENDED** (feels like this can be a 5-color catch-all Commander. Protection ability means it can at least add something to any wacky strategy people might want to try. Of course, that's likely to be combo-ey or "good stuff" decks for the most part).

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

NAOMI, PILLAR OF ORDER

Orzhov Artifact + Enchantment = Token Go-Wide?

- **ARTIFACT + ENCHANTMENT** (singular cards that will meet both requirements: Whip of Erebos, Spear of Heliod, Smothering Tithe, Hidden Stockpile)
 - *Considering that mana rocks are very prevalent, it's really the enchantment part you need to fulfill. Should not be difficult.*
- **BLINK / FLICKER** (we sound like a broken record at this point but...Ephemerate, Conjuror's Closet, Teleportation Circle...)
 - *Power level on this kind of move seems VERY low*
- **TOKEN SUPPORT** (the usual→Cathar's Crusade, Anointed Procession, Divine Visitation)

RAIYUU, STORM'S EDGE

Boros Exalted Extra Combats.

- **SAMURAI / WARRIORS** (Preferably with attack triggers. There are surprisingly few good ones→Laelia, the Blade Reforged, Wyleth, Soul of Steel, Moraug, Fury of Akoum, Combat Celebrant)
- **EXTRA COMBAT WARNING** (won't stack with all extra combat effects → Aurelia, Godo)
- **SUIT HIM UP** (Raiyuu is a samurai, so Voltron could make sense (Sword of, etc))
- **COPY THE TRIGGER** (Strionic Resonator, Lithoform Engine; Isshin/Wulfgar)
- **OUTSIDE THE TRIBE** (Maskwood Nexus, Mirror Entity - This might allow you to attack multiple times with Sun Titan, Etali, etc)

RISONA, ASARI COMMANDER

Boros indestructible counters.

- **MOVE THE COUNTERS** (there aren't a lot of cards that do this→Nesting Grounds, the Ozolith)
- **PROLIFERATE** (Sword of Truth and Justice, Grateful Apparition, Karn's Bastion)
- **BOARD WIPE TRIBAL** (Board wipe, play Risona, attack, get counter, board wipe next turn, repeat. Maybe something with Odric, Lunarch Marshal + Jokulhaups/Obliterate/Bearer of the Heavens, Worldslayer)
 - *Just be prepared for no one to like you.*

SATORU UMEZAWA

Dimir cheat crazy stuff into play.

- **CHEAT EM OUT!** (Blightsteel Colossus, Sepulchral Primordial, Void Winnower; Spawning Kraken, Trench Gorger; It That Betrays (no Annihilation triggers - or any attack triggers))
- **SURPRISE EM!** (Sometimes it's not about cheating the cost of the spell, but instead it's about them not knowing what is coming (Ebonblade Reaper, Virtus the Veiled))
- **COMBO-TASTIC** (goes infinite with→ Palinchron + anything with Ninjutsu(2) (Skullsnatcher, Mistblade Shinobi); Peregrine Drake + Ninjutsu(1) (need a land that taps for 2+ (Temple of the False God, Bounce Land, etc))
- **REPEAT-ETB** (using the same trick as the combos you can simply re-use EtB creatures over and over (Gray Merchant, Mulldrifter, Rune-Scarred Demon))

SATSUKI, THE LIVING LORE

Selesnya Sagas.

- **SAGA TRIBAL** (Satsuki basically helps you get to the end of the saga faster, so what you want to look for are the best payoffs on Chapter 2 and 3. Best ones are probably→ Elspeth, Who Conquers Death, Mending of Dominaria, The First Iroan Games; NEO adds some more sagas which flip over into creatures after they're done→ The Restoration of Eiganjo)
- **COUNTER MANIPULATION** (remove the lore counters, this will allow you to keep a saga going between 1-2 "forever"→ Power Conduit, Ferrorpede; Then of course there's proliferate→ Evolution Sage, Contagion Engine, Sword of Truth and Justice)
- **SAGA RECURSION** (The old sagas sacrifice themselves after Chapter 3→Urza's Saga, Battle for Bretegard; And, of course, the NEO sagas turn into the creatures that can die, so you can then recur those; Sac Outlets also good cause Satsuki needs to die to do it's thing→ Phyrexian/Ashnod's/etc; You will also want to Recur Satsuki→ Gift of Immortality, Lifeline; Recur all the sagas at once→Replenish, Resurgent Belief, Open the Vaults;)

Why is this only Selesnya?? Should be at least 3 color. There are only 21 Sagas in this color identity!

TAMESHI, REALITY ARCHITECT

Azorius Bounce Tribal.

- **CHEERIOS** (Want zero cost artifacts (preferably that sac themselves) so you always have a target--> Mishra's Bauble, Lotus Petal, Tormod's Crypt, Urza's Saga; There's gotta be something you can do with Lion's Eye Diamond; Artifact Lands (there are six in U/W)
- **MORE ARTIFACTS** (Spellskite, Hope of Ghirapur; Mycosynth Lattice lets you bring back any permanent from GY→Gets real mean with Strip Mine; Works well with all lands in GY (fetchlands!))
- **LANDFALL** (hitting landfall will be super easy with this deck: Felidar Retreat, Emeria Shepherd, Hedron Crab/Ruin Crab; The issue will be keeping enough lands in play→ Walking Atlas, Patron of the Moon, Amulet of Vigor)
- **MORE BOUNCE** (Tameshi doesn't actually care if you bounce things with his own effect or if it's your things you bounce (plus you can do this on other players turns to draw more cards) →Chain of Vapor, Hullbreaker Horror, Aether Spellbomb; Bounce is good removal in EDH (especially if you add DRAW A CARD to it) like do you play Boomerang in this? Bouncelands→ Azorius Chancery, Guildless Commons, Oboro, Palace in the Clouds;)
- **COMBO POTENTIAL** (Mystic Sanctuary + Extra Turns spell that stays in GY (Time Warp, Temporal Manipulation, etc)

TATSUNARI, TOAD RIDER (**Jimmy's Commander for the next Game Knights)

Sultai Enchantments theme.

- **ENCHANTRESS + BLACK** (Enchantress is a known thing. Yes play Eidolon of Blossoms, Enchantress' Presence, Sanctum Weaver, etc. But what does BLACK add to the equation? Constellation→ Doomwake Giant, Thoughtrender Lamia, Grim Guardian; Also has all the Aristocrats payoffs → Meathook Massacre, Bastion of Remembrance, Dictate of Erebos)
- **ARIS-TOAD-CRATS** (Keimi is great to sacrifice (it comes right back!); Phyrexian/Ashnod's; Blood Funnel seems insane; There's gotta be cool stuff you can do with Shimmering Wings and/or Rancor; Elemental Bond; use Echoing Equation to make ALL of your creature Keimi)

YOSHIMARU, EVER FAITHFUL

White +1/+1 legends-matter partner

- **LEGENDARY MATTERS** (Legendary lands→Geier Reach Sanitarium, Hall of the Bandit Lord, Oboro, Palace in the Clouds (esp when paired with green); NEO has a new cycle of Legendary lands with channel; Blackblade Reforged; Shadowspear; Mox Amber)
- **PAIRS WITH ROGRAKH** (can get two commanders out on turn 1!) - immediately turns on Deflecting Swat, Flawless Maneuver, Loyal Apprentice, Jeska's Will, etc; Great with "how many times you've cast your Commander" cards→ Fury Storm, Empyrial Storm, Commander's Insignia; Good with Ragavan *yay we broke Ragavan!)
- **PAIRS WITH REYHAN** (has more +1/+1 counter synergy. Gives access to more colors. This is more of a known quantity→ Hardened Scales, Winding Conscriptor, The Ozolith, etc)

Note: Acererak combo (Aluren, Infinite Mana (black), Omniscience, Rooftop Storm) makes Yoshimaru infinitely large.

MOST POWERFUL NEW MULTICOLORED COMMANDER?

Josh's Pick - Satoru

Murph's Pick -

PERSONAL FAVORITE NEW MULTICOLORED COMMANDER?

Josh's Pick - Tameshi

Murph's Pick -

3) TO THE LISTENERS:

What new commander are you excited to build? What sweet tech do you think we missed? 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. Episode too long already!

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**

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