

CZ40K4: Necron Dynasties Budget Upgrade Guide

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

1) INTRO DJ and Gaurav

@jumbocommander - **@DoubleGXG** - @commandcast

It's Necron Dynasties! We're gonna go over the STATS and suggest 10 cards to add and 10 to take out for under \$30!

BUT FIRST:

****CHANNEL FIREBALL** **ULTRAPRO #1** **PATREON Nich Grayson:****

2) MAIN TOPIC: - **Necron Dynasties 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:

Szarekh, the Silent King

- Enabler rather than payoff

Illuminor Szeras

- Good utility - not really cheating mana - need creatures that want to be saced more

Imotekh the Stormlord

- How easy is it to get that first trigger? Two parts

Anraky, the Traveler

- Needs bigger or badder support

Trazyn, the Infinite

- Necrotic ooze for artifacts
- Tap for mana, unearth, sac to draw a ccard, unstable obelisk, not really a lot of good ones but that doesn't mean you can't add cards to support him

"NECRON DYNASTIES" DECK STATS

Categories:	# of Cards
Ramp	14
Card Draw	7
Single Target Removal	5
Wipes	4
Artifact	49
Artifact Support	19
Graveyard	27

DECK VALUE:

NOTE: PRICES TAKEN PRIOR TO DECK REVEAL

NOTE: FAR MORE NEW CARDS THAN IN OTHER PRECONS - DIFFICULT TO COMPARE

# of Reprints	# of New Cards
28 (VS 60-70 Reprints)	42
Total Amount:	\$67.00
Sum of \$2 Over:	\$56.50
Sum of \$5 Over:	\$37.50

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

Extrapolated Deck Price	Interpolated Deck Price
\$104.24	\$110.15

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

Darkness	\$16.20
Living Death	\$8.50
Caged Sun	\$6.90
Mystic Forge	\$5.95
Gilded Lotus	\$4.55
Endless Atlas	\$4.50
Reliquary Tower	\$3.80
Thought Vessel	\$3.50
Mutilate	\$2.75

WHO SHOULD YOU RUN AS THE COMMANDER?

- Imotekh the Stormlord

BEST CARDS IN THE DECK (* denotes a reprint)

- Out of the Tombs
- Shard of the Void Dragon
- Mystic Forge *
- Scepter of Eternal Glory

MIDROLL BREAK

Quick discussion about Gaurav's evaluation of the deck right out-of-the-box and what the goal of his adds/subtractions were going into the "cards to add" section:

Mention Flavorful additions as well

CARDS TO ADD

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

- **Armix, Filigree Thrasher** **00.25**
Puts cards into the graveyard, can remove threats
- **Bolas's Citadel** **04.50**
Great value engine, can outright win games
- **Disciple of the Vault** **01.25**
Triggers on lots of cards in your deck, and also on any treasures/clues or other artifacts from your opponent's decks
- **Egon, God of Death / Throne of Death** **00.25**
Throne of Death side can be an early, cheap way to fill your graveyard and activated ability triggers Imotekh
- **Nim Deathmantle** **03.00**
Keep some mana open and you'll never lose your precious commander or other creature, as this will bring them back from the dead over and over again
- **Noxious Gearhulk** **00.75**
Artifact body with menace, kill on ETB, AND gain some life?? Yes please!
- **Reanimate** **10.00**
The "cheapest" way to reanimate a body from your(or opponent's graveyards)
- **Scrap Trawler** **01.00**
Returns artifacts to your hand, triggers commander
- **Shimmer Myr** **00.25**
Vedalken Orrey? Who needs it?? Well, we would love it, but this is almost the same effect for much cheaper
- **Syr Konrad, the Grim** **02.00**
Fantastic addition to any deck that uses the graveyard frequently

Total = \$23.25

HONORABLE MENTION

Ugin, the Ineffable

Deadly Dispute

Buried Alive

DJ Likes

CARDS TO TAKE OUT

- *Gilded Lotus - deck has tons of ramp already, this one is the slowest*
- *The War in Heaven - too expensive, too slow*
- *Darkness - great reprint but doesn't really do much in this deck*

- *Endless Atlas - not impactful enough*
- *Night Scythe*
- *Convergence of Dominion - too many hoops to jump through for a lackluster effect*
- *Tomb Blade - opponent gets to choose, so you'll always get the worst outcome*
- *Necron Monolith - too expensive and requires crew to do anything*
- *Skorpekh Destroyer - not enough impact on the game, a bit vanilla*
- *Shard of the Nightbringer - not an artifact, and too expensive to cast for effect*

HOW THE DECK PLAYS

3) TO THE LISTENERS

What do you think of the “NECRON DYNASTIES” precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

CHANNEL FIREBALL-OUT #2 **ULTRA PRO #2**

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)