

CZ0556 - WOE "VIRTUE AND VALOR" PRECON UPGRADE GUIDE

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CLAP AND SLATE

- 1) INTRO JORDAN AND RACHEL

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Wilds of Eldraine is here! It's time for our upgrade guide for "VIRTUE AND VALOR" the Selesnya (green, white) auras Commander precon deck. This is a ROLES deck which is a new mechanic in Wilds of Eldraine. We've gonna go over the STATS and suggest 10 cards to add and 10 to take out! BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: NICHOLE WOODS****

- 2) MAIN TOPIC: **"VIRTUE AND VALOR" - PRECON UPGRADE GUIDE**

The rules: 10 cards in, 10 cards out. Total budget of \$50. We'll leave the mana base as-is.

NEW COMMANDERS

ELLIVERE OF THE WILD COURT (primary commander)

- *Ellivere is a Selesnya aura commander with payoff and card draw in the command zone. She's kind of enchantment stomp? I'd expect a TON of enchantments in this deck to make sure your creatures are as big as possible. Probably enchantment creatures? Maybe a small blink package to make sure Ellivere is handing out a lot of Virtuous roles.*

GYLWAIN, CASTING DIRECTOR (secondary commanders)

- *I would describe Gylwain as a creature deck with enchantress payoffs, I think the 99 of this deck looks something like a normal enchantress deck but with a lot fewer enchantments. You can run more enchantment payoffs without all of the enchantments because the enchantments come free with your commander in play.*

"VIRTUE AND VALOR" DECK STATS

- 13 Ramp
- 13 Card Draw
- 4 Targeted Interaction
- 3 Wipes
- 39 Lands
 - 29 Basic Lands

- 28 Enchantments
 - 22 Auras
- 9 Enchantment Payoffs
- 13 Aura Payoffs
- 8 Recursion

WHO SHOULD YOU RUN AS THE COMMANDER?

Ellivere of the Wild Court

REPRINT VALUE

This only takes into account the value of the reprints (60) at time of recording, NOT the new cards.

Retail value is hard to determine without MSRP, but these decks are selling for what set preconcs have been historically, about \$40.

(Average Reprint Value)

Baldur's Gate Precons - Average Reprint Value \$104 (\$2.60 of cards for \$1 cash)

Brothers' War Precons - Average Reprint Value \$95 (\$2.38 of cards for \$1 cash)

All Will Be One Precons - Average Reprint Value \$101 (\$2.50 of cards for \$1 cash)

March of the Machine Precons - Average Reprint Value \$97 (\$2.40 of cards for \$1 cash)

Reprint Value for this deck is: \$118.39

"Virtue and Valor" is \$118.39 (If you buy it at \$40, \$2.96 of cards for \$1 cash)

NOTABLE REPRINTS

\$5 or more. There are 7.

- **Hall of Heliod's Generosity** **\$13.00**
- **Bear Umbra** **\$8.00**
- **Umbra Mystic** **\$8.00**
- **Daybreak Coronet** **\$7.00**
- **Retether** **\$6.00**
- **Mantle of the Ancients** **\$6.00**
- **Utopia Sprawl** **\$5.50**

BEST CARDS IN THE DECK (*denotes a reprint)

- **Setessan Champion**
Constellation draw is GREAT in this deck.
- **Sanctum Weaver**
HUGE ramp spell
- **Umbra Mystic**
Protection is king in an aura deck and this one is one of the best
- **Knickknack Ouphe**
You're going to want to put a lot of mana into this boy, but he will give you a nice big finisher

MIDROLL BREAK

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

CARDS TO ADD

(remember: our total budget is around \$50 for this exercise)

POWERFUL SYNERGY

- **Calix, Guided by Fate \$15.00**
Bufs your creatures, allows you to make up to three copies, can get role on Commander
- **Kodama of the West Tree \$9.50**
Trample enabler, ramp, and a great creature to put a role on
- **Skybind \$0.50**
Blinks your Commander every turn, including your opponents
- **One with the Kami \$0.50**
Your creatures are going to be huge, this will make a ton of spirit tokens, plus its an aura
- **Sram, Senior Edificer \$0.50**
A little extra card draw to go with all your auras

REMOVAL

- **Song of the Dryads \$4.00**
Aura based removal
- **Darksteel Mutation \$0.50**
Aura based removal
- **Grasp of Fate \$4.00**
Enchantment removal, great to copy

EVASION

- **Flickering Ward \$6.50**
Works with all your aura-based draw, plus evasion and protection for your big creatures

- **Hallowed Haunting \$9.00**
Makes creatures, gives evasion, slam dunk.

Total = \$50.00

CARDS TO TAKE OUT

- **Tithe Taker**
This has no synergy with the deck and is not good enough protection
- **Liberated Livestock**
We do not have a good way to kill this and have stronger recursion
- **Ox Drover**
This deck has a ton of card draw, this is unnecessary
- **Sylvan Ranger**
This deck has a ton of card draw, this is unnecessary
- **Syr Armont, the Redeemer**
A monster token and a small anthem for 5 mana? No...
- **Timber Paladin**
We can get one aura on it, but are not likely to commit more than one aura to this creature that is easy to remove
- **Warbriar Blessing**
This is not very good removal and relies on a lot going right to work.
- **Daybreak Coronet**
Very efficient, but situational and not game ending
- **Giant Inheritance**
Can't have more than one role
- **Forest**
39 lands is too many

HOW THE DECK PLAYS

Snowball is the name of the game. The style of this deck is stompy enchantress. You don't want Ellivere to be the first creature on the board, but you do probably want to get her out early so you can start attacking and connecting before your opponent's make a board. Once you have a few evasive creatures with roles on them, every card you play is going to make your whole board bigger, draw you even more cards, and do more damage. You will probably draw a lot of removal on Ellivere herself and each virtuous creature, so make sure you're spreading out your auras across the board. It can be really nice to play auras on token creatures, so that you are losing something less important when it dies. Late game board wipes will set you back a lot, but there's actually a lot of recursion in this deck you'll probably want to save until things look dire.

3) TO THE LISTENERS

What do you think of the "Virtue and Valor" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

****CARD KINGDOM OUT** **ULTRA PRO #2****

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! **Damen Lenz; Eric Lem; Megan Yip; Gaurav Gulati; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Ladee Danger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; Josh Lee Kwai; and Jimmy Wong.**

And **Jordan Pridgen!**