

## CZ407: DUNGEONS OF DEATH PRECON UPGRADE GUIDE

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- 1) INTRO DJ & Jimmy

**@jumbocommander - @jfwong - @commandcast**

*Tease Main Topic: We get extra commander decks this year! We suggest 10 cards to add, 10 cards to take out - all with a budget of around \$30.*

**\*\*CARD KINGDOM - ULTRAPRO CALL-OUT #1\*\***

TRY TO INSERT A KICKSTARTER PLUG (maybe from episode CZ414)

**\*\*PATREON CALL-OUT – Luis Magana\*\***

### 2) **MAIN TOPIC: DUNGEONS OF DEATH - BUDGET UPGRADE GUIDE**

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

#### **THE NEW COMMANDERS:**

Sefris of the Hidden Ways

- This helps you move through dungeons and when you complete a dungeon you get a creature back. Only once each turn so we are not comboing or powering through dungeons.

Nihiloor

- Mind control a creature from each OP which is amazing value but there are hoops. You need pretty big powered creatures to take something relevant from OP. So a lot of hoops

Hama Pashar Ruin Seeker

- Doubling up dungeons makes them twice as good. Makes every "dungeon" card better..

Minn, Wily Illusionist (MonoBlue)

- Pretty easy to double spell in blue - how many relevant illusions are there in magic?
- How often will an illusion die and how often will this just die?
- Minimum this cheats lands into play so ... it's great.

NOTES

Dungeon Map puts a mana value on what WOTC thinks is balanced to enter into a dungeon 3. This can help with evaluation.

**STATS:**

Ramp 9

Card Draw 9

Single Target Removal 11

Wipes 3

Dungeon Matters 7

Graveyard 23

Mind Control 4

**DECK VALUE:**

Note: This only takes into account the value of the reprints (61) NOT the new cards. Prices are from prior to deck reveals.

Total Reprint Value is \$102.71

Solid increase over the Strixhaven reprint average of \$88 and the average precon reprint value of the past three years which averages to \$87

**NOTABLE REPRINTS:** (16 of the cards worth MORE than \$2)

Phantasmal Image / \$22

Lightning Greaves / \$7.50

Fellwar Stone / \$6

Hostage Taker / \$5.50

Choked Estuary / \$5

Propaganda / \$5

Nimbus Maze / \$4.50

Baleful Strix / \$3.50

Swords to Plowshares / \$3.50

Geier Reach Sanitarium / \$3

Port Town / \$3

Wayfarer's Bauble / \$3

Sol Ring / \$2.50

Ashen Rider / \$2.25

Karmic Guide / \$2

Arcane Signet / \$2

**WHO SHOULD YOU RUN AS THE COMMANDER?:**

Going through a dungeon is fun. It's a unique mechanic and the deck is built around using the graveyard for value.

This is not a traditional reanimator deck because there are no good fatties - Ashen Rider is about it.

Your creatures are not really even big enough to facilitate good stealing like the backup commander wants.

**BEST CARDS IN THE DECK:** (\* denotes a reprint)

Hana Pashar - Double up all your dungeon matters cards

Champion of Wits\*

Victimize\* - There is a critical mass of little value-based ETB creatures. Getting the right cards in the graveyard and rebuying two more effects is fantastic.

\*\*\*MIDROLL BREAK\*\*\*

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

The payoff for getting all the way through a dungeon is to reanimate

The reanimation effects are underpowered and there are no strong targets so bolstering that traditional reanimator archetype will require too many cards to get going. So we are instead doing a lot of value reanimation and blink. So let's up the value.

**MORE REANIMATION**

Incarnation Technique \$0.49

Priest of Fell Rites \$0.99

Phyrexian Delver \$1.79

Sheoldred, Whispering One \$5.99 (OR \$16.99)

Sepulchral Primordial \$0.35

**FEED THE GRAVEYARD**

Syr Konrad, the Grim \$0.49

Atris, Oracle of Half-Truths \$0.25

**BLINK MORE**

Soulherder \$0.25

Ethereal Valkyrie \$0.35

Noxious Gearhulk \$1.99

**CARDS TO TAKE OUT:**

Nihiloor

Minn, Wily Illusionist

Immovable Rod

Necrotic Sliver

Ronom Unicorn

Reassembling Skeleton

Murder of Crows

Eternal Dragon

Bucknard's Everfull Purse  
Revivify

### **HOW THE DECK PLAYS:**

Commander can come down early and normal game play will have you moving through dungeons gaining value all the way. There are a bunch of really efficient creatures in the deck that will give me a lot of value.

This deck has the most difficult time winning but fine tuning the value engine is the right way to take over a game.

### **3) TO THE LISTENERS:**

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

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

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

**4) THE END STEP** (no End Step on these special episodes)

**5) CLEAN-UP STEP**

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