

## CZ423: COVEN COUNTERS BUDGET UPGRADE GUIDE (SELESNYA)

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- 1) INTRO Jimmy and Ashlen

**@jfwong** - **@AshlenRose** - @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.*

We have a new sponsor! **\*\*CHANNEL FIREBALL\*\***

**\*\*ULTRAPRO #1\*\*** and **\*\*PATREON: Sunny Slash\***

### 2) MAIN TOPIC: **COVEN COUNTERS - 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:**

Leinore, Autumn Sovereign

- New Mechanic Coven is about having three or more creatures with different powers. Lets you put a +1/+1 counter on any creature you control at beginning of combat.
- Recurrable card draw, but requires you to have three creatures (including Leinore)
- Leinore notably starts at 0, which should almost always be a different power than your other creatures

Kyler, Sigardian Emissary

- A Human Lord that pumps itself with each new human
- Thalia's Lieutenant and Champion of the Parish have similar effects, and Heronblade Elite in the deck does the same thing
- Can potentially be a huge buff for your team, could easily get to +5/+5 or so in a single turn (especially when combined with Leinore)

#### **STATS:**

Ramp - 16

Card Draw - 6

Single Target Removal - 3.5

Wipes - 5

Tokens & Coven Matters - 16 (includes "creatures with different powers", token generators, and Walls)

Human Tribal - 9 (23 total Creature card switch subtype Human)

+1/+1 Counters - 22

### **DECK VALUE:**

Note: This only takes into account the value of the reprints (59) NOT the new cards. Prices are from prior to deck reveals.

Total Reprint Value is \$73.00

Way below Strixhaven average of \$88 and the average precon reprint value of the past three years which averages to \$87

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

3 cards that are \$5 or more (Strixhaven deck average was 3 cards over \$5 in each deck), and 11 cards \$2 or more

Bastion Protector / \$9.50

Somberwald Sage / \$6.00

Herald of War / \$5.00

Mikaeus, the Lunarch / \$4.50

Swords to Plowshares / \$3.70

Eternal Witness / \$3.70

Canopy Vista / \$2.50

Temple of Plenty / \$2.50

Talisman of Unity / \$2.30

Champion of Lambholt / \$2.00

Lifecrafter's Bestiary / \$2.00

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

Leinore and Kyler can both be viable Commanders in this deck! Having a Win Con in Kyler is great and card draw from Leinore is hard to pass too. Try both out! No reason not to see what works better.

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

Champion of Lambholt\* - good for Coven trigger, Human Tribal, +1/+1 counters, win condition

Heronblade Elite - Great ramp, can attack with Vigilance, good for Coven, +1/+1 counters

Sigarda, Heron's Grace\* - Protection for all your Humans, token generation, works well with Coven

Sigardian Zealot - Great to help you attack and end the game, payoff for Coven  
Celestial Judgment - super unique boardwipe and great for your deck

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

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

Teleportation Circle - \$2.99

- What's not to love with more ETB abilities with Eternal Witness, Elite Scaleguard, resetting Riders of Gavony, triggering Juniper Order Ranger and Heronblade Elite

Alpha Status - \$3.59

- Great way to pump a single creature for the big kill, and insane with Heronblade Elite for mana generation

Thalia's Lieutenant - \$0.49

- Another redundant effect that helps boost your team equally (keeping Coven alive)

Mentor of the Meek - \$0.69

- Deck needs more card draw and this is a great source of it and a Human too!

Path of Discovery - \$2.99

- You're pumping out Creatures so it's great to get some more value out of them, either drawing you Lands or adding +1/+1 counters for Coven, and works great with Teleportation Circle too

Semester's End - \$0.39

- Creature based decks need some protection from boardwipes and all that, this is a great way to save your board, get +1/+1 counters back on the creatures, and also re-trigger ETB abilities

Odric, Lunarch Marshal - \$0.35

- Vigilance seems really important in this deck, and ways to grant more creatures it seems like a surefire way to keep fighting and not let your defenses down. Also the other keywords like Flying + Sigarda will be a win condition for you.

Akroma's Will - \$6.99

- Speaking of Win Conditions, this card does it all. Gives you the alpha strike and also protects your board against boardwipes.

Eldrazi Monument - \$9.99

- Win condition again!

Castle Ardenvale - \$2.49

- Utility land that will help pump out Human tokens and trigger all sorts of creatures in your deck

### **CARDS TO TAKE OUT:**

Wall of Mourning - A lot of hoops to jump through to draw a card

Gyre Sage - not a human, and we've got Heronblade Elite too

Enduring Scalegord - not a human and only cares about itself

Bestial Menace - If this is how you get Coven, it ain't it

Kurbis, Harvest Celebrant - Not a human, and definitely a little clunky and hard to find legal targets for its ability

Curse of Clinging Webs - It's a fun card, but it's not what this deck is trying to do (and it is a non-bo with your Thalia's Lieutenant type effects)

Biogenic Upgrade - Win more, high CMC, and we've got a lot of double WW cards already

Dearly Departed - Too much work for an ability that we have redundancy for

Trostani's Summoner - A bunch of non-creatures and a super high CMC

Kessig Cagebreakers - we want humans, not wolves!

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

Get Creatures out, let them buff each other over and over again, and swing in for the big victory while holding up Protection pieces like Semester's End and Akroma's Will. Very straightforward deck - there's a world where you take this apart and use the commander in a deck with +1/+1 counters matters cards instead, and use it for utility. Seems like a good deck for someone just getting started with the format.

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

What do you think of the Coven Counters Selesnya 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 (where we talk about something cool outside the world of magic)

5) CLEAN-UP STEP

-Big thanks to our amazing team here at The Command Zone! **Arthur Meadowcroft, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, Alfred Estaca, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, , Sam Waldow, Gaurav Gulati and Truc Thai.**

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