

## CZ0551 - CMM "ELDRAZI UNBOUND" PRECON UPGRADE GUIDE

---

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

### \*\*\*CLAP AND SLATE\*\*\*

- 1) INTRO ASHLEN AND RACHEL

**@ashlenrose - @wachelreeks - @commandcast**

*Commander Masters is here! It's time for our upgrade guide for "Eldrazi Unbound," the colorless Commander precon deck and we couldn't think of a better person to talk colorless in commander than Ashlen! 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: JOSHUA WEAGLE\*\***

- 2) MAIN TOPIC: **"ELDRAZI UNBOUND" - 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**

**ZHULODOK, VOID GORGER** (primary commander)

- Powerful card for 6 mana - this type of deck relies heavily on artifacts to ramp so when we cascade we can expect hit mana rocks and artifact cost reducers off its triggered ability fairly often. But when we do hit one of the high MV cards, if left unchecked, we'll close out the game.

**OMARTHIS, GHOSTFIRE INITIATE** (secondary commanders)

- This is a fun 'build around' type of commander (not for me though). Focused on modular or X spells with +1 counters. Will probably see several artifact and +1/+1 counter type of decks. Doesn't seem particularly well matched with a cascade commander as X will be 0 when it enters?

### **“ELDRAZI UNBOUND” DECK STATS**

- 21 - Ramp
- 17 - Card Draw
- 17 - Targeted Interaction
- 3 - Wipes
- 38 - Lands
  - 15 - Basic Lands
  
- 8 - +1/+1 Counters
- 19 - 7+ Mana Value
- 4 - Protection

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

Zhulodok, Void Gorgor

- The deck out of the box leans heavily in support of them. There's 19 7+ MV cards to trigger its ability. The spread of those 19 cards is set up the way you'd want for a cascade deck - less of the highest MV and 1-2 additional of the next highest and so forth so that the likelihood of hitting a higher MV off the double cascade is minimal.

### **REPRINT VALUE**

*This only takes into account the value of the reprints (75) at time of recording, NOT the new cards.*

**Total Reprint Value is \$155.25**

**Retail value is hard to determine without MSRP and they are fluctuating wildly right now, but these decks are selling for about \$80. Precons, in recent years, have more commonly cost about \$40.**

*\*So we would expect the reprint value to be roughly 2x (double) a normal precon from the past, keeping consistent bang for your buck.*

#### **(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)

**“Eldrazi Unbound” is \$155.25 (If you buy it at \$80, \$1.55 of cards for \$1 cash)**

*\*Which basically equates to \$62.21 of value when comparing to \$40 precons. So pretty low value.\**

### NOTABLE REPRINTS (6 cards worth MORE than \$5)

- **It That Betrays** \$24.00
- **Kozilek, the Great Distortion** \$17.00
- **All is Dust** \$9.00
- **Forsaken Monument** \$9.00
- **Lightning Greaves** \$8.50
- **Arcane Lighthouse** \$6.50

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

- **Rise of the Eldrazi**  
*Best case scenario - we trigger our commander's ability with it and then get an extra turn to finish our opponents off with it. It replaces itself + can't be countered.*
- **Kozilek, The Great Distortion\***  
*I might be biased here but it refills your hand, gives you control of your opponents plays and is a big doofus.*
- **Flayer of Loyalties**  
*This card is a blow out. Steal opponent's creature + give it annihilator 2.*

### \*\*\*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)

1. **Ugin, The Spirit Dragon \$18.00**  
*The -X is really strong in our deck. It protects us from blowing up our board while dealing with everyone else's. It's a slightly more expensive All is Dust with the -10 as an upside. Hoses token decks.*
2. **Trading Post \$0.50**  
*Why? Versatility. This card can become problematic if left unchecked. With Kozilek out it becomes a tutor for cards you can discard to counter. You can keep returning them to your hand. Can use the thopters from Hangerback Walker or unwinding clock + make a goat to ensure you always have creatures to sac to it. Late game, it's CHEAP card draw if you need it.*
3. **Scroll Rack \$12.00**  
*Top deck manipulation to get around hitting mana rocks.*
4. **Brainstone \$0.25**  
*Top deck manipulation and cheap card draw. GREAT TARGET TO GET BACK WITH TRADING POST*
5. **Unwinding Clock \$4.00**  
*This is going to allow us to take advantage of: casting colorless spells as if they had flash and our utility artifacts and lands.*

6. **Helm of the Host \$6.50**

*We can only benefit from having a copy of most of the creatures in our deck. Not mad to cascade into this then equip and beat down opponents. Quadruple cascade anyone?*

7. **Deathrender \$2.75**

*Can equip a mana dork or small creature to it in the early game. Does anyone really want to chance removing it so we can play a bomb? This makes our blocks earlier on much better as well.*

8. **Ingenuity Engine \$0.25**

*Triple Cascade with our commander. Gives us something to do with our mana rocks late game. Can replay it for additional cascade.*

9. **Conduit of Ruin \$2.00**

*Reads \*tutor for a cascade card\* in this deck. Also makes our big expensive MV creatures cheaper to cast. Top deck manipulation*

10. **Reality Smasher \$0.75**

*Great finisher late game. Has Hample (Haste+Trample) and is pesky to remove - great to cascade into. 5MV makes it accessible for hard casting.*

**Total = \$47.00**

### **CARDS TO TAKE OUT**

1. **Hangerback Walker**

*Terrible to cascade into. I want to avoid X spells as much as possible with this deck.*

2. **Omarthis, Ghostfire Initiate**

*Cool card but we aren't trying to be a counters deck. Want to focus on cards that better support the main theme of the deck.*

3. **Endless One**

*We aren't going the +1/+1 counters route and with Omarthis out our deck doesn't benefit as much from this being in the 99.*

4. **Stonecoil Serpent**

*I don't think I'd be happy to cascade into this. We aren't worrying about +1/+1 so this isn't a great card for our deck. At least Myriad Construct will create sac fodder for Trading Post & Ingenuity Engine.*

5. **Crashing Drawbridge**

*I don't think we are happy to cascade into this, we aren't able to utilize it the turn it comes in.*

6. **Suspicious Bookcase**

*I like that it offers evasion but I don't think this is a card we are happy to cascade into because there's no way to utilize it the turn it comes in.*

7. **Fireshrieker**

*Finisher card that makes whatever it's equipped to a target. There's not much in the 99 to protect our creatures. Our big doofuses don't really need double strike. Win more card in my opinion.*

8. **Spatial Contortion**

*We have stronger removal in the deck.*

9. **Unstable Obelisk**

*We have better removal and mana rocks.*

10. **Transmogriying Wand**

*We have limited target removal options so this was a tough call to remove however I think the board wipes we do have are specific and one-sided enough for us to get away with removing this. Plus this only targets creatures.*

**HOW THE DECK PLAYS**

Your early game is going to be extremely ramp focused because the deck really pops off once your Commander is in play. Spend your first few turns racing to get your Commander out and then slam your big spells to make your board huge and scary. Overwhelm your opponents with mana cheating and card advantage until they can't hold you back any longer.

3) **TO THE LISTENERS**

What do you think of the "Eldrazi Unbound" 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; Jordan Pridgen; 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 **Ashlen Rose!**