

## CZ0485: "PAINBOW" 5-COLOR MATTERS - PRECON BUDGET UPGRADE GUIDE

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- 1) INTRO JLK and Jamie

**@JoshLeeKwai** - **@Jamblock** - @commandcast

*It's time for us to do the budget upgrade guide for "PAINBOW", the DOMINARIA UNITED 5-Color Matters Commander precon deck. 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: MARC ROSS\*\***

- 2) MAIN TOPIC: - **"PAINBOW" PRECON BUDGET UPGRADE GUIDE**

*We did the reveal video for this deck (CZ0481). And we also talked about both of these Commanders already in our Multi-colored Commander review, so we won't spend a ton of time going over information you probably already know by now.*

*We're still doing the same parameters: 10 cards in, 10 cards out. Total budget of around \$30. However, we usually leave the mana base as-is but this one is a bit of a special case (being 5 color) so we may actually mess with the lands/etc a little bit. Just to make sure casting your spells is smooth sailing.*

### **NEW COMMANDERS:**

#### **JARED CARTHALION** (Face-Commander on-the-box)

- 5 mana for 5 loyalty is fine, but upticking +1 to make a 3/3 token is a good form of protection.
- And the fact that it can -3 to turn that 3/3 into an 8/8 in addition to pumping something else can absolutely be impactful. 8/8 is big.
- The -6 ultimate is underwhelming. There aren't that many hits as far as the 5-color mode goes, and two treasures and a card isn't even that big a reward considering the investment.

#### **JENSON CARTHALION, DRUID EXILE**

- It's cheap and it's good fixing if WUBRG is what you're going for.
- "Whenever you cast a spell, scry 1" isn't nothing, but it isn't much.
- You need a lot of spells that are "all colors" to make this good.

### "RAINBOW" DECK STATS

- Ramp - 18 (14 fixers)
- Card Draw - 12
- Single Target Removal - 11
- Wipes - 6
  
- Multi-Colored Spells - 37 (11 Are All Colors) (24 creatures, 13 non creatures)
- Multi-Colored Payoffs - 12

### WHO SHOULD YOU RUN AS THE COMMANDER?

Jared Carthalion

- Jenson isn't even really in consideration here because there are only 11 cards in the deck that could give you an angel.
- Jared can make an actual impact. His tokens and pump aren't the fastest thing, but they can build you a good board for winning through combat.

### REPRINT VALUE:

#### \*PRICES TAKEN PRIOR TO DECK REVEAL

*This only takes into account the value of the reprints (79) NOT the new cards.*

**Total Reprint Value is \$83.86**

#### (Average Reprint Value)

|                         |              |
|-------------------------|--------------|
| <b>Strixhaven</b>       | <b>\$88</b>  |
| <b>Forgotten Realms</b> | <b>\$115</b> |
| <b>Midnight Hunt</b>    | <b>\$103</b> |
| <b>Crimson Vow</b>      | <b>\$75</b>  |
| <b>Neon Dynasty</b>     | <b>\$73</b>  |
| <b>New Capenna</b>      | <b>\$97</b>  |
| <b>Baldur's Gate</b>    | <b>\$104</b> |

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

3 cards that are \$5 or more, and 11 cards \$2 or more (inclusive)

#### Reprints \$5 and Above:

|                         |        |
|-------------------------|--------|
| Crystal Quarry          | \$9.85 |
| Cascading Cataracts     | \$6.00 |
| O-Kagachi Vengeful Kami | \$5.00 |

## Reprints Between \$2 and \$5

|                       |        |
|-----------------------|--------|
| Surrak Dragonclaw     | \$3.75 |
| Faeburrow Elder       | \$3.65 |
| Maelstrom Nexus       | \$3.50 |
| Path to Exile         | \$3.00 |
| Bad River             | \$2.65 |
| Murmuring Bosk        | \$2.45 |
| Nethroi Apex of Death | \$2.25 |
| Baleful Strix         | \$2.15 |

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

- **Faeburrow Elder\***
  - Great ramp piece, especially with a WUBRG commander.
- **Knight of New Alara\***
  - All your Kavu tokens are 8/8s without needing to downtick Jared.
- **Mana Cannons**
  - Every multicolored spell is removal!
- **Fallaji Wayfarer**
  - Useful ramp AND hits the “all colors” synergies, makes use of the Kavuu.

## \*\*\*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 \$30~ for this exercise)*

- **Jegantha, the Wellspring**      **\$2.5**
  - It’s your companion! Use it to cast your commander! Also, that means you get 11 adds!
- **Crystalline Crawler**      **\$7**
  - This can be a big attacker/blocker and ramp you a ton.
- **Ornithopter of Paradise**      **\$0.25**
  - Cheap ramp that can produce any color. This is just better than some of what’s there.
- **Tome of the Guildpact**      **\$0.25**
  - Yes it’s slow, but it’s a tiny bit of ramp that helps you not run out of gas in the late game.
- **General Ferrous Rokiric**      **\$0.25**
  - “Free” 4/4s that are themselves multicolored and thus get some other bonuses are neat.
- **Jori En, Ruin Diver**      **\$0.25**
  - It’s cheap, it’s multicolored, and it helps you draw cards.
- **Tatyova, Benthic Druid**      **\$0.75**
  - Another multicolor way to make sure you’re not running out of gas in the mid/late game.

- **Moonveil Regent**                      **\$0.75**
  - Option to wheel away bad/empty hands for 3-5 cards, often. Plus, relevant death trigger.
- **Bring to Light**                      **\$0.25**
  - Get whatever you need (mostly).
- **Brokers Ascendancy**                      **\$0.5**
  - A cheap multicolor spell to keep Jared's loyalty rising and pump your board for combat.
- **Ramos, Dragon Engine**                      **\$15**
  - Can create a really explosive turn if you find any of your WUBRG cards (or Jared) after.

**Total = \$28.75**

### **HONORABLE MENTION**

- **Chromatic Lantern**                      **\$11.5**
  - Important fixing for 5C decks, but expensive and just a 3-mana rock.
- **The World Tree**                      **\$3**
  - We aren't touching the mana base, but if we were, this is chromatic lantern-esque.
- **Conflux**                      **\$2**
  - You have to take a turn off to do it (risky) but tutoring 5 cards should set you up to win.
- **Sol Ring**                      **\$1**
  - It's overthinking it to not run this card.

### **CARDS TO TAKE OUT**

- **Time Wipe**
  - Necessary for Jegantha
- **Radiant Flames**
  - These damage-based board wipes often don't hit enough.
- **Hero of Precinct One**
  - This deck isn't likely to fully storm off, so 1/1s aren't a big enough payoff.
- **Path to the World Tree**
  - Doesn't actually ramp you, activated ability costs too much for commander.
- **Prophetic Prism**
  - Doesn't actually ramp you, we can do better.
- **Duneblast**
  - Just too expensive.
- **Fusion Elemental**
  - Unless you're playing a vanilla-theme deck, vanilla creatures almost never make the cut.
- **Primeval Spawn**
  - It costs 10 mana.
- **Illuna, Apex of Wishes**
  - No other mutate synergies and the mutate trigger is not reliable to give good value.
- **Atla Palani, Nest Tender**
  - This deck isn't built to take great advantage of this and without that it's slow/vulnerable.

### HOW THE DECK PLAYS

*Ramp early and often on turns 2 and 3 at least, then play out something that will give you value off the rest of your game actions (permanents with triggers that draw cards, make big tokens, etc). Then you want to focus on deploying your combat-ready multicolored creatures and Jared tokens, so you can pump them with Jared and swing in for huge damage while also getting value whenever you cast things.*

### 3) TO THE LISTENERS

What do you think of the “Painbow” 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\*\***

### 4) THE END STEP

Marbles?

### 5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Ashlen Rose, Arthur Meadowcroft, Craig Blanchette, Ladee Danger, Manson Leung, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Evan Limberger and Mitch Trafford**

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