

## CZ458: "MAESTROS MASSACRE" BUDGET PRECON UPGRADE GUIDE - STREETS OF NEW CAPENNA

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- 1) INTRO JLK and Jamie

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*On this episode we're upgrading the upgrade deck! It's "MAESTROS MASSACRE" the Grixis spellslinger precon. 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: ZAC DERENNE\*\***

**\*\*COMMAND ZONE LIVE - APRIL 20TH\*\***

- 2) MAIN TOPIC: - **MAESTROS MASSACRE PRECON BUDGET UPGRADE GUIDE**

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

### **NEW COMMANDERS:**

**ANHELO, THE PAINTER** (main commander)

- Run a lot of (preferably cheap) instants so you can copy multiple spells per turn cycle.
- You want to always have fodder. If you don't, this commander effectively does nothing.

**PARNESSE, THE SUBTLE BRUSH** (secondary commander)

- Good option for a Grixis politics deck, does it in a new way.
- BUT prices you into being themed around copying worthwhile spells, which can be a hurdle.

**SYRIX, CARRIER OF THE FLAME** (Rakdos commander)

- Reads as Phoenix Tribal, BUT might do better w/ just any creature card leaving GY each turn.

### **"MAESTROS MASSACRE" DECK STATS**

**Ramp - 8**

**Card Draw - 11**

**Single Target Removal - 11**

**Wipes - 4**

**Graveyard Synergy - 20** (i.e flashback, comes back from yard, works in the yard, etc.)

**Casualty/Spell Copy - 8**

**Token - 9**

**Instant/Sorcery Support - 7**

**Total Instants/Sorceries - 31**

## DECK VALUE:

### NOTE: PRICES TAKEN PRIOR TO DECK REVEAL

*This only takes into account the value of the reprints (63) NOT the new cards.*

**Total Reprint Value is \$81.77**

Average precon reprint value of the past three years which averages around \$80.

BUT this is the lowest value among the SNC precon.

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

2 cards that are \$5 or more, and 13 cards \$2 or more

Lightning Greaves	\$8.00
Cascade Bluffs	\$7.83
Rite of the Raging Storm	\$4.56
Dimir Signet	\$4.24
Clone Legion	\$3.47
Twinning Staff	\$3.29
Mystic Confluence	\$3.21
Puppeteer Clique	\$3.19
Ponder	\$2.51
Kess, Dissident Mage	\$2.49
Fellwar Stone	\$2.49
Wayfarer's Bauble	\$2.44
Rekindling Phoenix	\$2.00

### WHO SHOULD YOU RUN AS THE COMMANDER?

- Anhelo, absolutely. Having a steady stream of fodder shouldn't be too hard to achieve, and then you can copy every instant and sorcery spell. Parnesse is more of a fun gimmick, that also makes you jump through more hoops, in my opinion.

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

- **Cryptic Pursuit**  
*Gives you fodder for casualty, and then sometimes the fodder becomes card advantage.*
- **Double Vision\***  
*Reinforces the Anhelo plan of one-a-turn and copying.*
- **Twinning Staff\***  
*Ideally you're copying nearly every instant/sorcery, so this should be putting in work.*
- **Dig Through Time\***  
*Instant speed, card draw (with selection), and can be cheap.*

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

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

### CARDS TO ADD

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

- **Storm-Kiln Artist (\$1.80)**  
*Ramp from cast AND from copy, which the deck sorely needs.*
- **Archmage Emeritus (\$2.25)**  
*Draw from cast AND from copy. Seems like a no-brainer.*
- **Deekah, Fractal Theorist (\$0.90)**  
*Make a token from cast AND copy, fodder for the engine, sometimes ability matters.*
- **Shark Typhoon (\$10.60)**  
*More fodder OR cycle in a pinch, maybe for fodder.*
- **Talrand, Sky Summoner (\$0.20)**  
*2/2 fodder, now with flying!*
- **Poppet Stitcher (\$3.70)**  
*2/2 fodder, now costing only 3!*
- **Jadar, Ghoullcaller of Nephalia (\$0.80)**  
*2/2 fodder, now costing only 2, but one a turn cycle!*
- **Lier, Disciple of the Drowned (\$7.00)**  
*Flashback everything to double the value you're already doubling!*
- **Syphon Mind (\$1.00)**  
*This card is already really good, and when copied it can be downright oppressive.*
- **Unexpected Windfall (\$0.50)**  
*Instant, draw cards, mana neutral. Also there's a SNC card Big Score that's the same but costs 3R.*
- **TOTAL PRICE: \$28.75**

### HONORABLE MENTION

- **Kolaghan's Command (\$10.00)**  
*Versatile, recursion, you could sac something and then get it back to hand.*
- **Startle (\$0.10)**  
*A 2MV cantrip spell that creates sac fodder on its own, sometimes a combat trick.*
- **Lim-Dul's Vault (\$9.00)**  
*Instant-speed 2-mana "tutor," but annoying to resolve, especially two of them.*

## CARDS TO TAKE OUT

- **Squee the Immortal**  
*Requires too much mana investment throughout the game.*
- **Bloodsoaked Champion**  
*Same as Squee, and also not sure this deck will reliably have good attacks early on.*
- **Syrinx, Carrier of the Flame**  
*This isn't phoenix tribal OR leaves-the-yard tribal. In fact, I just cut two leaves-the-yard cards.*
- **Smuggler's Buggy**  
*Clunky. No haste or evasion.*
- **Spellbinding Soprano**  
*No evasion, not likely to put in work early, and encore turn doesn't synergize w/Anhelo.*
- **Determined Iteration**  
*Deck doesn't make big flashy tokens or ones with ETBs, doesn't make the cut.*
- **Call the Skybreaker**  
*No.*
- **Reign of the Pit**  
*Too expensive for an edict effect, especially when it's symmetrical.*
- **Sever the Bloodline**  
*Overcosted. Flashback is fun, but doesn't justify the rate and being on a sorcery.*
- **Zndrsplt's Judgment**  
*High ceiling, but low floor, and the low floor feels more likely. Also, another expensive sorcery.*

## HOW THE DECK PLAYS

Build an engine so you can copy EVERY instant and sorcery spell by the mid-game while profiting tokens and keeping a full grip. Dig for big finisher spells that become even more overwhelming when copied.

### 3) TO THE LISTENERS

What do you think of the "Maestros Massacres" 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

Something cool outside the world of Magic. Disco Elysium

### 5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Arthur Meadowcroft, Shauna Gilles, Damen Lenz, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, 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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