

CZ0511: "CORRUPTING INFLUENCE" BUDGET PRECON UPGRADE GUIDE

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- 1) INTRO CRAIG AND RACHEL

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It's time for our budget upgrade guide for "Corrupting Influence," the All Will Be One Abzan infect 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:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: STUART KING****

- 2) MAIN TOPIC: - **"CORRUPTING INFLUENCE" 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:

IXHEL, SCION OF ATRAXA (main commander)

- *Ixhel wants poison counters, but rewards you with cards from your opponents' libraries? It's strange considering how much infect requires you to really zero in on one player. Then, the payoff doesn't exactly move your plan along*

VISHGRAZ, THE DOOMHIVE (secondary commander)

- *Generally, I think Vishgraz is a much better dedicated infect Commander. It has a strong ETB that immediately creates a threatening board presence. I love this for Infect strategies that tend to get blown out by a board wipe. It wants token synergy and a ton of evasion.*

"CORRUPTING INFLUENCE" DECK STATS

- **Ramp - 13**
- **Card Draw - 8**
- **Single Target Removal - 8**
- **Wipes - 5**

- **Poison Counters - 21**
- **Proliferate - 14**
- **Poison Counter Payoffs - 11**

WHO SHOULD YOU RUN AS THE COMMANDER?

Vishgraz, the Doomhive

- *I think Vishgraz furthers the Infect plan a lot better than Ixhel does. It doesn't offer card advantage, but it has a lot more synergy with the plan of the deck. It creates four bodies with Toxic on cast, and can make a whole lot more with a couple careful upgrades.*

REPRINT VALUE:

*PRICES TAKEN PRIOR TO DECK REVEAL

This only takes into account the value of the reprints (56) NOT the new cards or cards from the main set.

Total Reprint Value is \$95.90

(Average Reprint Value)

Forgotten Realms	\$115
Midnight Hunt	\$103
Crimson Vow	\$75
Neon Dynasty	\$73
New Capenna	\$97
Baldur's Gate	\$104
Dominaria United	\$97
Brothers' War	\$95

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

5 cards that are \$5 or more, and 8 cards between \$2 and \$5

Reprints \$5 and Above:

- Grafted Exoskeleton \$9.50
- Norn's Annex \$6.00
- Phyrexian Swarmlord \$6.50
- Chromatic Lantern \$5.00
- Noxious Revival \$5.00

Reprints Between \$2 and \$5

- Karn's Bastion \$4.50
- Trailblazer's Boots \$4.00
- Ghostly Prison \$4.00
- Culling Ritual \$3.50
- Swords to Plowshares \$3.00
- Night's Whisper \$2.50
- Necroblossom Snarl \$2.50
- Shineshadow Snarl \$2.30

BEST CARDS IN THE DECK (* denotes a reprint)

- *Evolution Sage
- Phyresis Outbreak
- Norn's Choirmaster

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)

EVASION

- **Ohran Frostfang \$17.00**
Ohran Frostfang soaks up a lot of the budget, but it's so worth it in this deck. Card draw and evasion in one.
- **Saryth, the Viper's Fang \$2.50**
Deathtouch is so strong on these little attackers. Puts opponents in lose-lose situations.
- **Sidar Kondo of Jamuraa \$3.00**
Sidar gives all your mites the effects of flying! These little guys will be a nightmare to block
- **Champion of Lambholt \$0.69**
This card is a must-kill in infect decks. Great synergy with tokens and proliferate

DRAW

- **Losheel, Clockwork Scholar \$0.35**
Turn your artifact creatures into card draw and protect them in battle? Seems nuts.

BLINK

Your commander has a very strong ETB, which means blink is on the menu.

- **Far Traveler \$0.35**
Does a good impression of Teleportation Circle. Build up poison counters to make Vishraz hard to block and load up on mite tokens at your end step!
- **Ephemerate \$1.30**
Great for blanking removal spells or reusing your commander's etb.

RECURSION

- **Reveillark \$0.35**
Infect and Toxic creatures often have low power. Reveillark can recur some of the best creatures in your deck
- **Eerie Ultimatum \$4.00**
Or just recur your whole deck! Infect can get blown out by board wipes easily. Eerie Ultimatum is a great board reset.

POISON COUNTERS

- **Fynn, the Fangbearer \$0.35**

Fynn is a great poison counter creature on his own, but adds a little extra value with Saryth and Ohran Frostfang.

Total = \$29.88

HONORABLE MENTIONS

- **Toski, Bearer of Secrets \$13.00**

Not as good as Ohran Frostfang, but still great.

- **Teleportation Circle \$5.00**

If you want to lean into the blink strategy, it doesn't get much better than Teleportation Circle.

CARDS TO TAKE OUT

- **Fumigate**

5 board wipes is definitely too many and Fumigate is pretty easily the worst of the bunch.

- **Culling Ritual**

Culling Ritual is a great card. I'm not sure it's great in this deck. It blows up a lot of your own stuff and you don't have a lot of great ways to take advantage of all the mana.

- **Mycosynth Fiend**

Keyword big. Not high impact.

- **Contagion Clasp**

There are a ton of great ways to proliferate in this deck and Contagion Clasp is expensive. I think you're better off using the others.

- **Grateful Apparition**

Again, there are better ways to proliferate in the deck. Connecting with a 1/1 flier isn't always as easy as you'd think.

- **Bilious Skulldweller**

With a Commander that makes so many bodies with Toxic, this doesn't quite seem worth it.

- **Blightbelly Rat**

With a Commander that makes so many bodies with Toxic, this doesn't quite seem worth it.

- **Norn's Annex**

I do not find this card to be enough of a deterrent. They will pay 2 life and attack you.

- **Windborn Muse**

She's a little squishy and off the plan. I don't think she's necessary.

- **Chromatic Lantern**

You really don't need the fixing and the ramp just isn't worth it at 3 mana.

HOW THE DECK PLAYS

In the early game, get your small poison creatures on the battlefield and attack! Start getting those counters on opponents now. Then, once the board is a bit more gummed up, cast your commander and try to get wider than your opponents. Use the proliferate effects to try to get your opponents to 10 poison counters.

3) TO THE LISTENERS

What do you think of the “Corrupting Influence” 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; Arthur Meadowcroft; Ladee Danger; Manson Leung; Craig Blanchette; Josh Murphy; Jake Boss; Patrick Nan; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem, Jimmy Wong, and Josh Lee Kwai.**

-Shout out to **Geoffrey Palmer** for the living card animations (@LivingCardsMTG)