CZ0565 - WHO "MASTERS OF EVIL" PRECON UPGRADE GUIDE

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

CLAP AND SLATE

ROOM TONE

1) INTRO JORDAN AND RACHEL

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Doctor Who has officially come to the Magic sphere, bringing with it four brand new commander decks! They are full of Doctor Who episodes and characters and a few reskinned Magic cards that are flavorfully appropriate. Today, we're upgrading the "Masters of Evil" deck. It's a, predictably, Grixis (blue, red, black) Commander precon. We'll go over the STATS and suggest 10 cards to add and 10 to take out! BUT FIRST:

CARD KINGDOM **ULTRAPRO #1** **PATREON: EMPEROR DOM**

2) MAIN TOPIC: "MASTERS OF EVIL" - 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

This section is usually pretty straightforward, but with the Doctor Who decks, things are a bit more complicated. There are LOTS of Legendary creatures that could be commanders of this deck. We're only going to talk about the most likely candidates to be your commander out of the box.

DAVROS, DALEK CREATOR (Face Commander)

• Fairly simple, do damage, profit. Want to make sure we have sources of repeatable damage. Evasive creatures, punishy enchantments, could be a lot of things.

MISSY (Secondary Commander)

 Missy wants to be able to kill your opponents' creatures or sacrifice your own. A lot of the deck is artifact-based so it seems to rely on killing your opponents' creatures or building up a huge artifact army.

ASHAD, THE LONE CYBERMAN (Backup Commander)

• Sacrificing artifact creatures to get copies of artifacts is a very intriguing Commander design.

Needs a high density of artifacts to guarantee good hits and lots of little things to sacrifice

CULT OF SKARO (Backup Commander)

• Hmm. Choosing modes at random is tough. And a 4/4 without evasion isn't always easy to attack with. Not sure what exactly this deck looks like in the 99. Artifact creatures certainly.

"MASTERS OF EVIL" DECK STATS

- Ramp 10
- Card Draw 10
- Targeted Interaction 24
- Wipes 3
- Lands 36
 - Basic Lands 6
- Artifacts 26
- Artifact Creatures 14
- Destroy Creatures 10
- Tokens 11
- Villainous Choice 11

WHO SHOULD YOU RUN AS THE COMMANDER?

Davros, Dalek Creator

REPRINT VALUE

This only takes into account the value of the reprints (42) at time of recording, NOT the new cards (52).

Retail value is hard to determine without MSRP, and commander precon preorder prices have swung WILDLY this year, ranging from deck to deck and set to set. However, these decks are pre-ordering for \$50 at time of recording.

Reprint Value for this deck is: \$116.48

This is hard to compare directly with other precons of this year because of the range of shelf price and the number of reprints in each deck. So I did a little math to determine the average bang for your buck value for each set this year. This is the average reprint value divided by the average shelf price.

(Average Reprint Value)
March of the Machine - \$2.42 of reprint value per \$1 cash
Lord of the Rings - \$2.53 of reprint value per \$1 cash
Commander Masters - \$1.90 of reprint value per \$1 cash
Wilds of Eldraine - \$2.82 of reprint value per \$1 cash

If you preorder at \$50, "Masters of Evil" represents \$2.33 of reprint value per \$1 cash

That number sounds extremely low, but it doesn't represent the whole picture either, however, because there are only 42 reprints in this deck. So more of the deck's value is represented by new cards that we can't measure here. So I took the reprint value and divided it by the number of reprints to get the average value of each individual reprinted card. That's when this deck value starts to look better.

March of the Machine - Avg Individual Reprint Value \$1.38 Lord of the Rings - Avg Individual Reprint Value \$2.38 Commander Masters - Avg Individual Reprint Value \$2.05 Wilds of Eldraine - Avg Individual Reprint Value \$1.90 "Masters of Evil" - Avg Individual Reprint Value \$2.77 This tells us that while the reprint quantity is low, the quality of reprints is higher than average.

NOTABLE REPRINTS

\$5 or more. There are 7.

•	Stormcarved Coast	\$17.00
•	Wound Reflection	\$12.00
•	Haunted Ridge	\$12.00
•	Fiery Islet	\$10.00
•	Lightning Greaves	\$7.50
•	Shipwreck Marsh	\$6.50
•	Propaganda	\$6.50

BEST CARDS IN THE DECK (*denotes a reprint)

- Auton Soldier
- Exterminate!
- Cyberman Patrol
- Weeping Angel

UPGRADE GOALS

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)

ENABLER

• Loyal Subordinate \$0.25

Triggers your commander's Villainous Choice without having to attack!

• Labyrinth Raptor \$0.50

Turn those Dalek's Menace into Meanace.

• Court of Ambition \$2.50

Either they discard or they make a Villainous Choice. You're fine with either. Also your Daleks are great at taking the Monarch back.

PAYOFF

• Dauthi Voidwalker \$13.00

Get an easy 3 damage in and make it more difficult for your opponents to discard cards.

• Tergrid, God of Fright / Tergrid's Lantern \$6.00

Profit from every discard or get a Villainous Choice lantern. You decide.

• Waste Not \$3.00

Profit from every discard! Kind of hard to take advantage of the mana on end step, though.

• Sygg, River Cutthroat \$1.75

If you're already draining them for 3, might as well throw Sygg in.

EVEN MORE VILLAINOUS CHOICES

^{***}MIDROLL BREAK***

Liliana, Waker of the Dead \$2.50

Applying more pressure to your opponents' hands goes a long way toward drawing more cards. They REALLY can't let you get to that emblem either.

• Sakashima the Imposter \$6.00

Clone your commander or other powerful creatures. Doctor Who villains LOVE an imposter

• Strionic Resonator \$3.00

Double up your commanders Villainous Choice or supercharge those Myriad attacks

Total = \$38.50

CARDS TO TAKE OUT

• The Master. Formed Anew

This is not a very good clone. Exiling your own thing to get a copy of it?

• The Master, Multiplied

There are not enough of this effect to play this 6 drop

Missy

You are not great at controlling when things die, especially nonartifact things

• Time Reaper

Not sure what cards they'd have in exile. This is just a 4/4 flying, haste

• Midnight Crusader Shuttle

Can't really take advantage of gaining control of a creature

• The Toymaker's Trap

This card is slow and unreliable

Don't Blink

Seems very narrow

Hunted by the Family

This is a very expensive way to not handle four problems.

• Vislor Turlough

This is off the plan

• The Beast, Deathless Prince

This is off the plan

HOW THE DECK PLAYS

This is a blue tempo deck that plays a lot like Faerie decks of the past. You play Alela and answer your opponents' threats while playing little threats and commiting to your own board state. Many of your creatures have flash so you leave your mana up to leave up interaction and to flash out your creatures. Alela will help you with blockers and attackers and her goad ability will keep your opponents from attacking you with their best creatures allowing you to grow your advantage. If you're like me, and you like a deck that can answer the board while also applying pressure with flyers then this deck is for you.

3) TO THE LISTENERS

What do you think of the "Masters of Evil" 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; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; Josh Lee Kwai; and Jimmy Wong.**

And Jordan Pridgen!