

CZ0576: LCI "BLOOD RITES" PRECON UPGRADE

ARCHIDEKT LINK: https://archidekt.com/decks/5823929/blood_rites_precon_upgrade_ep_576

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CLAP AND SLATE

ROOM TONE

Reminder: There are two midrolls so take your time.

1) INTRO DAMEN & RACHEL

@damenlenz @wachelreeks - @commandcast

Our upgrades of the four new precon from "Lost Caverns of Ixalan" concludes today with the Orzhov (black, white) Vampire precon! We'll talk about what comes in this preconstructed deck and give you 10 cards to add to kick its power level up a notch. BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: FIRST ORDER WOOKIEE****

2) MAIN TOPIC: **"BLOOD RITES" - PRECON UPGRADE**

The rules: 10 cards in, 10 cards out. Total budget of \$50. We'll leave the mana base as-is.

NEW COMMANDERS

CLAVILEÑO, FIRST OF THE BLESSED (Face commander)

- *This is a dedicated vampire deck that wants to attack and also wants to sacrifice creatures. You want cheap creatures that you can cast under your commander so he does the thing as soon as he hits the battlefield.*

CARMEN, CRUEL SKYMARCHER (Backup commander)

- *This looks like a treasure deck, aristocrat deck, or a very dedicated edict commander. It doesn't reward you for playing a lot of vampires, and uses sac outlets to reuse ETBs or just keep your important pieces on the battlefield. Cool, but not necessarily a vampire commander.*

"BLOOD RITES" DECK STATS

9 Ramp

10 Card Draw

8 Targeted Interaction

3 Wipes

37 Lands (21 basic lands)

36 Vampires

23 Vampire Matters

16 Dies Triggers

8 Sac Outlets

11 Token Makers

7 Attack Triggers

WHO SHOULD YOU RUN AS THE COMMANDER?

Clavileño, First of the Blessed

MIDROLL POINT #1

REPRINT VALUE

This only takes into account the value of the reprints (68) at time of recording, NOT the new cards (11).

These decks are currently preordering for what set precon values have been historically, about \$40.

Reprint Value for this deck is: \$160.00

This is higher than the average reprint value for every single set of precon values this year regardless of their shelf price.

(Average Reprint Value)

All Will Be One Precons - \$101.20

March of the Machine Precons - \$97.00

Lord of the Rings Precons - \$126.44

Commander Masters Precons - \$152.06

Wilds of Eldraine Precons - \$112.90

Doctor Who Precons - \$110.17

If you take their shelf price into consideration, this reprint value looks even better. We calculated a "Bang For Your Buck" value for each precon this year dividing the reprint value by their preorder price. This number tells you how much card value you're getting per \$1 spent.

(Bang For Your Buck)

All Will Be One Precons - \$2.53

March of the Machine Precons - \$2.42

Lord of the Rings Precons - \$2.53

Commander Masters Precons - \$1.90

Wilds of Eldraine Precons - \$2.82

Doctor Who Precons - \$2.20

Again, "Blood Rites" total value is \$160.00

If you buy it at \$40, you get a whopping \$4 of cards for your \$1 cash

NOTABLE REPRINTS

\$5 or more. There are 6.

- Exquisite Blood \$35.00
- Elenda, the Dusk Rose \$13.00
- Bloodghast \$11.00
- New Blood \$11.00
- Pact of the Serpent \$6.50
- Twilight Prophet \$6.00

BEST CARDS IN THE DECK (*denotes a reprint)

- Charismatic Conqueror
- Elenda, the Dusk Rose
- Yahenni, Undying Partisan

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:

MIDROLL POINT #2

CARDS TO ADD

(remember: our total budget is around \$50 for this exercise)

SAC OUTLETS

- **Phyrexian Tower: \$20.00**
The deck needs more sac outlets and this one comes free on a land
- **Braids, Arisen Nightmare: \$4.50**
One of the most powerful sac outlets we have gotten in recent years. Not a vampire herself but still well worth the include.
- **Spawning Pit: \$2.50**
One of my favorite sacrifice outlets in the game, it's free, it's good.

INTERACTION

- **Path to Exile: \$1.50**
The deck needs more removal, I'm surprised it wasn't already in the deck.
- **Anguished Unmaking: \$5.50**
Fantastic removal spell and the deck needed more removal.

CHEAP VAMPIRES

- **Vampire of the Dire Moon: \$3.00**
Early vampire that is hard for your opponents to block, made even more difficult with commander's ability.
- **Knight of the Ebon Legion: \$2.00**
Another early vampire that can get in before your commander and gets paid off when you hit with the 4/3's the commander makes.
- **Vraan, Executioner Thane: \$1.25**
Did you know this is a vampire? Great pay off for sacrificing your creatures which you're trying to do.
- **Nullpriest of Oblivion: \$1.00**
Early vampire with evasion that acts as a recursion piece in the late game.
- **Forerunner of the Legion: \$0.50**
Vampire tutor! Go get your best vampire for the situation and get a small buff whenever another vampire ETB's. You're probably getting Yahenni most of the time.

Total = \$41.75

CARDS TO TAKE OUT

- **Bloodtracker**
From play experience this card ends up being way too slow for four mana and still requires more mana from you in order to be any good.
- **Timothar, Baron of Bats**
Similar in that it is way too slow at 6 mana and only pays you off if you have extra mana and a board that is dying.
- **Vona, Butcher of Magan**
You have to untap with it in order for it to be any good and 7 life is a steep ask for an ability you can only do on your turn.
- **Butcher of Malakir**
7 mana and slows the game to a halt. You need to be able to handle a lot of hate and leverage the ability in order to make this worth it and this deck doesn't do that.
- **Return to Dust**
This isn't the removal spell it used to be, I would rather have something more efficient.
- **Heirloom Blade**
This card is alright, but from my experience, you need to have high scrutiny for any non Vampire card and this doesn't make the cut.
- **Blade of the Bloodchief**
I like this card a lot, but the issue is you're not really trying to buff up one threat in this deck, the goal is to go wide and this doesn't benefit that plan.
- **Kindred Boon**
Very slow and not worth the effect. They remove the enchantment and all of that protection and invested mana is gone.

- **Exquisite Blood**

One of my favorite magic cards... this one hurts to cut, however this card will turn the table against you and that isn't something this deck is prepared to handle.

- **Temple of the False God**

I see it, I'm going to cut it.

HOW THE DECK PLAYS

This deck is aggressive, but thanks to the commander, doesn't lose gas in the late game, either pushing damage through, or drawing cards and giving you an evasive body. Do keep in mind you need to keep up with which creatures you've used his ability on as it sticks around permanently. You want an early vampire or two so that as soon as you play your commander, you get his trigger off and then you want to leverage sacrifice outlets into card draw and more flyers in the mid to late game. The commander gives you built-in board wipe protection and a ton of staying power that most aggressive decks struggle with, use that to your advantage and don't be afraid to trade off a creature to an opponent's block as you get a body, and a card back. Also your commander works on tokens so go as wide as you can and start turning those little 1/1's into 4/3 flyers.

3) **TO THE LISTENERS**

What do you think of this precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

****CARD KINGDOM #2** **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! **Eric Lem; Megan Yip; Gaurav Gulati; Jordan Pridgen; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Katie Cole; Mitch Trafford; Josh Lee Kwai; and Jimmy Wong.**

And **Damen Lenz!**