

## CZ0548 - CMM "PLANESWALKER PARTY" PRECON UPGRADE GUIDE

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### \*\*\*CLAP AND SLATE\*\*\*

- 1) INTRO DAMEN AND RACHEL

**@damenlenz - @wachelreeks - @commandcast**

*Commander Masters is here! It's time for our upgrade guide for "Planeswalker Party," the Jeskai (blue, red, white) "Super Friends" Commander precon deck. We've gonna go over the STATS and suggest 10 cards to add and 10 to take out! BUT FIRST:*

**\*\*CARD KINGDOM\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: JUSTIN BULGARELLI JR\*\***

- 2) MAIN TOPIC: **"PLANESWALKER PARTY" - 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**

**COMMODORE GUFF** (primary commander)

- *This is Planeswalker ramp, draw, and payoff in the Command Zone that even buffs your other planeswalkers? He seems like a very powerful, catch-all planeswalker commander.*

**LEORI, SPARKTOUCHED HUNTER** (secondary commanders)

- *Leori really wants you to focus on one kind of planeswalker (Oops! All Teferis). Vigilance and flying makes it a nice defensive piece for your planeswalkers on board. But certainly not as much raw power as the Commodore*

## **"PLANESWALKER PARTY" DECK STATS**

- 19 - Ramp
- 14 - Card Draw
- 10 - Targeted Interaction
- 6 - Wipes
- 38 - Lands
  - 18 - Basic Lands
  
- Planeswalkers - 18
- Planeswalker Payoffs - 11
- Add Loyalty - 10
- Defense - 18

## **WHO SHOULD YOU RUN AS THE COMMANDER?**

Commodore Guff

- *Commodore Guff does it all. He's the best Jeskai planeswalker commander certainly. It's just hard to compete on his level.*
- *Leori - There are definitely more than one planeswalkers of the same type in the deck, but not enough to consistently get this payoff.*

## **REPRINT VALUE**

*This only takes into account the value of the reprints (72) at time of recording, NOT the new cards.*

**Total Reprint Value is \$168.75**

**Retail value is hard to determine without MSRP and they are fluctuating wildly, but these decks are selling for about \$80. Precons, in recent years, have more commonly cost about \$40.**

*\*So we would expect the reprint value to be roughly 2x (double) a normal precon from the past, keeping consistent bang for your buck.*

### **(Average Reprint Value)**

**Baldur's Gate Precons - Average Reprint Value \$104** (\$2.60 of cards for \$1 cash)

**Brothers' War Precons - Average Reprint Value \$95** (\$2.38 of cards for \$1 cash)

**All Will Be One Precons - Average Reprint Value \$101** (\$2.50 of cards for \$1 cash)

**March of the Machine Precons - Average Reprint Value \$97** (\$2.40 of cards for \$1 cash)

**"Planeswalker Party" is \$168.75 (If you buy it at \$80, \$2.10 of cards for \$1 cash)**

*\*Which basically equates to \$84 of value when comparing to \$40 precons. So pretty low value.\**

## **NOTABLE REPRINTS** (9 cards worth MORE than \$5)

- **The Chain Veil** **\$33.00**
- **Chandra, Awakened Inferno** **\$16.00**

- **Mystic Gate** \$12.00
- **Mangara, the Diplomat** \$11.00
- **Spark Double** \$9.00
- **Ajani Steadfast** \$7.00
- **Elspeth, Sun's Champion** \$5.50
- **Silent Arbiter** \$5.00
- **Cascade Bluffs** \$5.00

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

- **Vronos, Masked Inquisitor**  
*Planeswalker protection AND interaction for each opponent. This card is a godsend for SF decks*
- **Elspeth, Sun's Champion\***  
*One of the best planeswalkers in Commander, certainly one of the best cards in this deck.*
- **The Chain Veil\***  
*This card doubles the power of every Planeswalker on the battlefield. It's essential in decks like this and a great reprint.*

### \*\*\*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 \$50 for this exercise)*

#### **POWERFUL WALKERS**

- **Teferi, Temporal Archmage \$2.80**  
*Gives infinite loops with the decks included Chain Veil*
- **Tezzeret the Seeker \$16.00**  
*Tutors Grabs Nev's Disk and Chain Veil (the best card in the deck) and offers a soft loop with the veil*

#### **PROTECT WALKERS**

- **Will Kenrith \$1.00**  
*Protects your walkers while being a walker and the cost reduction ability is very good*
- **Rowan Kenrith \$1.00**  
*Pseudo board wipe that also tutors Will*
- **The Eternal Wanderer \$1.50**  
*Board wipe, protection and hard to remove*
- **Pramikon, Sky Rampart \$1.00**  
*Makes it very difficult to attack your walkers if not impossible, Very funny with new Teyo*

## EXTRA COUNTERS

- **Lae'zel, Vlaakith's Champion \$1.50**  
All walkers entering and upticking with an extra counter is very good
- **Ichormoon Gauntlet \$4.50**  
Proliferate on walker and almost proliferate on cast noncreature spells

## ACTIVATE AGAIN

- **Lithoform Engine: \$3.00**  
*Double all planeswalker abilities plus Gruff's triggered ability*
- **Displacer Kitten \$13.00**  
*Use a walker, play a walker, reuse walker, repeat. Also the Chain Veil maybe*

Total = \$45.80

## CARDS TO TAKE OUT

- **Cartographer's Hawk**  
*By far the worst ramp in the deck, also just not good*
- **Oreskos Explorer**  
*The deck doesn't need the card draw from this and is medium card draw at that*
- **Wall of Denial**  
*There are better ways to protect your walkers*
- **Oath of Jace**  
*Too low impact for a nonwalker spell*
- **Deploy the Gatewatch**  
*I like the idea of this card but too easy to wiff or only hit one and I'd rather have just casted a walker most of the time*
- **The Wanderer**  
*Just the worst of the walkers we have and removal is too limited for sorcery speed*
- **Jace, Architect of Thought**  
*Medium plus, medium minus, and a bad ultimate*
- **Ajani Steadfast**  
*I only like the minus and you only get it twice if you sacrifice him. not quite good enough*
- **Narset, Enlightened Master**  
*Not worth the hate you're getting and probably not worth it generally if you're not doing the infinite Narset thing*
- **Kazuul, Tyrant of the Cliffs**  
*This cut was very hard and I could be convinced otherwise since the protection is decent. Doesn't help against fliers and is kinda expensive so I ended up cutting.*

## HOW THE DECK PLAYS

You are going to make enemies with this deck. Planeswalker decks need a ton of interaction, wraths and cumulative value, people do not like getting board wiped over and over again but you kinda have to

when your planeswalkers are so vulnerable to creatures. This deck is going to play like a control deck, get your walkers out as soon as you can, which this deck helps you with by running so much ramp, then remove creatures that threaten your walkers and wrath the board when it gets scary. You're going to end up playing a walker or two then wrathing or controlling the board and using your walkers to get you incremental value that will eventually lead to a victory of attrition. Luckily your commander comes with a wincon built into him but said win con takes time to work so bide your time and win the long game.

### 3) **TO THE LISTENERS**

What do you think of the "Planeswalker Party" 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! **Eric Lem; Megan Yip; Gaurav Gulati; Jordan Pridgen; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Ladee Danger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; Josh Lee Kwai; and Jimmy Wong.**

And **Damen Lenz!**