`CZ0544 - LTR "RIDERS OF ROHAN" PRECON UPGRADE GUIDE

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CLAP AND SLATE

1) INTRO MURPH AND RACHEL

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Lord of the Rings is here! It's time for our upgrade guide for "Riders of Rohan," the Jeskai (blue, red, white) humans 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: JOSEPH VESPUCCI**

2) MAIN TOPIC: "RIDERS OF ROHAN" PRECON - BUDGET UPGRADE GUIDE

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

NEW COMMANDERS

ÉOWYN, SHIELDMAIDEN (primary commander)

• 5 mana is a lot in an aggro deck but this is a TON of pressure. 2 2/2s with haste, card draw and a 5/4 with first strike? You really need to make sure you have plenty of card draw to keep triggering her every turn. And passive human creation helps a lot.

ARAGORN, KING OF GONDOR (secondary commanders)

• Monarch is strong in aggro decks, and him being able to take it every turn is powerful, but usually monarch decks want to have a LOT of evasion and a strong defense which humans aren't particularly known for. Cool card but hard to see him at the helm of a humans deck.

"RIDERS OF ROHAN" DECK STATS

- 9 Ramp
- 12.13 Card Draw

(There are a lot of monarch cards in the deck that I counted for $\frac{1}{3}$ of a card.)

- 14 Targeted Interaction
- 2.5 Wipes
- 38 Lands
- Tokens 10
- Anthems 11
- Evasion 4

WHO SHOULD YOU RUN AS THE COMMANDER?

Eowyn, Shieldmaiden

- The deck is much more heavily skewed towards humans than towards monarch

REPRINT VALUE

This only takes into account the value of the reprints (54) NOT the new cards.

Total Reprint Value is \$128.75

(Average Reprint Value)

Commander 2020 Ikoria - Average Reprint Value \$96

Commander 2021 Strixhaven - Average Reprint Value \$88

Commander 2021 Forgotten Realms - Average Reprint Value \$115

Kamigawa Neon Dynasty - Average Reprint Value \$72.89

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

7 card that is \$5 or more, and 9 cards between \$2 and \$5

\$5 OR MORE (there are 7)

•	Combat Celebrant	\$20.00
•	Door of Destinies	\$19.50
•	Shared Animosity	\$9.50
•	Vanquisher's Banner	\$9.00
•	Herald's Horn	\$7.00
•	Supreme Verdict	\$5.50
•	Talisman of Progress	\$5.00

\$2 TO \$5 (there are 9. 16 total above \$2.)

•	Thought Vessel	\$4.00
•	Glacial Fortress	\$4.00
•	Throne of the High City	\$3.50

•	Secluded Courtyard	\$3.00
•	Path to Exile	\$3.00
•	Sulfur Falls	\$3.00
•	Weathered Wayfarer	\$3.00
•	Palace Jailer	\$2.25
•	Sol Ring	\$2.25

^{*}NOTE* Every card in all of these decks is "in the world" of Lord of the Rings. They didn't include a single card in any of these decks that has its old/regular Magic art from before. If it's a reprint, it's new artwork in the world of Lord of the Rings.

BEST CARDS IN THE DECK (*denotes a reprint)

• Beregond of the Guard

Doesn't say "nontoken." Synergizes well with the tokens Eowyn makes.

• Theoden, King of Rohan

Also doesn't say "nontoken." Also synergizes well with the tokens Eowyn makes.

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)

RAMP

Deranged Assistant \$0.50

Ramp that is also a human.

• Professional Facebreaker \$8.00

Human. Ramps for attacking. Perfect.

DRAW

• Kindred Discovery \$13.00

A little clunky at 5 mana, but absolutely nuts

• Mass Appeal \$0.50

Like Distant Melody but for only 3 mana

• Goldbug, Humanity's Ally \$1.00

Very inexpensive draw + attack engine

HUMAN SYNERGY

• Adeline, Resplendent Cathar \$7.50

Makes a ton of humans

• Coppercoat Vanguard \$0.50

2 mana to protect your board and buff it by +1 is huge

• Reinforced Ronin \$0.50

Always get an Eowyn trigger

WINCONS

Breath of Fury \$5.00

As long as one person is open get basically infinite combats

• Impact Tremors \$3.50

Alternate way to win other than attacking

Total = \$40.00

SPLURGE CARDS

• Rick, Steadfast Leader

Buffs humans a ton, but is over \$50

CARDS TO TAKE OUT

• Grey Host Reinforcements

Not a human. Might be a big flier eventually but too unreliable.

Dearly Departed

Not a human. Can't easily get it into the graveyard.

Harsh Mentor

Too low impact. 2 damage is nothing in commander.

• Champions of Minas Tirith

6 mana to become the monarch is too much.

• Denethor, Stone Seer

Too low impact.

Court of Ire

5 mana enchantment to become the monarch is not what we want to do.

Call for Aid

Being unable to attack the person you Insurrectioned sucks.

• Fealty to the Realm

More overcosted Monarch. Stealing creatures is nice, but too unreliable.

• Increasing Devotion

Making 5 human tokens that can't attack is not great.

Visions of Glory

Same issues as Increasing Devotion.

HOW THE DECK PLAYS

Hold a couple humans in hand until you can get the commander out, then make sure you can play a human every turn for the rest of the game. Don't dump your hand too quickly, lest you become the threat too fast and don't have enough fuel for your commander.

3) TO THE LISTENERS

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