

## CZ40K2: The Ruinous Powers Budget Upgrade Guide

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1) INTRO DJ and Ashlen

**@jumbocommander - @AshlenRose - @commandcast**

*It's Ruinous Powers! We're gonna go over the STATS and suggest 10 cards to add and 10 to take out for under \$30!*

BUT FIRST:

**\*\*CHANNEL FIREBALL\*\* \*\*ULTRAPRO #1\*\* \*\*PATREON: JOEL QUINN\*\***

2) MAIN TOPIC: - **The Ruinous Powers 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:**

- Abaddon the Despoiler
  - Doesn't require doing combat damage to proc
  - Total amount of life so spells that deal damage to each can be powerful
- Be'lakor, the Dark Master
  - Wants the deck to be demon tribal
  - How many cards do we expect to draw on average if we cast this as a commander? 2-3?
  - Warstorm Surge on a creature (demon specific) they cost the same to cast though

### **"Ruinous Powers" DECK STATS**

**10 Ramp**

**12 Card Draw**

**14 Single Target Removal**

**4.5 Board Wipes**

**CMDR Specific**

**12 Cascade**

**18 Burn**

**15 Demon**

**8 ETB**

## DECK VALUE:

**NOTE: PRICES TAKEN PRIOR TO DECK REVEAL**

**NOTE: FAR MORE NEW CARDS THAN IN OTHER PRECONS - DIFFICULT TO COMPARE**

Total Amount:	\$42.10
Sum of \$2 Over :	\$28.65
Sum of \$5 Over:	\$11.00

Average precon reprint value of the past three years which averages around \$80.

Total Amount:	# of Reprints	# of New Cards
\$42.10	34	42

Extrapolated Deck Price	Interpolated Deck Price
\$65.33	\$85.07

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

Chromatic Lantern	\$11.00
Talisman of Dominance	\$4.35
Talisman of Indulgence	\$4.20
Reverberate	\$3.55
Decree of Pain	\$2.95
Blasphemous Act	\$2.60

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

Really tough call - both cards are strong as commanders

- Abaddon the Despoiler
  - Mana curve is built for cascade (we will talk more about this later on)
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- Be'lakor, the Dark Master
  - Demon tribal is fun, I have a demon tribal deck.
  - Abaddon isn't a demon and would likely get cut from the Be'lakor deck although cascading demons would also be fun.

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

Kharn the Betrayer

- Really unique card that gives card draw and encourages the political game

Warstorm Surge\*

- Ends games, especially when our creatures have 3, 4+ power

All the Talismans, Sol Ring, Command Tower\*

- The 40k art on these are amazing

\*\*\*MIDROLL BREAK\*\*\*

Quick discussion about Ashlen's evaluation of the deck right out-of-the-box and what the goal of his adds/subtractions were going into the "cards to add" section:

Before we get started I want to go over some extra stats that are important if we are going the cascade route. The mana curve really matters. Typically the goal is to increase the density of drops right before the top point of where the curve is. But Abbadon's ability doesn't give us a clear point in our mana curve to focus on, it could be anywhere.

Frank Karsten - when it's not clear the most important thing is probably to ensure all the spells are useful to cascade into. Or in this case, as many as possible are.

Let's look at the current curve:

5      1 CMC  
5      2 CMC  
8      3 CMC  
15     4 CMC  
16     5 CMC  
10     6 CMC\* *Let the Galaxy Burn X = 0*  
1      7 CMC  
1      9 CMC  
1      11 CMC

Our highest density is between 6CMC - 4 CMC so we want to make sure 5 - 3 are more likely to hit and when they do they are useful. We also want the 1 & 2 drops to be impactful late in the game.

Mention Flavorful additions as well

The 4 chaos gods are based around wrath/violence, pleasure/pain, change/secrets, and death/decay

### **CARDS TO ADD**

*(remember: our total budget is around \$30~ for this exercise)*

- **Baleful Strix**    \$2.30  
In mythology Strix were ill omens that fed on humans. Similar to Abaddon's distaste for humans. Great low drop that we are happy to get at any point in the game. Evasion & carddraw
- **Blood Speaker**   \$1.10  
If we need Blood for the Blood God then we also need a Blood Speaker. Tutors for 1 of the 16 demons in the deck and has recursion
- **Solemn Simulacrum**    \$1.30  
No theme but a good ramp card which we need that is also decent most of the time we draw it
- **Delayed Blast Fireball**   \$3.10  
Ticks the wrath and violence box. We get to deal 5 damage to each player if we foretell OR CASCADE into it.
- **Nalfeshnee**    \$0.40  
Great card for any cascade deck for copying our cascade spells even better in this deck because it's a demon.
- **Aurora Phoenix**            \$0.10

Recursion with cascade. It checks the death box again and again

- **Profane Tutor \$1.90**

Top deck manipulation that is free if we cascade into it.

- **Inevitable Betrayal \$0.30**

Can also be read 'Take target opponent's best creature' and put it into play. Incredibly chaotic and satisfying.

- **Price of Progress \$2.90**

Turns the land base of the precon into a reward and causes much pain to multi-color decks

- **Chandra, Torch of Defiance \$12.20**

Abaddon wants to watch the galaxy burn and Chandra can help with that. Both her +1's are great for this deck. We can ramp if we want to or we can deal damage to each opponent for 6 CMC cascade.

**Total = \$25.60**

### **HONORABLE MENTION**

Wheel of Misfortune - Fun way to do damage

Flame Rift / Volcanic Fallout style spells

Aeon Engine - Pure Chaos

Neheb, the Eternal

### **CARDS TO TAKE OUT**

- **Wayfarer's Bauble**

*Hitting this late game does NOT feel good.*

- **Nurgle's Rot**

*It's fine if we were doing the demon strategy but not something we want to cascade into*

- **Poxwalkers**

*I'm not excited to cascade into this when we have better options*

- **Tallyman of Nurgle**

*Cutting 3 drops that don't directly benefit from cascade*

- **Venomcrawler**

*Cutting 4 drops that don't directly benefit from cascade*

- **Hellbrute**

*Not the worst thing to cascade into but the recur cost doesn't seem worth it*

- **Mortarion, Daemon primarch**

*I want to like this but X is = to the amount of life I lost this turn. If it was opponents this would be amazing*

- **Chaos Terminator Lord**

*Cutting 4 drops that don't directly benefit from cascade*

- **Bile Blight**

*It's not a bad card by any means - I just wanted to cut down on 2 drops*

- **The Horus Heresy**

*Over the course of THREE turns...You steal your opponents' creatures, draw cards off them, and then EACH player gets to decide what to blow up. They are going to clear your board. Is it worth it for 6 mana? I don't feel like it is.*

### **HOW THE DECK PLAYS**

Slow start but that's okay - we are holding until we hit our big cascade spells. There's enough reactive spells to help us get there and then lots of ammo to use for cascade.

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

What do you think of the "**Ruinous Powers**" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with? We want to hear how you'd upgrade the deck in the comments below.

**\*\*CHANNEL FIREBALL-OUT #2\*\* \*\*ULTRA PRO #2\*\***

### 4) **END STEP**

### 5) **CLEAN-UP STEP**

Big thanks to our amazing team here at The Command Zone!

Arthur Meadowcroft, Shauna Gilles, Damen Lenz, Ladee Danger, Manson Leung, Craig Blanchette, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Evan Limberger, Mitch Trafford

AND DJ!!!! - Where can Folx find you?

-Special thanks to Geoffrey Palmer for the living card animations (@LivingCardsMTG)