

CZ0568 - WHO "PARADOX POWER" PRECON UPGRADE GUIDE

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CLAP AND SLATE

ROOM TONE

- 1) INTRO CRAIG AND RACHEL

@craigblanchette - @wachelreeks - @commandcast

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 "Paradox Power" deck. It's a Temur (blue, red, green) Commander precon. You played this deck on Game Knights, Craig! We'll go over the STATS and suggest 10 cards to add and 10 to take out! BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: TYSON JANNEY****

- 2) MAIN TOPIC: **"PARADOX POWER" - 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 Doctor/Companion pairings that could be the commanders of this deck. We're only going to talk about the most synergistic pairings and the most likely candidates to be your commander out of the box.

THE THIRTEENTH DOCTOR / YASMIN KHAN (Face commander)

- *This represents a real engine. Draw two cards per rotation with Yasmin. Cast more spells from not your hand to make sure you always have your defenses up.*

THE TWELFTH DOCTOR / CLARA OSWALD (UR + G Companion)

- *This seems sweet! Note: Demonstrate doesn't care what kind of spell it is. If you hand out a copy, you get a copy. The only thing this commander asks is that you cast spells from not your hand. Very different from the Thirteenth Doctor but likes similar things.*

THE FUGITIVE DOCTOR / NARDOLE (RG + Blue Companion)

- *Not a super intuitive combination of Commanders, but interesting designs for a more instant/sorcery build.*

JENNY FLINT // MADAME VASTRA (backup commander)

- *Cares about foods, clues, and counters. Looks a lot more aggressive than the other builds. Attack one player with both to push Jenny damage? Curious to see how supported the tokens are.*

"PARADOX POWER" DECK STATS

- Ramp 16
- Card Draw 17
- Targeted Interaction 8
- Wipes 1
- Lands 36
 - Basic Lands 11
- Cast from Not Hand 26
 - Cards that Care About This 11
- +1/+1 Counters 13
- Tap Ability 4
- Clue & Food 8
- Instant & Sorceries 21
- Spell Matters 12

WHO SHOULD YOU RUN AS THE COMMANDER?

The Thirteenth Doctor // Yasmin Khan

REPRINT VALUE

This only takes into account the value of the reprints (38) at time of recording, NOT the new cards (51).

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: \$94.42

This is hard to compare directly with other precon 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, "**Paradox Power**" represents \$1.89 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 38 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

“Paradox Power” - Avg Individual Reprint Value **\$2.48**

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 6.

- **Stormcarved Coast** **\$16.00**
- **Fiery Islet** **\$10.00**
- **Carpet of Flowers** **\$10.00**
- **Dreamroot Cascade** **\$8.50**
- **Cursed Mirror** **\$5.50**
- **Rootbound Crag** **\$5.50**

BEST CARDS IN THE DECK (*denotes a reprint)

- Bigger on the Inside
- Danny Pink
- The Flux

MIDROLL BREAK

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)

FINISHERS

- **Maelstrom Wanderer \$2.00**
Cascade, Cascade and haste. This is HUGE for this deck
- **Apex Devastator \$23.00**
It's a huge beater, it's a board in a can, it triggers your commander, and blocks all day
- **Etali, Primal Storm \$0.75**
Triggers your commander four times on attack

COUNTERS

- **Hangarback Walker \$1.75**
Great place to put counters and has an activated ability that takes advantage of the untap
- **Sharktocrab \$0.25**
Very strong interaction that paves the way for your big beaters

CAST FROM EXILE

- **Delayed Blast Fireball \$6.00**
This card is cracked. The deck needs board wipes and this is a great one.
- **Wild-Magic Sorcerer \$0.75**
Cast from exile synergy plus another cast from exile. Perfect addition
- **Passionate Archaeologist \$10.00**
No cast from exile deck should be without it, ESPECIALLY when you have two commanders

- **Kami of Celebration \$0.50**
Double up on your commanders counter ability and add a bit of card advantage while you're at it
- **Faldorn, Dread Wolf Herald \$1.25**
Faldorn is a board in a box. Great with the flashback cards, and has a tap ability so you can use her and still have her untapped to block.

Total = \$46.25

CARDS TO TAKE OUT

- **Bill Potts**
This is not something the deck is good at.
- **Dan Lewis**
This is a strange way of making your clues and foods marginally better... The deck doesn't even make a lot of clues and foods
- **Return the Past**
This is a 6-mana enchantment that doesn't do anything. The deck doesn't have enough of an I/S theme to really take advantage, especially when the curve is so high.
- **Fugitive of the Judoon**
This is too expensive and disjointed for the effect. It's VERY slow before it does anything.
- **Karvanista, Loyal Lupari**
There are 11 humans in the deck and I'm cutting three of them. He's a great aggressive body, but doesn't quite do enough for the deck.
- **River Song**
Sorry.... we have no way to take advantage of this...
- **River Song's Diary**
I think other players just won't play spells into this. So you're paying 3 mana to copy one of your spells in like 4 turns. Back-breakingly slow
- **The Fugitive Doctor**
The deck doesn't have enough clue support to do this repeatedly. It also doesn't have enough big spells to take advantage of it.
- **Thijarian Witness**
This is too narrow, especially for a cast from exile deck. Your surprise is face up and too unimpactful.
- **Lunar Hatchling**
The deck doesn't have good ways to fuel its graveyard to be able to pay this Escape cost and exiling a land later is pretty brutal.

HOW THE DECK PLAYS

This deck has a lot of ramp and a lot of value. Your goal is to take it slow and outgrind your opponents. You'll be hard to attack, have a ton of cards, and likely have a lot of mana as well. Cast the spells you can from exile whenever possible to maximize your value. Use your mana efficiently. And keep an eye out for flying threats. Your deck doesn't have a ton of ways to deal with them.

3) **TO THE LISTENERS**

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

And **Craig Blanchette!**