

CZ0498: "MISHRA'S BURNISHED BANNER" BUDGET PRECON UPGRADE GUIDE

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- 1) INTRO JLK and Jamie

@JoshLeeKwai - @Jamblock - @commandcast

It's "Mishra's Burnished Banner," the Brothers' War Grixis Artifacts Commander precon deck. We're gonna go over the STATS and suggest 10 cards to add and 10 to take out for under \$30!

BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON:TBD****

- 2) MAIN TOPIC: - **"MISHRA'S BURNISHED BANNER" PRECON 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:

Mishra, Eminent One (main commander)

- *You want noncreature artifacts with good ETBs and LTB/Sac abilities. A temporary 4/4 every turn isn't going to win games on its own damage-wise, so you need to find good synergies with him (many or which are in the deck!) and he can enable some really cool moves.*

Ashnod the Uncaring (secondary commander)

- *Doubling things is always awesome and this seems like no exception. You want to go hard on building around her ability, but there are a ton of cards in Magic that work with her.*

"MISHRA'S BURNISHED BANNER" DECK STATS

- Ramp - 14
- Card Draw - 15
- Single Target Removal - 6
- Wipes - 3

- Noncreature Artifacts - 36
- Artifacts (Total) - 43
- Artifact Synergy/Support - 27
- Sacrifice - 15
- Tokens - 7

WHO SHOULD YOU RUN AS THE COMMANDER?

Mishra, Eminent One

- *I count 13 cards total that synergize with Ashnod out of the box, and of those some are still not that impactful even when doubled. Mishra has a lot of compatible tools in the deck and so it's easier to upgrade around him. Also, he's one of the brothers! Flavor should count for something.*

REPRINT VALUE:

*PRICES TAKEN PRIOR TO DECK REVEAL

This only takes into account the value of the reprints (36) NOT the new cards.

Total Reprint Value is \$100.70

(Average Reprint Value)

Strixhaven	\$88
Forgotten Realms	\$115
Midnight Hunt	\$103
Crimson Vow	\$75
Neon Dynasty	\$73
New Capenna	\$97
Baldur's Gate	\$104
Dominaria United	\$97

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

3 cards that are \$5 or more, and **14** cards between \$2 and \$5

Reprints \$5 and Above:

- Lithoform Engine \$7.85
- Cursed Mirror \$7.50
- Expressive Iteration \$5.25

Reprints Between \$2 and \$5

- Silas Renn, Seeker Adept \$4.00
- Thran Dynamo \$4.00
- Strionic Resonator \$3.85
- Jhoira, Weatherlight Captain \$3.75
- Emry, Lurker of the Loch \$3.50
- Master Transmuter \$3.50
- Padeem, Consul of Innovation \$3.50
- Seat of the Synod \$3.25
- Muzzio, Visionary Architect \$3.00
- Reliquary Tower \$3.00
- Vault of Whispers \$3.00
- Herald of Anguish \$2.85
- Blasphemous Act \$2.50
- Mirrorworks \$2.00

BEST CARDS IN THE DECK (* denotes a reprint)

- Brudiclad, Telchor Engineer*
- Cursed Mirror*
- Machine God's Effigy

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 \$30 for this exercise)

RAMP

- **Etherium Sculptor \$0.60**
The deck wants a bit more early ramp, and this is great when you're drawing lots of artifacts.
- **Enthusiastic Mechanaut \$0.25**
Same as before, but it flies!

REMOVAL

- **Aether Spellbomb \$0.25**
Cheap removal that synergizes with Mishra's ability. OR, it's card draw!
- **Skysovereign, Consul Flagship \$1.80**
More removal. Mishra trigger will give you the ETB and attack triggers every turn. (Legend rule won't apply because Mishra makes token w/different name!)

MORE COPIES

- **Delina, Wild Mage \$3.00**
In a deck built around “things you want extra copies of” this just feels great.
- **Karlach, Fury of Avernus \$4.50**
This is one of my favorite cards of the year, great extra combat spell, extra Mishra triggers.

TUTORING

- **Goblin Engineer \$4.50**
Great way to find the low-CMC value pieces and use your Mishra tokens as sac fodder.
- **Arcum Dagsson \$6.50**
Just get anything! Whatever you need! Get it!

WINCONS

- **Thunderhawk Gunship \$2.30**
The aggro option. The copy is a creature already and then you can tap one of your new 2/2s to crew the original before attacking.
- **Gonti's Aether Heart \$6.00**
*Make a copy, both trigger, that's four energy just there. Play one more artifact post-combat and you get another turn to do it again. (See Brudiclad, Master Transmuter, Goblin Engineer, Karlach) [[Don't want infinities? **Nautiloid Ship** is a fun way to take opponents' stuff at the same price.]]*

Total = \$29.70

HONORABLE MENTIONS

- **Bloodthirster \$15.00**
Wow this card got expensive quick! Extra combats would be lots of extra Mishra triggers.
- **Obeka, Brute Chronologist \$0.35 / Sundial of the Infinite \$6.00**
A little too “cute” and often you actually want the token to die or get used as fodder, but neat!
- **Mindslaver \$4.50**
Clunky and mean but it made me smile too much not to mention.

CARDS TO TAKE OUT

- **Prophetic Prism**
Meh, just fixing not ramp and the one card drawn isn't as good as many other pieces in the deck.
- **Geth, Lord of the Vault**
This card is cool but it's expensive and doesn't feel like it has much super direct synergy.
- **Workshop Elders**
Too expensive and while flying is nice the other ability has anti-synergy. At least it's optional.
- **Hellkite Igniter**
It's just too expensive, but at least it does have more finishing potential.
- **Metalwork Colossus**
Suffers from “it's just a big creature” syndrome. Easy-ish to play/recur, but still, gets chumped.
- **Scavenged Brawler**
It's expensive for its impact.

- **Blast-Furnace Hellkite**

Too expensive, even with the offering. Yes if you can make a token copy of a higher-cmc thing and then sac the token to cast it, that's awesome. But too often this is sitting dead in your hand.

- **Traxos, Scourge of Kroog**

Once again, big dumb creature syndrome.

- **Muzzio, Visionary Architect**

There are more cheap artifacts than expensive artifacts in the deck, and activating this for anything less than X=4 feels bad.

- **Mirrorworks**

I just think it's too slow/mana-hungry, but I could be wrong.

HOW THE DECK PLAYS

You're trying to draw a lot of cards and dig for the finishers, like Thunderhawk Gunship or Gonti's Aether Heart. It's on the slower side when it comes to damage output, but it has the versatility of Mishra being able to make a copy of whatever tool you need, whether it's a removal piece, ramp, card draw, or board presence. Accrue value and grind out the table.

3) **TO THE LISTENERS**

What do you think of the "Mishra's Burnished Banner" 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**

Cyberpunk:Edgerunners

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Ashlen Rose, Arthur Meadowcroft, Craig Blanchette, Ladee Danger, Manson Leung, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Jamie Block, Sam Waldow, Gaurav Gulati, Evan Limberger, Mitch Trafford.**

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