

CZ0552 - CMM "ENDURING ENCHANTMENTS" PRECON UPGRADE GUIDE

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CLAP AND SLATE

- 1) INTRO LADEE AND RACHEL

@Brttmchlle - @wachelreeks - @commandcast

Commander Masters is here! It's time for our upgrade guide for "Enduring Enchantments," the Abzan (white, black and green) enchantments 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: ANDREW CHEN****

- 2) MAIN TOPIC: **"ENDURING ENCHANTMENTS" - 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

ANIKTHEA, HAND OF EREBOS (primary commander)

- *This is an enchantment reanimator deck. But also tokens? I'd hope to see plenty of value enchantments that put themselves in the graveyard and some BIG enchantments to cheat into play. The best way to take advantage of Anikthea is blinking her so maybe the deck has a bit of a blink subtheme.*

NARCI, FABLE SINGER (secondary commanders)

- *This is very saga-focused. I suppose you could also sacrifice enchantments in other ways to trigger that draw ability, but there aren't many efficient ways to do that outside of sagas. She is very powerful but seems significantly narrower.*

“ENDURING ENCHANTMENTS” DECK STATS

- 17 Ramp
- 12 Card Draw
- 7 Targeted Interaction
- 2 Wipes
- 37 Lands

- 41 Enchantments
 - 7 Sagas
- 21 Enchantment Payoffs
- 12 Graveyard Fillers
- 6 Recursion

WHO SHOULD YOU RUN AS THE COMMANDER?

Anikthea, Hand of Erebos

- *Narci has a very powerful effect but there appears to be a real lack of Sagas to take full advantage. Anikthea gives you plenty of value even though she doesn't draw cards and allows you to cheat the mana cost on big enchantments!*

REPRINT VALUE

This only takes into account the value of the reprints (71) at time of recording, NOT the new cards.

Reprint Value for this deck is: \$130.75

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)

“Enduring Enchantments” is \$130.75 (If you buy it at \$80, \$1.63 of cards for \$1 cash)

Which equates to \$65.38 of value when comparing to \$40 precons. So quite low value.

NOTABLE REPRINTS (6 cards worth MORE than \$5)

- **Dryad of the Ilysian Grove** **\$20.00**
- **Starfield of Nyx** **\$15.25**
- **Grasp of Fate** **\$8.00**

- **Setessan Champion** \$6.00
- **Mirari's Wake** \$6.00
- **Cunning Rhetoric** \$5.00

BEST CARDS IN THE DECK (*denotes a reprint)

- **Setessan Champion***
It's the best enchantress in decks that put enchantments into play rather than casting them.
- **Doomwake Giant***
If you've played against this card, you know. Repeatable one-sided board wipes are good?
- **Cacophony Unleashed**
This is a one-sided board wipe that joins in the fight when other enchantments enter. Plus, it can be cheated into play with your commander? Seems goood.

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:

NOTE: The deck has two Tainted lands, duals that only add colored mana if you control a Swamp, in it. The deck only has 5 swamps in it. So if you're fetching a land, show a little preference to getting swamps.

CARDS TO ADD

(remember: our total budget is around \$50 for this exercise)

POWERFUL ENCHANTMENTS

- **Nyxbloom Ancient \$24.00**
Doesn't get more powerful than Nyxbloom. Especially not with all your deck's card draw.
- **Sterling Grove \$2.25**
Your commander is scary and can put some scary things into play. Protect them!

SUP UP YOUR COMMANDER

- **Weaver of Harmony \$1.50**
An enchantment creature that doubles your commander's reanimation effect!
- **Teleportation Circle \$6.00**
Reuse that ETB on your Commander
- **Touch the Spirit Realm \$0.50**
Blink your Commander, then reanimate a removal spell? Or something bigger

FILL THE GRAVE

- **Vessel of Nascency \$0.25**
Simple value enchantment for loading up your graveyard.

- **Greater Good \$5.00**
Great mill enchantment + an enchantment creature sac outlet for Narci
- **Shigeji, Jukai Visionary \$0.50**
A little ramp, a little mill, a great way to trigger enchantresses repeatedly
- **Geier Reach Sanitarium \$1.25**
Looting that doesn't cost you a slot!

EMPTY THE GRAVE

- **Eerie Ultimatum \$4.50**
A hammer in every abzan graveyard deck

Total = \$45.75

CARDS TO TAKE OUT

- **Forest**
Don't worry, we added a land.
- **Arcane Signet**
This deck has a LOT of ramp. Let's cut a few less synergistic pieces
- **Rampant Growth**
This deck has a LOT of ramp. Let's cut a few less synergistic pieces
- **Arasta of the Endless Web**
You don't really need this?
- **Abundance**
4 MV is very expensive for card selection, even good card selection.
- **Dreadhoard Invasion**
This card really shines in aristocrat decks. I don't think it's good here.
- **Love Song of Night and Day**
We have better card draw than this.
- **Omen of the Sun**
Two tokens are not going to make or break a board. Not worth a card.
- **Cunning Rhetoric**
This is not protection. It's card draw and not good card draw. You're a synergistic deck, you don't want your opponents' cards
- **Sandwurm Convergence**
This is expensive and slow. Even with the reanimation, it doesn't feel worth it.

HOW THE DECK PLAYS

The normal enchantment route is packed inside a new Abzan box! Not only do you want to cast your enchantments, you also want them to go to your graveyard. You want to sac enchantments for value and use Sagas to mill your enchantments into the graveyard, play your commander to copy them onto the battlefield. Your opponents will most likely not let you attack with your commander so we can utilize

blinking it for its ETB effect instead. Once your board is full of enchantment creatures you want to swing out for the win.

3) **TO THE LISTENERS**

What do you think of the “Enduring Enchantments” 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; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; Josh Lee Kwai; and Jimmy Wong.**

And **Ladee Danger!**