

CZ0558 - WOE "FAE DOMINION" PRECON UPGRADE GUIDE

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*****CLAP AND SLATE*****

- 1) INTRO DAMEN AND RACHEL

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Wilds of Eldraine is here! It's time for our upgrade guide for "Fae Dominion," the Dimir (blue, black) faerie 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: GARY WILTON****

- 2) MAIN TOPIC: **"FAE DOMINION" - 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

TEGWYLL, DUKE OF SPLENDOR (primary commander)

- *This is a very straightforward faerie commander that rewards you for having faeries, but also losing them. I bet this deck has a ton of token makers and a few sac outlets and maybe even drain effects to maximize the card draw.*

ALELA, CUNNING CONQUEROR (secondary commanders)

- *This is more of a control commander than Tegwyll, you'll still likely play many of the typical cards because of the tokens you're making, but it's much less focused on that than Tegwyll. I would expect an Alela deck to be full of instant speed spells to make maximum tokens.*

"FAE DOMINION" DECK STATS

- 9 Ramp
- 13 Card Draw
- 12 Targeted Interaction
- 4 Wipes
- 39 Lands
 - 25 - Basic Lands

- 24 Faeries
- 25 Instant Speed
- 3 Instants Matter
- 6 Token Creators
- 4 Anthem Effects

WHO SHOULD YOU RUN AS THE COMMANDER?

Alela, Cunning Conqueror

- *This was a tough decision, but a lot of the deck runs better with more faeries on the board and Alela makes those faeries. Tegwyll is strong, but asks faeries to die and the deck doesn't really have an aristocrats theme going on.*

REPRINT VALUE

This only takes into account the value of the reprints (60) at time of recording, NOT the new cards.

Retail value is hard to determine without MSRP, but these decks are selling for what set preconcs have been historically, about \$40.

Reprint Value for this deck is: **\$107.40**

(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)

"Fae Dominion" is \$107.40 (If you buy it at \$40, **\$2.68 of cards for \$1 cash**)

NOTABLE REPRINTS

\$5 or more. There are 4.

- **Kindred Dominance** **\$22.00**
- **Brazen Borrower** **\$12.00**
- **Glen Elendra Archmage** **\$9.50**
- **Scion of Oona** **\$6.00**

BEST CARDS IN THE DECK (*denotes a reprint)

- Shadow Puppeteers
- Scion of Oona
- Nymris, Oona's Trickster

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)

FAERIES

- **Bitterblossom \$23.00**
Guarantees a board even after a creature board wipe, the tokens being evasive and able to goad with Alela's ability is great, and the Faerie creature type has added benefits with other cards in the deck
- **Faerie Mastermind \$7.50**
Flash Faerie that draws you cards as the game progresses
- **Spellstutter Sprite \$3.00**
Flash Faerie that is also a counterspell
- **Mistbind Clique \$6.00**
Flash Faerie. The champion ability is free with Alela, pseudotimewalk an opponent, and in a pinch, can protect a Faerie from a removal spell or board wipe
- **Faerie Harbinger \$0.50**
Flash Faerie that tutors any Faerie in your deck
- **Notorious Throng \$0.50**
Make a bunch of tokens all at once and you can play the prowl pretty easily since the tokens Alela makes are Rogues
- **Instruments of War \$0.25**
Flash anthem for your Faeries. Alela gives you a creature alongside it and it helps you deal more damage to close out the game.

CARD DRAW

- **Skullclamp \$5.50**
The best sources of card draw in any deck that makes x/1's. Play this and Bitterblossom... profit
- **Wavebreak Hippocamp \$0.75**
Great card draw engine for decks that play on opponents' turns

INTERACTION

- **Counterspell \$1.00**
The deck needed more board wipe protection and this does that plus more! Boring pick but the deck needed a bit more protection.

Total = \$48.00

CARDS TO TAKE OUT

- **Cloud of Faeries**
Card is too low impact if you aren't doing storm shenanigans
- **Nightveil Sprite**
Also low impact Faerie, deck doesn't care about the graveyard at all

- **Hullbreaker Horror**
With the cards added, you have more finishers making this unnecessary
- **Dig Through Time**
Deck doesn't fill its graveyard too quickly making this too slow
- **Illusionist's Gambit**
Can be good in Planeswalker decks, but otherwise not great
- **Nightmare Unmaking**
Deck had too many wraths, this is the worst of them
- **Theoretical Duplication**
Weird include. Card is a bit too high variance for my like
- **Reckless Spite**
Not a great removal spell, commander is past the point of doom blade being good
- **Repulse**
3 mana bounce spell is not good enough removal even with cantripping
- **Temple of the False God**
Temple is bad. I have high scrutiny when it comes to colorless lands and if you aren't reliably putting extra lands into play this is too slow.

HOW THE DECK PLAYS

This is a blue tempo deck that plays a lot like Faerie decks of the past. You play Alela and answer your opponents' threats while playing little threats and committing to your own board state. Many of your creatures have flash so you leave your mana up to leave up interaction and to flash out your creatures. Alela will help you with blockers and attackers and her goad ability will keep your opponents from attacking you with their best creatures allowing you to grow your advantage. If you're like me, and you like a deck that can answer the board while also applying pressure with flyers then this deck is for you.

3) TO THE LISTENERS

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

And **Damen Lenz!**