

CZ0497: "URZA'S IRON ALLIANCE" BUDGET PRECON UPGRADE GUIDE

- 1) UPKEEP STEP
 - 2) MAIN TOPIC
 - 3) TO THE LISTENERS
 - 4) THE END STEP
 - 5) CLEAN-UP PHASE
-

- 1) INTRO JIMMY & JORDAN

@jfwong - @jordanpigeon - @commandcast

It's "Urza's Iron Alliance," the Brothers' War Esper Artifact Creatures 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:DAVID PETRACCA****

- 2) MAIN TOPIC: - **"URZA'S IRON ALLIANCE" 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:

Urza, Chief Artificer (main commander)

- *Simple but powerful strategy: play an army of artifact creatures, make Karnstructs, and swing out with a big metal menace army. Affinity is a powerful way to make this commander very recastable.*

Tawnos, Solemn Survivor (secondary commander)

- *All about artifact tokens. Feels like it pulls you in the direction of making big splashy artifact tokens (like copies of giant artifact creatures) for maximum value. He would also love some untappers to make multiple copies each turn. Feels like there is some really cool tricky combo potential with him*

"URZA'S IRON ALLIANCE" DECK STATS

- Ramp - 11
- Card Draw - 13
- Single Target Removal - 8
- Wipes - 3

- Artifacts Creatures - 21
- Artifacts (Total) - 40
- Artifact Synergy/Support - 34
- Tokens - 16

WHO SHOULD YOU RUN AS THE COMMANDER?

Urza, Chief Artificer

- *Urza is a powerful, simple strategy while Tawnos begs to be built around more specifically. As far as upgrading a precon, a straightforward aggro strategy is much better for a 10-card swap.*

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 \$89.07

(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	\$96.99

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

4 cards that are \$5 or more, and **9** cards between \$2 and \$5

Reprints \$5 and Above:

- Shimmer Dragon \$7.25
- Skullclamp \$6.65
- Relic of Progenitus \$6.45
- Thought Vessel \$5.80

Reprints Between \$2 and \$5

- Bident of Thassa \$3.40
- Seat of the Synod \$3.25
- Etched Champion \$3.15
- Vault of Whispers \$3.00
- Sphinx's Revelation \$2.40
- Ancient Den \$2.20
- Swords to Plowshares \$2.05
- Marionette Master \$2.00
- Sai, Master Thopterist \$2.00

BEST CARDS IN THE DECK (* denotes a reprint)

- Sai, Master Thopterist*
- Digsite Engineer*
- Cranial Plating*

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)

ARTIFACTS PER ARTIFACT

- **Foundry Inspector \$0.25**
Cost reducers are fantastic, they can add up to playing free spells very fast.
- **Etherium Spinner \$0.25**
Hits about a third of the deck currently. Helps go wide
- **Mirrodin Besieged \$3.00**
Artifacts when you need it, card selection when you need it, win condition in rare circumstances
- **Biotransference \$7.00**
Makes it easier to play value non-artifacts and expand the deck

SUPERIOR ARTILLERY

- **The Flesh is Weak \$1.00**
Not quite a board wipe, but seriously hinders the other side and powers up yours. Hits a lot of utility creatures and tokens
- **Organic Extinction \$1.00**
Cheap, one-sided, amazingly powerful. Makes up for cut board wipes
- **Dispatch \$0.50**
Like having another Path/Swords just for artifact decks

CARD ADVANTAGE

- **Dance of the Manse \$0.35**
Helps shore up the late game, can make a huge army out of nowhere/pump karnstructs
- **Sicarian Infiltrator \$1.50**
Flash speed makes these extra good. Each one is an artifact creature. This can be treated like a combat trick with karnstructs
- **Karn, Scion of Urza \$9.50**
Card advantage when you need it, additional karnstructs when you need them, flavor win all around

Total = \$24.35

HONORABLE MENTION

- **Mystic Forge \$5.00**
A really powerful card advantage that plays really well with the deck. Made even better by cost reducers
- **Tezzeret, Master of the Bridge \$12.99**
Just an absurdly powerful cost reducer in the deck. Could make a huge number of cards in the deck nearly free, give you late-game strength and can help you win. Highly recommend it.

CARDS TO TAKE OUT

- **Darksteel Juggernaut**
Not high impact enough. A little better with the menace Urza gives it, but just a beater that can be easy to block. You aren't going to lack for this effect since Urza makes them himself, and while the indestructible element is nice, this has the potential to feel low impact without trample
- **Hexavus**
6 mana to play it, then additional mana to give creatures flying is just not very efficient. Could see this playing very well in a deck that has more general counter synergy where it could get very big out of nowhere, but as is it's really just playing with the counters it comes in with.
- **Ethersworn Adjudicator**
Repeatable removal, but expensive to pull off and easy to remove. 5 to cast and then three to activate the next turn is just a lot to pay when you could be playing out other more impactful artifacts instead and growing your army of constructs
- **Urza's Ruinous Blast**
It's a board wipe, but it doesn't hit a lot of things you want it to hit, it destroys your constructs, and sometimes you can't even cast it! Especially when you're in a situation where you're behind on board which is the best position for board wipes. Not to mention board wipes in general aren't great in this deck
- **Marionette Master**
A good card in a lot of decks, but heavily benefits from having sacrifice outlets. I think this is a really key piece for a different sort of go-wide artifact strategy, but in the deck as is it just gets

you some incidental drain or a couple more bodies, and that not what I want to be spending six mana on

- **Phyrexian Rebirth**

Board wipes just aren't very good in this deck, even though this one makes you a nice creature after everything else has been removed. I think for the pure purpose of increasing the power of this deck it makes sense to have more cards that forward your strategy instead of expensive board wipes.

- **Kayla's Music Box**

Two mana to play, three to activate. If you want to actually get two cards out of this it takes three turns and 5 mana. That's a terrible rate.

- **Etched Champion**

Protection from all colors is nice, but it doesn't stop this from just being a 2/2 most of the time

- **Chrome Courier**

Don't think this is high enough impact. It's basically draw a card and get a flying body for 3.

- **Filigree Attendant**

This effect is a lot like the juggernaut. At least it has flying, but this isn't an effect you're hurting for in the deck and for 4 mana I just think you'd rather be playing any other card in the deck. Preferably one that gives you more than one artifact body

HOW THE DECK PLAYS

This deck wants to make a big army and just keep beating people with it. Urza looks expensive on the surface, but if you're playing any of the huge number of artifact creatures in the deck he's going to be easy to cast and recast whenever he's removed. You really just want to spew out artifacts, go as wide as possible, and then hit hard with your karnstructs. In my experience it doesn't take long to get going, there's a lot of solid early ramp, and if you can get out some of the artifact creature producers your momentum can really take off.

3) **TO THE LISTENERS**

What do you think of the "Urza's Iron Alliance" 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**

House of the Dragon! Storybook Brawl

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, Sam Waldow, Gaurav Gulati, Jamie Block, Evan Limberger and Mitch Trafford**

-Shout out to **Geoffrey Palmer** for the living card animations (@LivingCardsMTG)