CZ0482: "LEGENDS' LEGACY" BUDGET PRECON UPGRADE GUIDE

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1) INTRO Jimmy and Josh

@jfwong - @JoshLeeKwai - @commandcast

It's "LEGENDS' LEGACY", the DOMINARIA UNITED Mardu Legends-matter 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:

CHANNEL FIREBALL **ULTRAPRO #1** **PATREON: SEAN BROWN**

2) MAIN TOPIC: - "LEGENDS' LEGACY" 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:

Dihada, Binder of Wills (main commander)

- Starting at 5 loyalty and going up to 7 is pretty big game for a Planeswalker
- +2 does a great job protecting Dihada as it is until your *next* turn
- -3 can essentially bin 4 cards and get you 4 Treasures immediately
 - Still good with 1 or 2 cards drawn and 3 or 2 treasures made!
 - Flexibility here will allow you to sequence some cool plays
- -11 is pretty darn powerful combine it with some sac outlets and you should win on the spot
 - Nonland permanents mean you're also getting mana rocks, etc.

Shanid, Sleepers' Scourge (secondary commander)

- Menace + Legendary Tribal?
- Getting a card draw off of Legendary LAND as well as a spell is pretty cool
 - Lots of Legendary lands out there
- You should probably be drawing at least 1 card each turn with this Commander

"LEGENDS' LEGACY" DECK STATS

- Ramp 12
- Card Draw 11
- Single Target Removal 5
- Wipes 2
- Legendary 46
- Legendary Payoff 20
- Graveyard 9
- Attack/Damage 12

WHO SHOULD YOU RUN AS THE COMMANDER?

Dihada, Binder of Wills

• Dihada's abilities are so powerful and relevant to the deck's contents that it's hard to justify Shanid. Shanid does have a pretty strong draw ability, but in terms of explosiveness and power, it's hard to beat what Dihada brings to the table.

REPRINT VALUE:

*PRICES TAKEN PRIOR TO DECK REVEAL

This only takes into account the value of the reprints (74) NOT the new cards.

Total Reprint Value is \$110.11

(Average Reprint Value)

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

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

5 cards that are \$5 or more, and 17 cards \$2 or more

Reprints \$5 and Above:

Shizo Death's Storehouse	\$21.00
Day of Destiny	\$6.00
Bontu's Monument	\$6.00
Captain Lannery Storm	\$5.70
Dragonskull Summit	\$5.40

Reprints Between \$2 and \$5

Reliquary Tower	\$4.35
Shivan Gorge	\$3.70
Odric Lunarch Marshal	\$3.30
Oketra's Monument	\$3.30
Ashling the Pilgrim	\$3.05
Battlefield Forge	\$2.80
Mikokoro Center of the Sea	\$2.75
Night's Whisper	\$2.65
Honor-Worn Shaku	\$2.25
Generous Gift	\$2.20
Traxos Scourge of Kroog	\$2.05
Krenko Tin Street kingpin	\$2.00

BEST CARDS IN THE DECK (* denotes a reprint)

- Garna, the Bloodflame*
- Primevals' Glorious Rebirth* / Urza's Ruinous Blast*
- Cadric, Soul Kindler

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)

PLANESWALKER HELP:

•	Lae'zel, Vlaakith's Champion	\$0.50
•	Luxior, Giada's Gift	\$6.00
•	Semester's End	\$0.90

GRAVEYARD SYNERGIES

•	Olivia, Crimson Bride	\$5.75
•	Sevinne's Reclamation	\$2.00
•	Junji, the Midnight Sky	\$4.50

LEGENDARY MATTERS

•	Yoshimaru, Ever Faithful	\$1.80
•	Thalia's Lancers	\$0.30

FUN TO FIND

Gonti, Lord of Luxury \$0.10Varragoth, Bloodsky Sire \$2.00

Total = \$24.00

HONORABLE MENTION

• Sheoldred, Whispering One \$12.00

A bit more expensive, but if you're going to be throwing cards into the graveyard, then Sheoldred is perfect. Plus, on theme with all the Compleation that's been happening...

- Eiganjo, Seat of the Empire \$4.50
- Sokenzan, Crucible of Defiance \$2.75
- Takenuma, Abandoned Mire \$4.50
- Untaidake, the Cloud Keeper \$2.50

All four of these lands are Legendary and serve a lot of different uses - if you happen to have them, slot them in!

CARDS TO TAKE OUT

• The Circle of Loyalty

Way too expensive for not an amazing effect

• Tenza, Godo's Maul

We already have Hero's Blade and Blackblade Reforged

• Sword of the Chosen

This isn't even equipment, and it's one use per turn... no thanks

• Hedron Archive

4 drop slot is already crowded, and we have enough ramp in the deck with Dihada's -3

• Zetalpa, Primal Dawn

This is a Precon Win Condition - now that we're upgrading, we don't need it

• Tajic, Blade of the Legion

There are more effective ways of killing your opponents

• Kari Zev, Skyship Raider

Love this card, but too low impact

• Josu Vess, Lich Knight

It's a cool card, but you're probably never Kicking it, and the stats are just ok otherwise

• Ashling the Pilgrim

This is just weird in the deck

Day of Destiny

The card feels too "do-nothing" - your Creatures are already powerful enough as it is with Dihada

HOW THE DECK PLAYS

Without the traditional Green ramp, this deck is heavily reliant on early game Mana Rocks to get the Commander out. From there the possibilities are awesome - take a couple of cards and get some Treasure, take none at all and cast from your hand. Your Creature quality will be higher than your opponents in general, so just focus on beating them down one at a time, and if you're lucky, you'll even pull off a Dihada ultimate.

3) **TO THE LISTENERS**

What do you think of the "LEGENDS' LEGACY" precon? Any cards we missed? Any cards we suggested to take out or add that you disagree with?

CHANNEL FIREBALL-OUT #2 **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, Ashlen Rose, Arthur Meadowcroft, Craig Blanchette, Ladee Danger, Manson Leung, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Truc Thai, Jamie Block, Evan Limberger and Mitch Trafford

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