

## CZ462: "OBSCURA OPERATION" BUDGET PRECON UPGRADE GUIDE - STREETS OF NEW CAPENNA

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1) INTRO Jimmy and Ashlen

**@jfwong - @AshlenRose - @commandcast**

*On this episode we're upgrading the upgrade deck! It's "OBSCURA OPERATION" the ESPER conniving precon. 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: BEN RANDALL\*\***

**\*\*COMMAND ZONE LIVE - May 10TH\*\***

2) MAIN TOPIC: - **OBSCURA OPERATION 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:**

**KAMIZ, OBSCURA OCLUS** (main commander)

- Lowest CMC of all the commander options
- Opportunity to 'fix' the power of your attacking creatures' so that a creature you want to have double strike meets the 'lesser power' stipulation because The connive trigger happens before the 2nd part of the ability
- Giving double strike to creatures w/ dmg triggers is really strong. A good chunk of this deck is dmg triggers so there are so many targets. (even if they only stick around for 1 turn its x2 the value)

**TIVIT, SELLER OF SECRETS** (secondary commander)

- Highest CMC
- 5 votes total = 5 treasure tokens per turn after the first

**OSKAR, RUBBISH RECLAIMER** (DIMIR commander)

- Flavor score 10/10
- Graveyard matters deck

## **"OBSCURA OPERATION" DECK STATS**

**Ramp - 12**

**Card Draw - 14**

**Single Target Removal - 11**

**Wipes - 3**

**Attack/Damage Triggers - 22 (~21 dmg)**

**Evasion - 21**

**Graveyard - 14**

**Connive - 5**

### **DECK VALUE:**

#### **NOTE: PRICES TAKEN PRIOR TO DECK REVEAL**

*This only takes into account the value of the reprints (63) NOT the new cards.*

**Total Reprint Value is \$120.97**

Average precon reprint value of the past three years which averages around \$80.

\*This is the highest SNC precon value by a lot\*

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

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

\$17.70 Silent-Blade Oni

\$10.50 Wrexial, the Risen Deep

\$8.20 Fetid Heath

\$5.25 Fallen Shinobi

\$5.90 Strionic Resonator

\$5.60 Alela, Artful Provocateur

\$5.25 Chasm Skulker

\$5.00 Quietus Spike

\$4.35 Drana, Liberator of Malakir

\$4.35 Custodi Lich

\$4.30 Dimir Signet

\$4.00 Creeping Tar Pit

\$2.85 Dragonlord Ojutai

\$2.45 Austere Command

\$2.05 Fellwar Stone

\$2.00 Wayfarer's Bauble

\$2.00 Swords to Plowshares

#### **WHO SHOULD YOU RUN AS THE COMMANDER?**

- Kamiz 100% - The deck out of the box is heavily tuned to support them. With all the dmg triggers and evasion it just makes sense. Tivit is better in the 99 for this and benefits from Kamiz.

### **BEST CARDS IN THE DECK** (\* denotes a reprint)

- **Change of Plans**  
Instant protection against board wipes (which the deck is susceptible to). PLUS card draw with upside.
- **Tivit, Seller of Secrets**  
*2x Treasure per turn min almost guaranteed with commander out. Difficult to remove.*
- **Sun Titan**  
*It's a crucible of worlds for all permanents and there are 28 non-land targets in the deck. It's just good.*
- **An Offer You Can't Refuse**  
1 mana counterspell (noncreature but still). Also it's really fun to read the name.

### \*\*\*MIDROLL BREAK\*\*\*

*Quick discussion about Ashlen's evaluation of the deck right out-of-the-box and what the goal of her adds/subtractions were going into the "cards to add" section:*

### **CARDS TO ADD**

*(remember: our total budget is around \$30~ for this exercise)*

- **(\$12.00) Dauthi Voidwalker**
- **(\$4.00) Nashi, Moon Sage's Scion**
- **(\$1.00) Virtus the Veiled**
- **(\$1.00) Consuming Aberration**
- **(\$1.00) Mirko Vosk, Mind Drinker**
- **(\$2.50) Raven Guildmaster**
- **(\$6.50) Silas Renn, Seeker Adept**
- **(\$0.20) Master of Predicaments**
- **(\$0.25) Teferi's Tutelage**
- **(\$0.60) Elixir of Immortality**

Total = \$29.05

### **HONORABLE MENTION**

- **(\$6.00) Ashling, the Extinguisher**
- **(\$11.00) Sword of the Animist**
- **(\$1.50) Strixhaven Stadium**
- **(\$4.50) Bone Dancer**

## CARDS TO TAKE OUT

- Skyway Robber
- Life Insurance
- Commit /// Memory  
*Expensive bounce & we don't want to Memory*
- Nadir Kraken
- Graveblade Marauder
- Wrexial, the Risen Deep
- Whirler Rogue
- Ghostly Pilferer
- Nightmare Unmaking  
*Already have Dusk //Dawn & Austere*
- Jailbreak

## HOW THE DECK PLAYS

Play cheap value creatures that benefit from the commander. Overwhelm opponents with unending attackers. Play bombs & win. OR MILL THEM OUT BWAHAHAHAHA.

### 3) TO THE LISTENERS

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

**\*\*CHANNEL FIREBALL-OUT #2\*\* \*\*ULTRA PRO #1\*\***

### 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! **Arthur Meadowcroft, Shauna Gilles, Damen Lenz, Ladee Danger, Manson Leung, Craig Blanchette, Ashlen Rose, 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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