

CZ0566 - WHO "BLAST FROM THE PAST" PRECON UPGRADE GUIDE

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

*****ROOM TONE*****

- 1) INTRO JIMMY AND RACHEL

@jfwong - @wachelreeks - @commandcast

Doctor Who has officially come to the Magic sphere, bringing with it four commander decks! They are full of Doctor Who episodes and characters and a few reskinned Magic cards that are flavorfully appropriate. Today, we're upgrading the "Blast from the Past" deck. It's a Bant (blue, white, green) historic themed Commander precon, featuring the classic Doctors 1-8. You played this deck on Game Knights, Jimmy! We're gonna go over the STATS and suggest 10 cards to add and 10 to take out! BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: STEVEN STRICKLAND JR.****

- 2) MAIN TOPIC: **"BLAST FROM THE PAST" - 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

This section is usually pretty straightforward, but with the Doctor Who decks, things are a bit more complicated. There are LOTS of Doctor/Companion pairings that could be the commanders of this deck. We're only going to talk about the most synergistic pairings and the most likely candidates to be your commander out of the box.

THE FOURTH DOCTOR / SARAH JANE SMITH (Face commander)

- *This looks like an artifact token deck. Cast historic spells to generate a huge amount of artifact tokens and use them to win the game somehow.*

THE FIRST DOCTOR / SUSAN FOREMAN (UW + Green Companion)

Also The TARDIS

- *The First Doctor searches for The TARDIS, a powerful vehicle that lets you cascade through your deck. Seems good with cast from exile synergies or just getting a lot of general value*

THE FIFTH DOCTOR / SUSAN FOREMAN (UW + Green Companion)

- *Fifth Doctor seems best with a lot of activated abilities. Can generate a lot of value by untapping your creatures and activating them multiple times. Susan helps you get him out even faster and is great to untap.*

THE SIXTH DOCTOR / ROMANA II (UG + White Companion)

- *This is an expensive duo but very powerful. If you can have both on the board at the same time, your deck will be very explosive. Will need a LOT of ramp to get it done.*

ALISTAIR, THE BRIGADIER (backup commander)

- *A good general commander who covers all your bases but is admittedly... boring.*

"BLAST FROM THE PAST" DECK STATS

- Ramp 12
- Card Draw 13
- Targeted Interaction 11
- Wipes 3
- Lands 36
 - Basic Lands 7

- Historic Spells 50
 - Sagas 8
- Historic Payoffs 14
- Scrap Makers 5
- Scrap Payoffs 4
- Tap Abilities 6

WHO SHOULD YOU RUN AS THE COMMANDER?

The Fourth Doctor / Srah Jane Smith

REPRINT VALUE

This only takes into account the value of the reprints (40) at time of recording, NOT the new cards (53).

Retail value is hard to determine without MSRP, and commander precon preorder prices have swung WILDLY this year, ranging from deck to deck and set to set. However, these decks are pre-ordering for \$50 at time of recording.

Reprint Value for this deck is: \$87.14

This is hard to compare directly with other precon sets of this year because of the range of shelf price and the number of reprints in each deck. So I did a little math to determine the average bang for your buck value for each set this year. This is the average reprint value divided by the average shelf price.

(Average Reprint Value)

March of the Machine - \$2.42 of reprint value per \$1 cash

Lord of the Rings - \$2.53 of reprint value per \$1 cash

Commander Masters - \$1.90 of reprint value per \$1 cash

Wilds of Eldraine - \$2.82 of reprint value per \$1 cash

If you preorder at \$50, **"Blast from the Past"** represents **\$1.74** of reprint value per \$1 cash

That number sounds extremely low, but it doesn't represent the whole picture either, however, because there are only 40 reprints in this deck. So more of the deck's value is represented by new cards that we can't measure here. So I took the reprint value and divided it by the number of reprints to get the average value of each individual reprinted card.

March of the Machine - Avg Individual Reprint Value **\$1.38**

Lord of the Rings - Avg Individual Reprint Value **\$2.38**

Commander Masters - Avg Individual Reprint Value **\$2.05**

Wilds of Eldraine - Avg Individual Reprint Value **\$1.90**

"Blast from the Past" - Avg Individual Reprint Value **\$2.18**

This tells us that while the reprint quantity is low, the quality of reprints is slightly above average, especially when it comes to the mana base.

NOTABLE REPRINTS

\$5 or more. There are 5.

- **Heroic Intervention** **\$14.00**
- **Horizon Canopy** **\$13.00**
- **Deserted Beach** **\$8.50**
- **Dreamroot Cascade** **\$8.50**
- **Overgrown Farmland** **\$7.50**

BEST CARDS IN THE DECK (*denotes a reprint)

- The Sixth Doctor
- Nyssa of Traken
- Alistair, the Brigadair

MIDROLL BREAK

UPGRADE GOALS

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)

GENERAL VALUE

- **Chulane, Teller of Tales \$17.00**
This is the most generic good stuff card in the colors, but it does everything you need to make this deck function better. The deck is filled with Creatures as well so this fits well.
- **War of the Last Alliance \$2.00**
This is a direct replacement for The Caves of Androzani. Seeing as you have so many Legendary Creatures in the deck, this acts as a great toolbox for you and even potential win con with the Double Strike. You can read "The Ring Tempts You" as a single creature you control gets Skulk.
- **Junk Winder \$0.25**
This is also a replacement effect for Caves of Androzani - it will let you utilize all of the artifact token generation in the deck and punch through for damage, especially when it's the Tardis that needs to get through a flying blocker.
- **Raff Capashen, Ship's Mage \$0.25**
Raff allows you to cast historic permanents on each player's turns, making your commander's cast from library ability even stronger. Especially if you have a lot of mana. Speaking of a lot of mana...

CARES ABOUT TOKENS

- **Urza, Lord High Artificer \$12.00**
Turning all of your artifacts into mana producers is big game especially when the deck is so mana hungry. It's also an over the top wincon with his activated ability.

- **Jaheira, Friend of the Forest \$3.00**
Similar to Urza, this turns your artifact tokens into mana producers, and will be super handy for playing out your big cards.
 - **ALT: Night of Sweets' Revenge \$0.25**
You can also consider this if you're sticking with the 13th Doctor since he creates Food tokens and this acts as a finishing Craterhoof-esque effect.
- **Gala Greeters \$0.75**
Another great 2-drop that will continue to provide tons of value for this deck over the long haul - create Treasure artifact tokens, gain life, and pump itself up for big damage later on.
- **Esix, Fractal Bloom \$1.25**
While you can't copy your own creatures because they're Legendary, Esix allows you to make copies of opponents' stuff, and considering that a lot of the WHO cards are cute but not that powerful, you're going to want a way to even the field a bit and this is a great way to do so.
- **Academy Manufactor \$7.00**
Combined with Jaheira and Urza, this is going to be one of the best cards in the deck and really make sure you always have something to do with your mana.
- **Samwise Gamgee \$2.75**
Sam is a cheaper historic permanent that helps you make even more food tokens and turns them into an engine. He does it all!

Total = \$46.25

CARDS TO TAKE OUT

- **The Caves of Androzani**
The best part of this card is the tutor on the 4th chapter, the rest could be completely dead effects on the board state. Also it's a 4-drop and we HAVE to cut down on those.
- **Ace's Baseball Bat**
I don't like equipment in general, and the Dalek text is likely never going to be relevant outside of the Precon environment.
- **The Seventh Doctor**
At five mana and needing to attack, this card is more of a build around than a solid pick in the deck. Also, guessing games aren't really my jam.
- **Five Hundred Year Diary**
4 mana rock that enters tapped and is conditional on Clues? No thanks.
- **Day of Destiny**
Another 4 mana spell that creates a lot of power and toughness, but also just does stone cold nothing after a board wipe.
- **Gallifrey Stands**
It's a big splashy effect, but you can't actually make the second "win the game" clause happen in the colors of the deck. You're in Bant so plenty of other ways to get good graveyard recursion going.
- **Duggan, Private Detective**
A very flavorful card, but a singular effect on another 4-mana body that doesn't have haste is just rough.
- **Ace, Earless Rebel**
Another 4-mana spell and a fight on an attack that is conditional on sac-ing an artifact... too much work for something that may kill Ace.

- **Leela, Sevateem Warrior**

Another 4 mana spell that doesn't do anything to synergize with the deck other than add potential +1/+1 counters to Leela.

- **Bessie, the Doctor's Roadster**

Tardis is the vehicle of choice in this deck - this is an on the ground creature that will likely be able to be blocked by something and killed in combat. Is it good enough to justify the effect of unblockable on another Legendary only one time? No way.

HOW THE DECK PLAYS

You'll spend the early turns generating artifact tokens by casting historic spells with Sarah Jane Smith. Your

3) **TO THE LISTENERS**

What do you think of the "Blast from the Past" 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; Jamie Block; Jordan Pridgen; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Craig Blanchette; Katie Cole; Mitch Trafford; Gabriel Pozos; and Josh Lee Kwai.**

And **Jimmy Wong!**