

CZ0572: LCI "VELOCI-RAMP-TOR" PRECON UPGRADE

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CLAP AND SLATE

ROOM TONE

Reminder: There are two midrolls so take your time.

- 1) INTRO JORDAN & RACHEL

@jordanpigeon @wachelreeks - @commandcast

This is the first of four precon upgrade guides for the brand new "Lost Caverns of Ixalan" set and we started with the biggest and baddest of all. Today we're upgrading the Naya (red, green, white) Dinosaur-themed precon. We'll talk about what comes in this deck and give you 10 cards to add to kick its power level up a notch. BUT FIRST:

****CARD KINGDOM** **ULTRAPRO #1** **PATREON: CONOR SALINAS****

- 2) MAIN TOPIC: **"VELOCI-RAMP-TOR" - PRECON UPGRADE**

The rules: 10 cards in, 10 cards out. Total budget of \$50. We'll leave the mana base as-is.

NEW COMMANDERS

PANTLAZA, SUN-FAVORED (Face commander)

- *This is SO powerful. It's not as good at cheating HUGE dinosaurs into play as Gishath, but it does help you churn through your deck and see a lot of cards. This is less about dino density and more about dino impact.*

WAYTA, TRAINER PRODIGY (Backup commander)

- *So this is a more Enrage-themed commander. It's also just a repeatable fight spell. I'd expect a lot of enrage triggers and enrage-style triggers and probably some big creatures that like to fight.*

"VELOCI-RAMP-TOR" DECK STATS

18 Ramp

7 Draw

11 Interaction

4 Wipes

39 Lands (16 Basic Lands)

35 Dinosaurs

18 Dinos Matter

5 Enrage Abilities

7 Triggers Enrage

6 Buffs

6 Cheat Mana Cost

WHO SHOULD YOU RUN AS THE COMMANDER?

Pantlaza, Sun-Favored

MIDROLL POINT #1

REPRINT VALUE

This only takes into account the value of the reprints (71) at time of recording, NOT the new cards (13).

These decks are currently preordering for what set precon values have been historically, about \$40.

Reprint Value for this deck is: \$167.50

This is higher than the average reprint value for every single set of precon values this year regardless of their shelf price.

(Average Reprint Value)

All Will Be One Precons - \$101.20

March of the Machine Precons - \$97.00

Lord of the Rings Precons - \$126.44

Commander Masters Precons - \$152.06

Wilds of Eldraine Precons - \$112.90

Doctor Who Precons - \$110.17

If you take their shelf price into consideration, this reprint value looks even better. We calculated a "Bang For Your Buck" value for each precon this year dividing the reprint value by their preorder price. This number tells you how much card value you're getting per \$1 spent.

(Bang For Your Buck)

All Will Be One Precons - \$2.53

March of the Machine Precons - \$2.42

Lord of the Rings Precons - \$2.53

Commander Masters Precons - \$1.90

Wilds of Eldraine Precons - \$2.82

Doctor Who Precons - \$2.20

Again, "Veloci-Ramp-tor" total value is \$167.50

If you buy it at \$40, you get a whopping \$4.19 of cards for your \$1 cash

NOTABLE REPRINTS

\$5 or more. There are 10.

- **Akroma's Will** \$25.00
- **Xenagos, God of Revels** \$15.00
- **Chandra's Ignition** \$14.00
- **Apex Altisaur** \$13.00
- **Descendants' Path** \$7.50
- **Rhythm of the Wild** \$6.50
- **Ripjaw Raptor** \$5.50
- **Marauding Raptor** \$5.00
- **Runic Armasaur** \$5.00
- **Zacama, Primal Calamity** \$5.00

BEST CARDS IN THE DECK (*denotes a reprint)

- Curious Altasaur
- Scion of Calamity
- Bronzebeak Foragers

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:

MIDROLL POINT #2

CARDS TO ADD

(remember: our total budget is around \$50 for this exercise)

FLASH DINOS

- **Sneak Attack \$6.50**
Sneak Attack is great with other ETB effects and you get some extra value from the Discover trigger? Seems great.
- **Monster Manual \$6.00**
Cheat a dino into play on end step, trigger Discover

- **Cryptic Gateway \$0.50**
Use your cheap dinos to cast your expensive ones. Do it on your opponent's turns!
- **Ephemerate \$1.50**
Discover at instant speed or protect your board from removal

CARD ADVANTAGE

- **Invasion of Ikororia \$6.75**
A great tutor that produces a dinosaur! Note: Discover let's you put the card to hand if you choose
- **Greater Good \$7.00**
Great card draw in any deck putting big boys into play
- **Elemental Bond \$5.25**
Great card draw in any deck putting big boys into play.
- **Realmwalker \$4.50**
A cheap dinosaur that shows you a few extra cards and gives you a little extra information before Discovering

COOL DINOSAURS

- **Etali, Primal Conqueror \$8.00**
One of the most fun dinos they've made in years. You gotta have him!
- **Flaming Tyrannosaurus \$1.50**
A dinosaur with PERFECT synergy.

Total = \$47.50

CARDS TO TAKE OUT

- **Thundering Spineback**
This deck has a really high curve, which makes sense for a dinosaur deck. That being said, we want to make sure our expensive dinos are worth spending the mana on. This just isn't, despite it having the potential to make dinos on other players' turns.
- **Verdant Sun's Avatar**
Again, too expensive. Too low impact.
- **Bellowing Aegisaur**
Again, too expensive. Too low impact.
- **Raging Regisaur**
Again, too expensive. Too low impact.
- **Majestic Heliopterus**
4-mana for a 2/2 is rough in a deck that cares about toughness. The evasion is cute but not quite enough.
- **Shifting Ceratops**
This card just doesn't do all that much. It's toughness is only on rate. Not worth a slot.
- **Runic Armasaur**
This card continues to disappoint in the card draw department. I like the high toughness! But just doesn't quite do enough.
- **Deathgorge Scavenger**
Slow sorcery speed graveyard hate isn't all that good. We like cheap dinosaurs generally, but this doesn't do a whole lot for you.

- **Migration Path**

This deck has a lot of ramp and this is the worst of it. We'd rather run ways to cheat dinos into play at this slot.

- **Lifecrafter's Bestiary**

Just a little too mana hungry for a deck that wants to cast big things.

HOW THE DECK PLAYS

Ramp Ramp Ramp Play Dinosaurs. Expect to spend a lot of your early turns ramping and setting up since the curve of the deck is pretty high. Once you get going however, you're going to be a big aggressive threat on the board very fast. You aren't loaded with removal and that's fine. You're going to want to go over your opponents and make a big board to take them out before they can deal with it. If you can keep pantlaza alive, you're going to have a lot of card and board advantage, but make sure you're not overextending into a board wipe if you can.

3) **TO THE LISTENERS**

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

****CARD KINGDOM #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; Eric Lem; Megan Yip; Gaurav Gulati; Jamie Block; Arthur Meadowcroft; Manson Leung; Josh Murphy; Jake Boss; Sam Waldow; Evan Limberger; Katie Cole; Mitch Trafford; Josh Lee Kwai; and Jimmy Wong.**

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