

CZ0513: THE BEST MONOCOLORED COMMANDERS FROM ONE

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1) INTRO Jimmy & Rachel

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We're taking a look at some of the new monocolored Commanders coming out in All Will Be One and there are some very exciting ones to talk about this time. BUT BEFORE WE GET INTO THEM:

****CARD KINGDOM** **ULTRAPRO #1** **GK LIVE PHILLY** **PATREON: DANNY MERCADO****

2) MAIN TOPIC: MONOCOLORED COMMANDERS - ALL WILL BE ONE

There are 17 new monocolored legendary creatures in Phyrexia: All Will Be One; so we won't have time to cover them all. We're dedicating a whole episode to the Dominus cycle of legendary creatures, so if you're excited about those make sure you've subscribed and come back for that episode. We've also skipped a few of the commanders that are themed around specific creature types or are similar to commanders we've covered in the past

ELESH NORN, MOTHER OF MACHINES

Josh played on Game Knights: Phyrexian Praetors

NOTE: Key distinction between "when" a permanent enters and "as" a permanent enters. "When" is a trigger and "as" is not.

- *Mulldrifter is turned off. Clones are not.*
- *Bounce lands bounce triggers are turned off. Shocklands pay life abilities are not.*

NOTE: No bounce lands. No Lotus Field. Careful with Dowsing Dagger, They WILL trigger twice.

Es THE B *When Elesh Norn speaks, we listen! Let's make some stuff enter the battlefield.*

- *Tutors > Stoneforge Mystic; Recruiter of the Guard; Ranger-Captain of Eos*
- *Draw > Spirited Companion; Rumor Gatherer; Wedding Ring;*
 - *No Tocasia's Welcome or once per turn triggers.*
- *Resilience > White Plume Adventurer; Sun Titan; Karmic Guide*
- *Ramp > Archaeomancer's Map; Skyclave Relic*
- *Interaction > Aerial Extortionist; Grasp of Fate; Skyclave Apparition*
 - *There is a whole line of removal that can be used here, as evidenced by Josh's beatdown win in Game Knights - Fiend Hunter; Banishing Light; Grasp of Fate MVP*

ETB, AGAIN *Blink stuff!*

- *Teleportation Circle; Conjuror's Closet; Sword of Hearth and Home;*
 - *All fine but not as good as...*
- *Touch the Spirit Realm; Charming Prince; Restoration Angel; Felidar Guardian; Flickerwisp*
- *Preston, the Vanquisher (as if it wasn't broken enough already)*

MONO-WHITE LANDS? *Can we get there???*

- *Payoffs* > Felidar Retreat; Emeria Shepherd; Emeria Angel; Trove Warden
- *Extra Lands into Play* > Sun Titan; Sevinne's Reclamation; Archaeomancer's Map; Sword of the Animist; Sword of Hearth & Home; Staff of Titania; Deep Gnome Terramancer; Walking Atlas;
- *Catch Up Ramp* > Knight of the White Orchid; Keeper of the Accord; Loyal Warhound;
 - Zuran Orb; Aura Fracture;
 - Planar Birth; Brought Back; Cosmic Intervention;

NOTE: It's hard to do something cute with this card because your opponents' will be forced to remove it in many cases. It will likely affect everyone in some way.

IS ELESH NORN BAN WORTHY?

Sheldon Menery wrote an article about this card after she was released called "Elesh Norn, Mother of Machines: The Good And The Bad" for Star City Games. In it, he suggests he is looking closely at the play patterns that Elesh Norn creates. And will be seeing if it is a candidate for a future ban. He says,

"This card does not look like it's going to offer positive play experiences. It's dangerously designed and then pushed mana-wise."

"I'm firmly in the camp that the card is a net negative for the format, but that's not the only part of the calculus. What remains to be seen—and observed over the next quarter or two—is if it is negative enough to take action on."

What do you think? Is she too much for Commander?

One last question for Mono-White - this is how "value" plays out in the Commander design today - tons of ETB abilities and plenty of powerful removal. Is Elesh Norn always at the end of the road for any white deck to succeed? Does it come at the cost of the playgroup / play experience? (to Sheldon's point).

SKRELV, DEFECTOR MITE

GOOD STUFF *You could lean into Skrelv's protection to protect important value creatures or stax pieces (if that's appropriate for your playgroup).*

- Esper Sentinel; Hushbringer; Aven Mindcensor; Drannith Magistrate;
- God-Eternal Oketra; Aerial Extortionist; Serra Paragon;
- Serra's Emissary; Elesh Norn, Grand Cenobite; Sun Titan;

TOXIC AGGRESSION *But this could also be an aggressive creature deck that wants to deal damage.*

- *Infect* > Plague Myr; Ichorclaw Myr; Core Prowler; Tine Shrike; Inkmoth Nexus; Skrelv's Hive; White Sun's Twilight
- *Evasive* > Remorseful Cleric; Soltari Visionary; Celestine, the Living Saint;
- *Double Strike* > Jawbone Duelist; Skyhunter Skirmisher; Aven Sunstriker;
 - Goring Ceratops; True Conviction; Akroma's Will; Duelist's Heritage

PROLIFERATE *Get those poison counters to 10!*

- Norn's Choirmaster; Sword of Truth and Justice; Grateful Apparition; Staff of Completion;

I think we'll see a lot more of Skrelv in the 99, especially a deck that has Yoshimaru in it. Toxic 1 isn't as important as Hexproof and unblockable.

UNCTUS, GRAND METATECT

This deck is surprisingly versatile. Could go a lot of directions.

COMBO POTENTIAL *let's get this out of the way...*

- Loot your whole deck with Aphetto Alchemist or two untappers
 - Vizier of Tumbling Sands; Fatestitcher; Kelpie Guide; Clever Conjuror; Nimbleclaw Adept;
 - Thassa's Oracle; Laboratory Maniac or Jace Wielder of Mysteries;
- Congratulations, you did it.

ARTIFACTS *This is the deck they seem to be hinting at.*

- *Taps itself* > Emry, Lurker of the Loch; Urza, Powerstone Prodigy; Master Transmuter; Vedalken Engineer; Renowned Weaponsmith;
- *Taps Others* > Grand Architect; Urza, Lord High Artificer with Blue Artifact Creatures; Springleaf Drum; Chief Engineer; Whir of Invention; Inspiring Statuary; Universal Surveillance; Metallic Rebuke;
- Mirrodin Besieged;

CONTROL *But it could be very controlling*

- *Taps itself* > Sly Instigator; Dulcet Sirens; Heidar, Rimewind Master
- *Taps Others* > Opposition; Relic of Legends;
- Teferi, Temporal Pilgrim; All-Seeing Arbiter;

MILL *Sneaky mill commander?*

- Persistent Petitioners
- *Mill when draw* > Psychic Corrosion; Mystic Redaction; Sphinx's Tutelage; Teferi's Tutelage
- *Draw doublers* > Teferi's Ageless Insight; Alhammarret's Archive;
- *Mill Tech* > Bruvac, the Grandiloquent; Defiler of Dreams; Maddening Cacophony; Fractured Sanity; Memory Erosion;

FLYING MEN *Attacking also taps?*

- Siren Stormtamer; Thieving Skydiver; Faerie Seer; Esior, Wardwing Familiar; Brazen Borrower;
- Grazilaxx, Illithid Scholar; Feywild Visitor; Heraldic Banner;
- Candlekeep Inspiration

TIM.DECK *They tap and untap after all (Prodigal Sorcerer) - in the 99 of*

- Ghyrson Starn; Nin, the Pain Artist

GETH, THANE OF CONTRACTS

That's a lot of drawbacks... but this looks like a pretty straightforward reanimator deck to me CAREFUL: NO Blood Artist; Zulaport Cutthroat; Viscera Seer; Fleshbag Marauder. They will die immediately.

GETH *How do we help him work better?*

- Thousand-Year Elixir; Patriar's Seal; Rings of Brighthearth
- Conjuror's Closet

+ TO -1/-1 *Is there something cool to do with his static ability?*

- Gulgari Thug; Stitcher Supplier;
- In decks like Shirei, Death's Caretaker you might run Heartless Summoning, giving other creatures -1/-1 so you get instant death triggers when you cast your little x/1s.

REANIMATED *You can reanimate whatever big thing you like best! This is the fun part!*

- Massacre Wurm; Ancient Brass Dragon; Demon of Dark Schemes; Vilis, Broker of Blood; Lorcan, Warlock Collector; Thieving Amalgam;
- Dealer's choice with these! Pick your favorites!
 - *NOTE: Avoid dies triggers as they won't happen when Geth reanimates them.*

REANIMATORS *You probably still want a few reanimation effects outside of your commander*

- Reanimate; Animate Dead; Stitch Together; Living Death;

SELF MILL *Fill up the graveyard*

- Hostile Negotiations; Angel of Suffering; Doom Whisperer; Scion of Halaster; Altar of Dementia
- *Discard Outlet* > Bog Witch; Bone Shards; Lethal Scheme;
- *Tutors* > Buried Alive; Oriq Loremage

*****MIDROLL POINT***** *We have 5 more monocolored legends to talk about including a Commander that turns all your creatures into Juggernauts?*

KINZU OF THE BLEAK COVEN

Cool, it's kind of like a Luminous Broodmoth or Nightmare Shepherd but for little toxic copies instead.

RINSE AND REPEAT *Is anyone trying to play Saw in Half? Creatures with strong ETBs or static abilities that need to stick around can crush a table in mono-Black*

- ETB > Noxious Gearhulk; Grave Titan; Gray Merchant of Asphodel
- *Static Ability* > Crypt Ghast; Blood Artist / Aristocrats; Viscera Seer

EDICTS

- Plaguecrafter; Gravelighter; Fleshbag Marauder; Demon's Disciple; Merciless Executioner; THERE ARE A TON OF THESE
 - This is the most powerful way to build this commander. I don't recommend it... brutal to play against in creature metas. And you likely win with something generic like Gray Merchant of Asphodel or Torment of Hailfire. But I do like that they send themselves to the graveyard...

SAC THEMSELVES *This is Yawgmoth, Thran Physician's world, we're just living in it.*

- *Evoke, Exploit* > Shriekmaw; Bone Shredder; Sidisi, Undead Vizier; Fell Stinger; Vulturous Aven;
- *ETBs* > Pilgrim's Eye; Gray Merchant of Asphodel; Abhorrent Overlord; Cadaver Imp;

RELENTLESS RATS

- They still get the +X/+X bonus even as a copy token.
- *ETBs* > Ichor Rats; Chittering Witch;
- Ogre Slumlord; Piper of the Swarm; Ashcoat of the Shadow Swarm;
- Crypt Rats + Grafted Exoskeleton

THAT LOOKS INFECTED

- *Infect* > Flesh-Eater Imp; Plague Myr; Skithiryx, the Blight Dragon; Plague Stinger; Core Prowler; Ichorclaw Myr; Phyrexian Crusader; Grafted Exoskeleton; Phyresis;
- *Evasion, Easy to give toxic* > Dauthi Voidwalker; Stirge; Hope of Ghirapur; Pilfering Imp; Gingerbrute;
- Grim Hireling;

VRAAN, EXECUTIONER THANE

Big Zulaport Cutthroat, looks like Ayara, First of Locthwain or Elas il-Kor, Sadistic Pilgrim. A bit of a snooze fest. I think a LOT of Aristocrats decks will want to play with this card if you can slowly sac creatures.

MORBID

- Morbid Opportunist; Ghoulish Procession; Malicious Affliction; Tragic Slip
- *Life Gain* > Veinwitch Coven

SAC FODDER

- *Token/Turn* > Ophiomancer (MVP); Thieving Amalgam; Great Unclean One; Tombstone Stairwell;
- *ETB Make Tokens* > Underworld Hermit; Abhorrent Overlord; Sedgemoor Witch;

SAC OUTLET

- Viscera Seer; Yahenni, Undying Partisan; Deadly Dispute;
- Dimir House Guard
 - *Finds Deadly Rollick; Pitiless Plunderer; Crypt Ghast; Baleful Mastery*

SLOBAD, IRON GOLEM

NOTE: Artifact mana is for activated abilities of artifacts or casting artifacts. NOT the same text as on the Powerstones we saw recently with Brother's War. It cannot be used on triggered abilities like Mana Vault or Nim Deathmantle.

This is pretty powerful in the 99 for a ton of different Commanders (Bosh, Iron Golem; Mishra, Eminent One; Osgir, the Reconstructor) - especially with cards like Portal to Phyrexia running around now, things can get ugly quick.

IRON IN THE FIRE

- *Low cost, High MV* > Oxidda Golem; Sojourner's Companion (Affinity); Sneak Attack; Arms Race;
- *ETB/Dies* > Ugin's Nexus; Coveted Jewel; Ruin Grinder; Ingenuity Engine; Retributive Wand;
- *Steal* > Treasure Nabber; Hellkite Tyrant; Opportunistic Dragon;
- *Token Copies* > Feldon of the Third Path; Mimic Vat; Jaxis, the Troublemaker;

UNTAP

- Thornbite Staff; Thousand Year Elixir; Patriar's Seal

COMBO POTENTIAL

- Slobad equipped with Thornbite Staff, use Spine of Ish Sah to blow up every creature
 - Artifact cost reducer nets artifact mana
 - Flash enabler lets you do it whenever a new creature comes in

MANA SINKS

- *Artifacts* > Summoning Station; Portal to Phyrexia; Walking Ballista; Everflowing Chalice;
- *Act. Abilities* > Staff of Domination; Staff of Completion; Helm of the Host; Colossus of Akros;
- *Mana Laundering* > Gemstone Array; Mycosynth Lattice; Basalt Monolith;
- Slagstone Refinery;

ARCHAEOLOGY

- Goblin Welder; Goblin Engineer; Scrap Trawler; Pia's Revolution; Underworld Breach;
- Maybe even Scrap Welder?

CHISS-GORIA, FORGE TYRANT

Careful! Cards are exiled for good.

Needs a HIGH density of artifacts.

AFFINITY BUILDERS 9 is a lot! Let's get some artifacts on the battlefield to make him more affordable

- Brea's Apprentice; Professional Facebreaker; Inspired Tinkering; Noble's Purse; Visions of Ruin
 - Reminder of how treasure tokens work with affinity.
- Artifact Lands > Darksteel Citadel; Treasure Vault; Power Depot;

BIG MACHINES Chiss-Goria also gives the artifacts affinity! What are some big artifacts we can cast with him?

- Portal to Phyrexia; Myr Battlesphere; Blightsteel Colossus; Platinum Emperion; Gonti's Aether Heart;

ARTIFACT INSURANCE You are VERY weak to mass artifact destruction. Have a plan!

- Darksteel Forge; Scrap mastery; Soul of New Phyrexia; Slobad, Goblin Tinkerer; Gerrard's Hourglass Pendant (doesn't do much if it's on the battlefield tho);

SUPPORTING ROLES You might need a FEW non-artifacts.

- Goblin Welder; Passionate Archaeologist; Blast-Furnace Hellkite;

GRAAZ, UNSTOPPABLE JUGGERNAUT

This is very similar to Maskwood Nexus or Arcane Adaptation but only for creatures you control on the battlefield.

JUGGERNETTES What are we turning into Juggernauts? How do you go wide in colorless

- Small, Evasive > Gingerbrute; Ornithopter; Signal Pest;
- Easy to Hide (So they don't have to attack) > Ebony Fly; Inkmoth Nexus; Guardian Idol;
- Tokens > Hangarback Walker; Oketra's Monument; Field of the Dead; Pentavus; Triskelavus; Tetravus; Skittering Invasion; Retrofitter Foundry; Thopter Squadron;
- Living Weapon > Kaldra Compleat; Nettlecyst; Batterbone;

RAMP! 8 mana is a lot of mana. We're going to need to get some mana in play

- Mana Rocks > You should play a critical mass if you want to cast Graaz reliably, and have it have VALUE attached like Dreamstone Hedron; or scales well like Everflowing Chalice; Thran Dynamo;
- Staff of Titania; Mycosynth Golem; Forsaken Monument; Ugin, the Ineffable; Geode Golem

COLORLESS, SHMOLORLESS Lots of powerful stuff to do in colorless decks.

- Draw > Idol of Oblivion; Wandering Archaic; Mystic Forge;
- Interaction > All is Dust; Introduction to Annihilation;
- Protection > Not of this World; Glaring Spotlight

HIDDEN COMMANDER Graaz opens itself up to being an interesting hidden Commander. This is just a great tokens finisher, especially if they have evasion. With other colors, you now have the ability to...

- Turn their stuff into Walls > Unnatural Selection; Shields of Velis Vel; Amoeboid Changeling

OUR FAVORITE COMMANDER FROM ONE?

Jimmy = Chiss-Goria, Forge Tyrant OR Graaz, Unstoppable Juggernaut - I LIKE THE BIG ONES

Rachel = Chiss-Goria, Forge Tyrant

MOST POWERFUL COMMANDER FROM ONE?

Jimmy = Elesh Norn, Mother of Machines

Rachel = Unctus, Grand Metatect

3) TO THE LISTENERS

What do you think of the new All Will Be One monocolored Commanders? Are you planning on building any of them? Are there any synergies or combos that we missed?

****CARD KINGDOM #2** **ULTRA PRO #2** **GK LIVE PHILLY****

4) THE END STEP

N/A

5) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz; Arthur Meadowcroft; Ladee Danger; Manson Leung; Craig Blanchette; Josh Murphy; Jake Boss; Jordan Pridgen; Sam Waldow; Gaurav Gulati; Jamie Block; Mitch Trafford; Evan Limberger; Gabriel Pozos; Megan Yip; Eric Lem and Josh Lee Kwai.**