

CZ0514: THE DOMINUS CYCLE FROM ONE

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-

1) INTRO Jimmy & Rachel

@jfwong - @wachelreeks - @commandcast

We're finishing up our discussion about the mono-colored legends in All Will Be One today with the Dominus cycle, five Phyrexian horrors with extremely powerful effects whether you're playing them in the Command Zone or in the 99. BUT BEFORE WE GET INTO IT:

****CARD KINGDOM** **ULTRAPRO #1** **GK LIVE PHILLY** **PATREON: KELLY GRISOM****

2) MAIN TOPIC: THE DOMINUS CYCLE - ALL WILL BE ONE

There is a cycle of mono-colored Legendary creatures in Phyrexia: All Will Be One! They are all Phyrexian Horror Dominuses. Dominum? Domini? They all have a Phyrexian mana activated ability that puts an indestructible counter on them. And they all have a static ability that doubles something you're doing. Traditionally Commander players LOVE to double, even triple. We've seen this in the popularity of cards like Doubling Season, Anointed Procession, Fiery Emancipation, Nyxbloom Ancient, and Panharmonicon. But do the Domini stand up with their predecessors?

HOW GOOD IS INDESTRUCTIBLE? *Before we get into each card, every Dominus has an activated ability that gives them an indestructible counter. How good is indestructible in Commander?*

- Top 60 Creature Removal Spells on Scryfall
 - 31/60 Targeted exile, bounce, -X/-X, edict effects
 - 29/60 Targeted destroy, damage-based removal
- Top 60 Board Wipe Spells on Scryfall
 - 25/60 exile, bounce, -X/-X, sacrifice wipes
 - 35/60 destroy, damage-based wipes
- So it stops about half of the most common interaction pieces? That's pretty good. But not perfect protection.
 - About half as good as hexproof
 - We've seen more and more exile effects in recent years - Indestructible used to be much better
- What can we do with an indestructible Commander?
 - Pariah's Shield;

COUNTER INTELLIGENCE

- *Move it around* > Nesting Grounds; Ozolith; Resourceful Defense

Generally, it's a lot of work to try and move counters from one thing to another. It's usually not worth sacrificing deck synergy to pull off a trick like this - there isn't enough support... yet.

MONDRAK, GLORY DOMINUS

MAKE TOKENS *This may look like a fairly straightforward commander, but there are a LOT of ways to do tokens in white these days.*

- *Creature Tokens* > Felidar Retreat; Halo Fountain; Call the Coppercoats; Reverent Hoplite; Oketra's Monument; God-Eternal Oketra; Defiler of Faith; Entreat the Angels;
- *Myriad* > Battle Angels of Tyr; Legion Loyalty; Blade of Selves
- *Ramp* > Smothering Tithe; Master of Ceremonies; Skyclave Relic
- *Clues* > Bygone Bishop; Search the Premises

ENHANCE TOKENS! *Turn those tokens into THREATS*

- Divine Visitation; Ultramarines Honour Guard; Inspiring Leader; Cathar's Crusade; Elesh Norn Cenobite; Intangible Virtue

SUPPORT *Draw cards, protect your board.*

- Rumor Gatherer; Welcoming Vampire; Tociasia's Welcome;
- Clever Concealment; Guardian of Faith;

SAC OUTLET *This is one of the easier ones to activate and has lots of upsides because it is a cheap sac outlet*

- Requiem Angel; Boss's Chauffeur; Murder Investigation; Belfry Spirit;
- Brought Back; Cosmic Intervention;

INDESTRUCTIBLE *Indestructibility and counters are both in the white color pie, so it's no surprise that there's a way to take advantage of the indestructibility Counter*

- *Move the counter* > Resourceful Defense
 - Myojin of Blooming Dawn
- *Spread the love* > Contractual Safeguard; Odric, Lunarch Marshal;
- Pariah

IN THE 99

- Comparisons
 - Anointed Procession - 84,054 decks
 - Doubling Season - 75,094 decks
 - Parallel Lives - 61,850 decks
 - Second Harvest - 55,536 decks
 - Adrix and Nev - 21,432 decks (in the 99)
- PROS
 - On rate with other effects of this kind
 - Sac Outlet > Insane in Orzov+ token Aristocrats decks
 - Attacks/Blocks
 - Great in creature decks with cards like Guardian Project or Rumor Gatherer
 - Can be cheated into play or reanimated easier than enchantments
- CONS
 - Easier to remove, but could be indestructible

- Dies in board wipes, but could be indestructible
- Worse in enchantment decks
- Legendary
- Commanders?
 - Adeline, Resplendent Cathar; Teysa Karlov; Elenda, the Dusk Rose; God-Eternal Oketra; Osgir, the Reconstructor; Kykar, Wind's Fury; Thalisse, Reverent Medium...
 - If your commander says token, you probably play this.

TEKUTHAL, INQUIRY DOMINUS

PROLIFERATE *Well we're definitely proliferating something...*

- Flux Channeler; Inexorable Tide; Tezzeret's Gambit; Sword of Truth and Justice; Thrummingbird; Contentious Plan; Throne of Geth

COUNTERS *What should it be?*

- *Mana* > Everflowing Chalice; Component Pouch; Coalition Relic; Treasure Map; Saprazzan Skerry; Astral Cornucopia
- *Interaction* > Lux Cannon; Transmogrifying Wand; Umezawa's Jitte; Simic Manipulator;
- *Threats* > Gavel of the Righteous; Darksteel Reactor; Mindless Automaton;
- *Infect* > Blighted Agent; Viral Drake; Corrupted Conscience; Grafted Exoskeleton; Inkmoth Nexus;
- *Planeswalkers* > Teferi, Master of Time; Narset, Parter of Veils; Jace, Cunning Castaway; Mu Yanling, Sky Dancer;
 - Ichormoon Gauntlet

HORRIBLE TECH *Tekuthal is a horror!*

- Psionic Ritual; Grell Philosopher;

REMOVE COUNTERS *Let's talk about this Phyrexian activated ability. The cost involves removing counters from some permanents, but that's not always a bad thing!*

- Glen Elendra Archmage; Cauldron of Souls; Thing in the Ice; Chronozoa; Mazemind Tome; Reckoner Bankbuster; Musician;
- *Sagas + Liquimetal Torque/Liquimetal Coating!*
 - Kiora Bests the Sea God; Behold the Unspeakable; The Phasing of Zhalfir;

INDESTRUCTIBLE *Not a TON you can do here, but blue can move counters around.*

- *Move the counter* > Aven Courier; Leech Bonder; Clockspinning
 - Myojin of Cryptic Dreams;

IN THE 99 *There's no 1 to 1 comparison, but we can compare to other cards that proliferate.*

- Comparisons
 - Evolution Sage - 62,223 decks
 - Flux Channeler - 25,254 decks
 - Inexorable Tide - 22,330 decks
 - Roalesk, Apex Hybrid - 7,771 decks (in the 99)
 - Atraxa, Praetors' Voice - 4,986 decks (in the 99)
- PROS
 - There are no other effects quite like this! But commander players love to proliferate!
 - Removing counters is neat, uncommon and powerful with some commanders.

- CONS
 - Proliferating is harder than making a token so this ability isn't quite as generically good
 - Even with ONE there aren't a critical mass of proliferate cards
 - You may find yourself in a spot with all the proliferate cards and none of the counters and vice versa
- Commanders?
 - New Ezuri; Animar, Soul of Elements; Deekah, Fractal Theorist; Pir/Toothy; Marchesa, the Black Rose; Arixmethes, Slumbering Isle; Zaxara, the Exemplary; Roalesk, Apex Hybrid; Vadrik, Astral Archmage
 - If Tekuthal was Green, there would be tons more options that make proliferate interesting

*****MIDROLL POINT***** *We have 3 more Domini legends to talk about*

DRIVNOD, CARNAGE DOMINUS

LIKES TO DIE

- *Likes to Die* > Orzhov Enjorcer; Junji, the Midnight Sky; Ebondeath, Dracolich; Body Launderer; Dutiful Attendant; Vindictive Lich;
- *Makes Tokens* > Ophiomancer; Sengir Autocrat; Chittering Witch; Ogre Slumlord;

DEATH PROFITEERS

- Pitiless Plunderer; Pawn of Ulamog; Grim Haruspex; Harvester of Souls; Bastion of Remembrance; Blood Artist; Zulaport Cutthroat; Massacre Wurm; Body Count; BUTCHER OF MALAKIR... gross.

SAC OUTLETS

- Woe Strider; Yahenni, Undying Partisan; Priest of the Forgotten Gods; Skullclamp
- Village Rites; Saw in Half;

EXILING CREATURES *This is the hardest to activate. Three creatures is a lot without a significant amount of self mill. Especially in mono-black where you want to use your graveyard. Also, requires 0 actual mana to activate - only Green's Dominus has a zero mana possibility.*

- Syr Konrad, the Grim; Desecrated Tomb; Tormod, the Desecrator;

INDESTRUCTIBLE *An indestructible 8/3 is a very solid attacker, but there's not much else you can do with it.*

- Survives Pestilence; Crypt Rats; Ob Nixilis, the Hate Twisted?
- *Move the counter* > No alternate options other than Ozolith or Nesting Grounds
 - Myojin of Grim Betrayal

IN THE 99

- Comparisons
 - Teysa Karlov - 20,498 decks (in the 99)
 - Nightmare Shepherd - 12,833 decks
- PROS
 - It's in one color! So it goes into more decks!
 - It's an 8/3

- It protects itself
- CONS
 - It is one more mana than Teysa
- Commanders?
 - Ratadrabik of Urborg; Felisa, Fang of Silverquill (all the decks Teysa Karlov goes in), but also Syr Konrad; Kokusho, the Evening Star; Kardur, Doomscourge; Toxrill, the Corrosive; Juri, Master of the Revue; Slimefoot, the Stowaway;

SOLPHIM, MAYHEM DOMINUS

PUNISH

- Harsh Mentor; Sulfuric Vortex; Cemetery Gatekeeper; Eidolon of the Great Revel; Descent into Avernus;

BURN

- Dragon's Approach; Fiery Confluence; Electrodominance;
- Tectonic Giant; Fanatic of Mogis; Toralf, God of Fury; Inferno Titan; Brash Taunter; Drakuseth, Maw of Flames; Heartless Hidetsugu; Viashino Heretic; Exocrine; Wrathful Red Dragon;
- Guttersnipe; Chandra's Incinerator; Pink Horror;

SUPPORT

- Neheb, the Eternal; Sin Prodder; Syr Carah, the Bold
- Mizzium Mortars; Lightning Bolt; Abrade;

DISCARD

- Mizzix's Mastery; Past in Flames; Volcanic Vision; Arcane Bombardment;

INDESTRUCTIBLE

- Survives damage based board wipes, Pyrohemias; Stuffy Doll; Brash Taunter
- Blazing Sunsteel;
- *Move the counter* > Not really any of these effects
 - Myojin of Roaring Blades

IN THE 99

- Comparisons
 - Fiery Emancipation 36,481 decks
 - Dictate of the Twin Gods 23,652 decks
 - Angrath's Marauders 17,573 decks
 - Fire Servant 5,644 decks
- PROS
 - Cheaper than a lot of these effects
 - Not symmetrical
 - Great in creature decks with cards like Guardian Project or Purphoros
 - Can be cheated into play or reanimated easier than enchantments
- CONS
 - Only on noncombat damage
 - Easier to remove, but could be indestructible
 - Dies in board wipes, but could be indestructible

- Legendary
- Commanders?
 - Toralf, God of Fury; Torbran, Thane of Red Fell; Auntie Blyte; Rem Karolus, Stalwart Slayer; Kediss, Emberclaw Familiar; Ruric Thar, the Unbowed; Alibou, Ancient Witness; Firesong and Sunspeaker; Tor Wauki the Younger; Heartless Hidetsugu; Vial Smasher; Omnath, Locus of Rage;

ZOPANDREL, HUNGER DOMINUS

BEEF

- *Trample* > Aggressive Mammoth; Ghalta, Primal Hunger; Defiler of Vigor; Goreclaw, Terror of Qal Sisma; Elder Gargaroath; Ulvenwald Oddity; Titan of Industry; Nylea, God of the Hunt; Rampaging Baloths; Old One Eye; Apex Altisaur;
- *Infect* > Putrefax; Phyrexian Juggernaut; Triumph of the Hordes; Phyrexian Swarmlord; Spinebiter;

SIDE DISHES

- Gwenna, Eyes of Gaea; Runadi, Behemoth Caller; Tanuki Transplanter; Old Gnawbone; Saryth, the Viper's Fang; The Great Henge; Mosswort Bridge;
- Rishkar's Expertise; Greater Good; Hunter's Insight;

SAC OUTLET *Could build around this I guess but not really a green thing.*

- Triplicate Titan; Worldspine Wurm; Lifeblood Hydra; Moldgraf Monstrosity; Old-Growth Troll; Workshop Warchief;

INDESTRUCTIBLE

- *More counter* > Doubling Season; Vorinclex, Monstrous Raider; Pir, Imaginative Rascal;
- *Move the counter* > Slippery Bogbonder; Bribe Taker;
 - Myojin of Towering Might
- Lure Effects > Lure; Noble Quarry; Tempting Lcid
- Fight Effects > Predatory Urge; Ulvenwald Tracker;

IN THE 99

- Comparisons
 - Unnatural Growth 39,189 decks
 - God-Eternal Rhonas 18,687 decks
 - Overwhelming Stampede 55,097 decks
- PROS
 - Buffs itself so it's better on an empty board
 - Extremely defensive
 - Happens every combat (better than Rhonas/Stampede)
 - Fewer pips so easier to put in more decks (better than Unnatural Growth)
 - Great in creature decks with cards like Guardian Project or Rumor Gatherer
 - Can be cheated into play or reanimated easier than enchantments
- CONS
 - More expensive
 - No trample

- Easier to remove, but could be indestructible
- Dies in board wipes, but could be indestructible
- Worse in enchantment decks
- Legendary
- Commanders?
 - Grothama, All-Devouring; Old Gnawbone; Ghalta, Primal Hunger; Goreclaw, Terror of Qal Sisma; God-Eternal Rhonas; Nylea, God of the Hunt; Mr. Orfeo, the Boulder; Ruxa, Patient Professor;

OUR FAVORITE DOMINI FROM ONE?

Jimmy = Solphim, Mayhem Dominus

Rachel = Tekuthal, Inquiry Dominus

MOST POWERFUL DOMINI FROM ONE?

Jimmy = Mondrak, Glory Dominus

Rachel = Mondrak, Glory Dominus

3) **TO THE LISTENERS**

What do you think of the All Will Be One Dominus cycle? Do you think they will see more play in the 99 or in the Command Zone? 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.**