

CZO490: DOMINARIA UNITED MONO COLORED AND UNCOMMON COMMANDERS

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- 1) INTRO JIMMY & RACHEL

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THIS IS IT! The end of Dominaria Set Reviews - the last box to check off are the Mono Colored and Uncommon Commanders from Dominaria United. NOTE - we are not covering all of them - many of the Uncommons aren't quite up to snuff and were designed for Limited. We'll be talking about the cards that we think are worthy of becoming your Commander.

Wow. How do we manage to get all this quality coverage out? THESE PEEPS:

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- 2) **MAIN TOPIC: MONO COLORED AND UNCOMMON COMMANDERS FROM DOMINARIA UNITED**

We will be going alphabetically through these.

Balmor, Battlemage Captain

UR Spellslinger + Tokens + TRAMPLE!

- **BIRD'S EYE VIEW** +1/0 and trample means nothing without creatures to give the buff to. Fortunately there are lots of great options in these colors: Talrand, Sky Summoner; Murmuring Mystic, Ornithopter of Paradise, **Sprite Dragon**, Stormchaser Mage, Wee Dragonauts, **Stolen by the Fae**, Umara Mystic, Windrider Wizard, **Goldspan Dragon**, **Stormchaser Drake**, Blinkmoth Nexus, **Inkmoth Nexus**, Locust God, Docent of Perfection, **Loyal Apprentice**
- **CHEAP AND FAST** Casting more spells = more power to trample over with. Cantrip time! Combo a few together and make em hurt: Consider, **Leap**, Opt, Otherworldly Gaze, **Shadow Rift**, Expedite, **Warlord's Fury**, Fists of Flame, Frantic Search; Also you have rituals like Mana Geyser; Seething Song; High Tide
- **BANG FOR YOUR BUCK** Tokens, go-wide, wizards... how to get the max value out of your Instants and Sorceries: **Zada Hedron Grinder**, Mirrorwing Dragon, Harmonic Prodigy, **Gale Waterdeep Prodigy**, Lier Disciple of the Drowned, Veyran Voice of Duality, Archmage Emeritus, **Krark the Thumbless**, Dreadhorde Arcanist, God-Eternal Kefnet
- **BAL-MORE** Doubling up on the trigger seems good (Harmonic Prodigy), so here are other ways to do so with Clones: **Irenicus's Vile Duplication**, Sakashima of a Thousand Faces, Sakashima the Imposter, Spark Double, Rionya, Delina, **Vesuvan Duplimancy**

- **STORM OFF ALREADY** These types of decks often can lead to storm builds, here are the UR staples: Birgi, God of Storytelling; Baral, Chief of Compliance; Runaway Steam-Kin; Mizzix of the Izmagnus; Storm-Kiln Artist
- **"MOR" WIN CONS** Electrostatic Field; Kessig Flamebreather; Guttersnipe; Thermoalchemist; etc

Baru, Wurmspeaker

Mono Green Wurms Matter

- **WURM YOUR WAY OUT** Baru is a very straightforward card - Wurm Tribal and he grants them all TRAMPLE! His second ability requires him to tap himself, but there are many ways to activate him multiple times with untappers like Patriar's Seal; Seeker of Skybreak; Saryth, the Viper's Fang; Nature's Chosen; Thornbite Staff - and there are TONS of combat tricks that untap in Green.
- **CHANGELINGS?** Since the Lord + Trample effect is so powerful in Commander, a Changeling deck might consider running Baru as another win condition on a clogged up board of creatures for Morophon, the Boundless; Moritte of the Frost

Braids, Arisen Nightmare

Mono Black semi-edict effect for opponents

- **MAKE SOME JUNK** You'll need fuel and payoffs for the sacrifice triggers, luckily Mono B has you covered: Jadar, Ghoullcaller of Nephalia; Ophiomancer, Reassembling Skeleton, Bitterblossom, Dreadhorde Invasion, Junji the Midnight Sky, Woe Strider, Ogre Slumlord, Elderfang Disciple, **Ghoulsh Procession, Dunes of the Dead, Gods' Eye Gate to the Reikai, Sengir Autocrat**
- **SCARY ENCHANTMENTS** Black has a history of Enchantments that actively can hurt the player who cast them, so why not maximize the good and get rid of the bad with Braids? **Treachorous Blessing, Demonic Lore, Omen of the Dead, Glistening Oil, Sarcomancy, Demonic Pact**
- **ARTIFACT Noble's Purse, Ichor Wellspring, Pitiless Plunderer, Shambling Ghast, Mycosynth Wellspring, Servo Schematic, Blood Fountain, Prized Statue, Nimblewright Schematic; Solemn Simulacrum**
- **CATCH 22 Bloodchief Ascension, Marionette Master, Polluted Bonds, Underworld Dreams, Sheoldred the Apocalypse, Psychosis Crawler**
- **DEATH TRIGGERS** Pitiless Plunderer; Morbid Opportunist; Revel in Riches; Midnight Reaper; Liliana, Dreadhorde General
- **MAKE IT HURT** You can also punish your opponents when they sack their permanents (or scare them off from doing it so you get to draw more cards): Grave Betrayal, Harvester of Souls, Tergrid, Dictate of Erebos, Butcher of Malakir

Danitha, Benalia's Hope

Mono White Aura/Equipment matters

- **NOW THAT'S A BIG SWORD** We're cheating mana costs and equip costs!? Ok then... **Argentum Armor, Helm of the Host, Eldrazi Conscriptio, Mantle of the Ancients, Colossus Hammer, Hammer of Nazahn, Angelic Destiny, Moonsilver Spear, Cloudsteel Kirin**, there's a special interaction with Living Weapon - if Danitha's ability places it on the battlefield, it will equip to

her, then the Living Weapon trigger will happen and make the 0/0 and attach it to it - **Kaldra Compleat**, Nettlecyst, Bonehoard, Batterskull

- **I LIKE TO MOVE IT MOVE IT** Mono-White has a TON of support for this strategy, including some staples of the playstyle: Ardenn, Sigarda's Aid, **Puresteel Paladin**, Armored Skyhunter, **Halvar God of Battle**, Brass Squire, Heavenly Blademaster, Hammer of Nazahn
- **KNIVE'S OUT** White also specializes in tutoring out these things: **Open the Armory**, Enlightened Tutor, Masterwork of Ingenuity, Steelshaper's Gift, **Stoneforge Mystic**, is this a Kaldra deck?!
- **DOUBLE THE FUN** With an ETB like this, you'll want to use it multiple times: **Flickerform**, Panharmonicon, Ephemerate, **Flicker of Fate** (can also move Auras)
 - Notably tricky with Auras, but can use Ephemerate or Flicker of Fate with Danitha's ETB on the stack to put two auras on her.
- **INFINITE** With a card like **Gift of Immortality** and a sac outlet, Danitha will re-enter and re-attach the Gift to herself (as it's in the graveyard with a delayed end step trigger) - keep sacking and mill with Altar of Dementia or ping with Blasting Station

Elas il-Kor, Sadistic Pilgrim

Orzhov Aristocrats - a mix between Soul Sister and Zulaport Cutthroat. Very efficient at 2-mana. Feels like a Teysa Karlov deck at a lower curve and likely more combo focused.

- **MAKE EM AND BREAK EM** Elas triggers on creatures entering and dying so... explosive token effects: **Call the Coppercoats**, **Secure the Wastes**, **Elenda the Dusk Rose**, Field of the Dead; then sac and use them with: Viscera Seer, Carrion Feeder, Skullclamp, Woe Strider, Yawgmoth, **Fanatical Devotion**, **Spawning Pit**
- **BETTER OFF DEAD** Double up and get some redundancy if you want your main wincon to be a slow drain of each opponent: **Corpse Knight**, Meathook Massacre, Blood Artist, Zulaport Cutthroat, Suture Priest, Relic Vial, **Vizkopa Guildmage**; and more payoff cards for dying creatures: **Weatherlight Compleated**, Dark Prophecy - if you're running all these triggered abilities on dying, don't forget to include **Teysa Karlov**
- **LIFE IS A RESOURCE** You want to make sure the life you're gaining turns into some even larger gains: Marauding Blight-Priest, Cliffhaven Vampire, **Karlov of the Ghost Council**, Witch of the Moors; Tokens: Attended Healer, Crested Sunmare, Regal Bloodlord, Krav, the Unredeemed / Regna, the Redeemer
- **INFINITES** This seems like a good shell for the Gravecrawler + Phyrexian Altar + Zombie combo. Will generate infinite life, infinite death triggers, infinite ETBs, etc. Lots of things to pair it up with in these colors. Did we mention **Teysa Karlov** yet :D

Emperor Mihail II

Mono Blue Merfolk. Is Prof around? Hi Prof!

- **MERFOLK, DUH** We won't spend much time talking about this card - but it's a great addition to the Merfolk decks out there by acting similarly to cards like Vizier of the Menagerie and Augur of Autumn. Emperor Mihail also comes with a token making ability, which means that it would be GREAT in the 99 of a deck like Kumena, Tyrant of Orazca.

Greensleeves, Maro-Sorcere

Mono Green BADGERS AND LANDS MATTER!?! Let's quickly overview the card's abilities.

- **QUICK OVERVIEW** This is a Mythic but we won't spend much time on it - it's ability is similar to Rampaging Baloths (and 3/3s are pretty comparable to a 4/4). If you have a card like Ashaya, Soul of the Wild out, then you'll be able to trigger the land ETB ability by casting Creatures too. We will talk about Tatyova later on and many of the cards mentioned there will be good for Greensleeves. In general, this will be a strong card in any Landfall deck in the 99, especially Creature strategies.

Moira, Urborg Haunt

Mono-Black combat damage to reanimate a recently dead thing

- **ALREADY DYING** There are lots of cards that put themselves or get other cards into the graveyard: **Shriekmaw**, **Fell Stinger**, Plaguecrafter (etc), Burnished Hart, **Bone Shredder**, **Sidisi Undead Vizier**, Vulturous Aven, Doomed Necromancer, Dauthi Voidwalker, Banewhip Punisher
- **OTHER GRAVEYARD FILLERS** Woe Strider, Disciple of Bolas, Ruthless Technomancer, **Hell's Caretaker**, **Cavalier of Knight**, **Fain the broker**, **Ayara**, Viscera Seer, Phyrexian Tower, Village Rites, SAC OUTLETS!
- **DOUBLE UP MOIRA** Fireshrieker, Brass Knuckles, Strionic Resonator, Gavel of the Righteous, Grappling Hook
- **PAYOFFS** Vindictive Lich, Ayara, **Gray Merchant of Asphodel**, Kokusho, Blood Artist, Zulaport Cutthroat, Nadier's Nightblade
- **ARISTOCRATS?** You'll want more cards that ETB and give you tokens for full Aristocrat synergy and gas: Chittering Witch, **Abhorrent Overlord**, Sengir Autocrat, Underworld Hermit, Marsh Flitter
- **MONO B DEATH TRIGGERS** Pitiless Plunderer, Morbid Opportunist, Revel in Riches, Midnight Reaper, Liliana, Dreadhorde General

The Peregrine Dynamo

Colorless Copier of Activated or Triggered abilities from Legendary sources (that aren't a Commander).

Colorless Commanders are hard to make work in general but they have more support than ever.

- **ACTIVATION NATION** **Azor's Gateway**, Thran Temporal Gateway, Planar Bridge, **Inventors' Fair**, Aetherworks Marvel, Mind Slaver.
- **TRIGGER WARNING** Umezawa's Jitte, Sword of the Animist, Eye of Vecna, Ulamogs, Kozileks, Emrakul, Weatherlight
- **COLORLESS MATTERS** All is Dust, Forsaken monument, Titan's presence, Warping Wail, Not of This World
- **COLORLESS SUPERFRIENDS** Ugin the Ineffable, **Ugin the Spirit Dragon**, Karn Scion of Urza, **Karn Liberated**, Karn Living Legacy, **The Chain Veil**; Use **Luxior**, **Giada's Gift** to turn a Planeswalker into a creature. If it leaves the battlefield with **The Ozolith** in play you can equip Luxior to a different Planeswalker and put all those loyalty counters onto it. Heck, stick a Helm of the Host on that Planeswalker while we're at it.

Rona, Sheoldred's Faithful

UB Spellslinger / Storm Payoff in the Command Zone with real recurrability from the GY. Similar text to cards like Professor Onyx/Witherbloom Apprentice, however Rona does NOT work with copied spells, and does NOT gain you life

- **SLING EM** Spellslingers has an immense amount of support, here are some ways to keep the engine going. First, Cost Reducers: Baral, Chief of Compliance; Primal Amulet; Jace's Sanctum, and how to keep fueled: **Archmage Emeritus, Gale Waterdeep Prodigy**, Lier Disciple of the Drowned, Wavebreak Hippocamp, **Bolas's Citadel**
- **RITUAL RONA** The more spells you cast, the quicker everyone dies so... Dark Ritual, Gitaxian Probe, Serum Visions, Brainstorm, Consider, Ponder, Frantic Search, Tainted Indulgence
- **REDUNDANCY RONA** Spark Double, either Sakashima, **Professor Onyx, Irenicus's Vile Duplication**, Hullbreaker Horror, Sentinel Tower, **Aetherflux Reservoir**, Is it a full-fledged **Tendrils of Agony** deck?
- **IS IT MADNESS!?** With the second ability giving you a discard outlet, there are lots of ways to take advantage of it to recast Rona from the graveyard with Madness: first get the chain going... Chain of Smog; then Discard synergies: Containment Construct, Bag of Holding, Currency Converter; then Madness some stuff out: Big Game Hunter, Curse of Fool's Wisdom, Necrogoyf, Call to the Netherworld, Shadowgrange Archfiend, Dark Withering, Grave Scrabblers, Obsessive Search, Circular Logic, Welcome to the Fold, Nagging Thoughts

Sheoldred, the Apocalypse

Mono Black Drawing Cards Matters

- **MAKE EM DRAW** Once Sheoldred is out, the damage can really start piling up if you find ways to force opponent's to draw more cards: **Elder Brain**, Eldritch Pact, **Peer into the Abyss**, Seizan Perverter of Truth, Dark Deal, Damnable Pact, Sign in Blood, Master of the Feast, **Teferi's Puzzle Box**, Howling Mine, Font of Mythos, **Memory Jar**, Temple Bell, Anvil of Bogardan, Geier Reach Sanitarium, Mikokoro Center of the Sea, Custodi Lich, **Court of Ambition, Horn of Greed**
- **MAKE EM PAY** Magic has many ways to punish players for drawing cards, here are some other classic examples to double down on Sheoldred's ability: **Underworld Dreams**, Fate Unraveler, Ob Nixilis the Hate Twisted, Viseling, Iron Maiden, **Bloodchief Ascension + Mindcrank**
- **I'D BET MY LIFE** Magic also has many ways to let players take advantage of that life you're gaining... Vito, Sanguine Bond, Marauding Blight-Priest, K'rrik, **Defiler of Flesh, Necrologia**, Necropotence, Stinging Study, **Pain's Rewards**
- **SHEOLDRED SYNERGIES** Here's how to really bring the pain: Lich's Mastery - draws your entire deck; Vilis, Broker of Blood - anytime you take damage, you'll draw that many cards (Vilis) and gain double the amount of life (Sheoldred); Greed now costs you 0 life to activate; Peer into the Abyss is a one-shot kill on any player
- **UNDER CONTROL** Compleat your enemies by making them discard cards: Gnat Miser, Locust Miser, Sangromancer; Tergrid; Waste Not; then protect your Sheoldred and keep her alive: Malakir Rebirth, Supernatural Stamina, Feign Death, Undying Malace

Rosnakht, Heir of Rohgahh

ROORARGHGHRRARHOGHGAROGOHG - it's Akroan Crusader in the Command Zone!

- **TOKEN STORM** **Crimson Wisps**, Fists of Flame, Expedite, **Renegade Tactics**, Spectacular Showdown; DOUBLE that value with: **Krark**, Dreadhorde Arcanist, **Young Pyromancer**, Guttersnipe, Firebrand Archer; and your big PAYOFFS are: Birgi, Storm-Kiln Artist, **Zada Hedron Grinder**, Mirrorwing Dragon
- **TARGETING IT HOW?** There are other interesting ways to target Rosnakht that seem pretty fun: Mutate: **Everquill Phoenix**, Porcuparrot, Cloudpiercer; Auras: **Crown of Flames**, **Rune of Speed**, Ghitu Firebreathing, Unquenchable Fury, Smoke Spirits' Aid, Emblem of the Warmind, Sticky Fingers, Shiny Impetus, Dragon Mantle, Fiery Mantle, Volcanic Strength, Crown of Fury, Prophetic Ravings, Claws of Valakut, **Bravado**, **Mark of Fury**, **Betrothed of Fire** - this deck plays Storm Herald
- **KOBOLD PAYOFFS** **Mana Echoes**, **Shared Animosity**, Impact Tremors, **Purphoros God of the Forge**, Witty Roastmaster, Goblin Bombardment, **Cavalcade of Calamity**, Raid Bombardment; **Torbran**, Heraldic Banner, Kobold Taskmaster, Signal Pest, **Ogre Battledriver**, Hellrider, Metallic Mimic, Obelisk of Urd; **Idol of Oblivion**, **Livewire Lash**

Tatyova, Steward of Tides

UG Land Creatures Matter

- **LAND OF PLENTY** Getting 7 lands in UG is no problem, but you still need to work to make it happen - you're probably *not* playing Bounce Lands in the deck: **Harvest Season**, Hunting Wilds, Cascading Cataracts, Darksteel Citadel, **Tanglepool Bridge**, **Inkmoth Nexus**, Faceless Haven, **likely snow lands**
- **CREATURE LANDS MATTER** There are tons of ways to synergize with lands becoming creatures: Embodiment of Insight, **Sylvan Advocate**, Earth Surge, Roaring Earth, Nissa Who Shakes the World, **Yedora Grave Gardener**, **Kamahl Heart of Krosa**, **Timber Protector**
- **THE ENTS ARE GOING TO WAR** Ok, how do we just attack with everything? Sylvan Awakening, Rude Awakening, Liege of the Tangle, **Kamahl's Will**, **Avalanche Caller**, Lumbering Falls, Life and Limb, Ashaya Soul of the Wild
- **MIRACLE GROW** Slogurk the Overslime, Life from the Loam, **Splendid Reclamation**
- **THIS LAND IS MY LAND** You've got Land creatures which creates lots of interesting one-sided bounce opportunities like: Flood of Tears, Devastation Tide, River's Rebuke, Consuming Tide, Crush of Tentacles, Displacement Wave, Coastal Breach

Uurg, Spawn of Turg

BG lands in graveyard matter.

THIS NAME THOUGH We just want to touch on the name of Uurg, Spawn of Turg and how awesome it is. Outside of that, this will slot well into a deck like Lord Windgrace or The Gitrog Monster.

Zeriam, Golden Wind

Mono White Griffins matter - from the Commander Precons.

MEH There isn't a ton of "Griffin" support in Magic but there is lots of Changeling support. This is a good combo piece in Creature based Changeling decks, similar to how we discussed Baru, Wurmspeaker

earlier. Notably, Folk Hero is very strong in Changeling decks. We don't think there's a deck to be built around Zeriam otherwise.

MIDROLL BREAK

MOST POWERFUL NEW COMMANDER?

Rachel's Pick - Braids, Arisen Nightmare
Jimmy's Pick - Sheoldred, the Apocalypse

PERSONAL FAVORITE NEW COMMANDER?

Rachel's Pick - The Peregrine Dynamo
Jimmy's Pick - UURG SPAWN OF TURG jk it's Rosnakht, Heir of Rohgahh

3) **TO THE LISTENERS:**

What do you think of these Commanders? Any uncommons stand out to you as particularly powerful? Is there a new Mono Colored staple here?

****CARDKINGDOM.COM/COMMANDZONE CALL-OUT #2** **ULTRA PRO #2****

4) CLEAN-UP STEP

Big thanks to our amazing team here at The Command Zone! **Damen Lenz, Shauna Gilles, Arthur Meadowcroft, Ashlen Rose, Ladee Danger, Manson Leung, Craig Blanchette, Josh Murphy, Jake Boss, Patrick Nan, Jordan Pridgen, Sam Waldow, Gaurav Gulati, Jamie Block, Mitch Trafford, and Evan Limberger.**

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