

PHYREXIA

ALL WILL BE ONE

COMMANDER PARTY

Phyrexia: All Will Be One Commander Party Setup:

You should have received:

- 100 Faction Cards
 - 20 cards for Elesh Norn
 - 20 cards for Jin-Gitaxias
 - 20 cards for Sheoldred
 - 20 cards for Urabrask
 - 20 cards for Vorinclex
- 100 promo cards
- 1 set of instructions

You should still have a poster from the DMU and BRO event. You will use the same poster for this event, as well as for the upcoming MOM Commander Party event.

If you did not host a BRO Commander Party event, before the ONE Commander Party event, set up your map by scratching off A, B, D, E, and the shown square. If you do not have faction cards from the previous Commander Party events, you can omit adding any cards to the map.



When players check in for the event, they should each receive one promo card and choose one of the Praetor faction cards to use for the event.

Once the event begins, set a timer for 120 minutes and end the event when time runs out. Below you'll find instructions to be read aloud to players at the beginning, during specific moments throughout the event, and at the end.

Phyrexia: All Will Be One Commander Party Instructions:

Read the following aloud to participants at start of event:

Welcome to the Phyrexia: All Will Be One Commander Party! Everyone should have received a faction card for one of the Praetors when they checked in today. If you don't have a faction card, raise your hand and we will get you one now.

Each Praetor is vying for control and power in New Phyrexia. As you play, you'll be able to add Completion counters to your Praetors to unlock new powers and abilities. During today's Commander Party, two of the three oval scratch-off locations will be revealed. The first person to lose any game at the event will get to scratch off one of the ovals and the first person to reach 9 Completion counters on their faction card will get to scratch off an oval as well. If you believe you are the first person to lose or to have 9 Completion counters on your faction card, call for a staff member to verify. When a location is scratched off some players will get bonus Completion counters on their faction card.

45 minutes into the event we'll announce conditions based on the previously revealed portions of the map. For each condition that you meet you may immediately draw one card.

The winner of each match should report the Praetor they were allied with to the event runner. This information will be used to reveal more poster locations at the end of the event. (There is a place to log this data on a later page.)

Read the following aloud to participants at start of event:

Some of our map has already been revealed and influenced by what happened at the Dominaria United and The Brothers' War Commander Parties. For each of the following conditions that you meet draw one card.

(Only read the numbers that are revealed on your store's map)

Draw one card if you're a player:

1 – with the lowest life total

2 – Not possible in this event

3 – Not possible in this event

4 – who controls the fewest creatures

5 – who controls the fewest lands

6 – Not possible in this event

7 – Not possible in this event

8 – Not possible in this event

9 – whose opponent's creatures have total power 9+

10 – who has an opponent with 9 or more cards in hand

11—who has the fewest cards in hand

As a reminder the winner of each match should report the Praetor they were allied with to the event runner. This information will be used to reveal more poster locations at the end of the event.

During the event:

When someone meets the criteria for scratching off one of the map locations, make sure to announce the new information to all players so they can claim their one-time bonus, if applicable.

They can scratch off one of the ovals, shown below with a yellow border.



Read the bold text aloud to all players depending on what number is revealed by the scratch-off:

If 12 is revealed:

If there are two or fewer colors among permanents you control you may add a Completion counter to your faction card.

If 13 is revealed:

If there are three or more colors among permanents you control you may add a Completion counter to your faction card.

If 14 is revealed:

If you have 20 or fewer life, you may add two Completion counters to your faction card.

Read the following aloud to participants at the end of the event:

Our fight on New Phyrexia has reached its conclusion today and the battles between the Praetors were fierce and vicious. If you haven't reported a victory with a Praetor yet, please do so now.

After you read the above, gather any last data from players who haven't reported Praetor victories and then share the results and scratch off the next map locations.

Ellesh Norn wins: _____

Jin-Gitaxias wins: _____

Sheoldred wins: _____

Urabrask wins: _____

Vorinclex wins: _____

If 2 or fewer different Praetors had at least 1 victory, scratch off G and H.

If 3 to 4 Praetors had at least 1 victory, scratch off H and I.

If all the Praetors had at least 1 victory, scratch off G, H, and I.

Make sure to scratch off the new locations before moving on to the next step.

Read the following aloud after scratching off the new map locations:

As the Praetors fought to gain power and influence over New Phyrexia, the rest of the multiverse went about life without knowing of the horrors soon to come. At our next and final Commander Party of this cycle, we'll find out what happens when the Phyrexians are no longer contained to New Phyrexia. I'm sure those Phyrexian symbols won't be a problem...

Add five faction cards to the map across the top using tape or other adhesive as shown in this image.

