

READ BEFORE SHUFFLING

Custom 60-card Commander for exactly these four selected lists. Start at 30 life, use normal 21 commander damage, and put only the designated commander cards in the command zone. Wyll and Inspiring Leader are that deck's two designated commanders; other Backgrounds remain in their libraries. Track commander tax separately for each command-zone card, take one free multiplayer mulligan, and let the starting player draw on turn one. Bracket 3-style intent: visible turns-seven-to-nine finishes, no Game...

1. Deck and pod size

Exactly four players use these four selected 60-card lists. The 60 includes the commander or commanders; there is no sideboard and no outside-the-game wish board.

2. Construction

Commander singleton and combined color identity still apply. Basic lands may repeat. Every card is Commander-legal, and each selected list is locked for the campaign until changes are reviewed across the whole pod.

3. Life and commander damage

Each player starts at 30 life. A player who has been dealt 21 or more combat damage by the same commander over the game still loses.

4. Command zone

Commanders begin in the command zone. Wyll and Inspiring Leader are both commanders; their combined color identity is red-white, and commander tax is tracked separately for each card.

5. Mulligans and first draw

Use the multiplayer London mulligan: the first mulligan is free, then put one additional card on the bottom for each further mulligan. The starting player draws on turn one.

6. Turn order

Randomize the first player every game. Do not award the opening seat based on deck choice, prior loss, or perceived deck strength.

7. Dice and tracking

Use fair physical dice or a digital substitute with equally likely faces. Keep commander tax, commander damage, Wyll counters, Class levels, and temporary Delina or Vrondis tokens visibly distinct.

8. Campaign boundary

These lists are balanced only against each other at a Bracket 3-style pace. For games outside this quartet, disclose the custom 60-card size and 30-life start before shuffling.

CHOOSE YOUR ADVENTURER

Storm Scribe - The Unstable Grimoire

Arcane control and card flow. Choose Mathise when you enjoy sequencing substantial spells, holding the pod's emergency brake, and deciding whether a critical copy is worth exposing your shields. Weak point: The commander is a fragile engine, and drawing more cards does not win unless Docent's Wizards, Birds, Faerie Dragons, Fractals, a Dragon, or a large spell becomes a visible clock.

59-CARD LIBRARY / 14 D20 SOURCES / CLOSSES TURNS 8-9

Echo Rogue - The Hall of Echoes

Explosive combat and copied creature value. Choose Delina when you like selecting one excellent creature, advertising an attack, and turning a high roll into a finite chain of temporary copies. Weak point: Removal before attackers or removal of the chosen original can collapse the turn, and the mono-red hand needs Campfire or impulse draw after repeated commander tax.

59-CARD LIBRARY / 14 D20 SOURCES / CLOSSES TURNS 7-9

Dragon Berserker - Rage of the Ancients

Front-line pressure and creature engine. Choose Vrondis when you want the densest dice package, large temporary creatures, and a clear choice between protecting the commander and committing to one trample attack. Weak point: Five mana and high commander dependence make clean exile or repeated tax painful; Spirits also sacrifice themselves after dealing damage.

59-CARD LIBRARY / 16 D20 SOURCES / CLOSSES TURNS 7-9

Banner Fighter - The Blade's Company

Reliable dice and coordinated token combat. Choose Wyll for the clearest teaching line: deploy the captain, roll an extra die, recruit tokens, raise Inspiring Leader, and count one announced attack. Weak point: Two command-zone cards consume mana and leave only 58 library cards; a wipe after the banner is cast can force the company to rebuild from almost nothing.

58-CARD LIBRARY / 15 D20 SOURCES / CLOSSES TURNS 7-9

BALANCE PROMISE

- Every list has exactly 60 cards, 23 lands, a normal early-mana package, zero current Game Changers, and an ordinary intended finish in turns seven through nine.

- Mathise has the deepest card flow and stack interaction, but the slowest creature clock and a commander that must survive before substantial spells produce extra value.

- Delina has the sharpest single combat and the largest Treasure burst, but every echo requires an attack, a worthwhile original, and a token that leaves at end of combat.



FOUR ADVENTURERS, ONE CAMPAIGN TABLE

D20 Resolution Procedure

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TARGETS AND RESPONSES HAPPEN BEFORE THE DIE REVEALS INFORMATION

EIGHT REVIEWED STEPS

1. Put the instruction on the stack

Announce modes, divisions, and targets now. Delina chooses her target creature when the attack trigger goes on the stack; Wyll's Reversal chooses its target spell or ability before rolling.

2. Take responses

Every player may respond normally before the spell or ability starts resolving. Once resolution reaches the roll, nobody receives priority between seeing the number and applying that instruction's result.

3. Collect roll replacements

Apply Wyll, Pixie Guide, and Barbarian Class before rolling. Each applicable effect adds one die and ignores one lowest die; with Wyll plus Barbarian Class on a single d20 instruction, roll three d20 and ignore the two lowest.

4. Roll together and ignore

Roll the required fair dice at the same time. Set aside the instructed lowest results. Ignored dice are treated as though they were never rolled and do not trigger natural-result or whenever-you-roll abilities.

5. Apply adjustments

After choosing the kept natural result, apply the instruction's numerical adjustment, such as subtracting hand size for The Deck of Many Things or adding greatest power for Wyll's Reversal. Natural 20 means the unmodified face that remains after ignored dice are removed.

6. Resolve the result band

Use the final result for the printed table and finish that spell or ability. Delina's 15-20 may roll again inside the same resolution using the same dice and replacement effects; fully create each echo before the next roll.

7. Stack triggered rewards

After the resolving instruction finishes and state-based actions are checked, put Wyll, Vrontiss, Brazen Dwarf, Barbarian Class, and similar triggers on the stack. The active player orders theirs first, then each other player in turn order.

8. State the ledger

Say the kept result, ignored dice, final adjusted result, created tokens, pending Wyll and Vrontiss triggers, and delayed exile or sacrifice markers aloud before passing priority. Add Wyll's counter or choose Vrontiss's self-damage only when that triggered ability resolves.

WORKED EXAMPLES

Wyll alone

A 'roll a d20' instruction becomes roll two d20 and ignore the lower result. This is still one roll event; Wyll's single counter trigger goes on the stack afterward, and the counter is added only when it resolves.

Wyll + Barbarian Class

Both replacement effects apply: roll three d20 and ignore the two lowest. Ignored dice never count as rolled and never produce natural-result rewards.

Natural versus adjusted

First choose the kept natural face. Then apply the card's printed adjustment. A natural 20 reward looks at the unmodified kept face; the result table uses the adjusted total.

Delina's encore

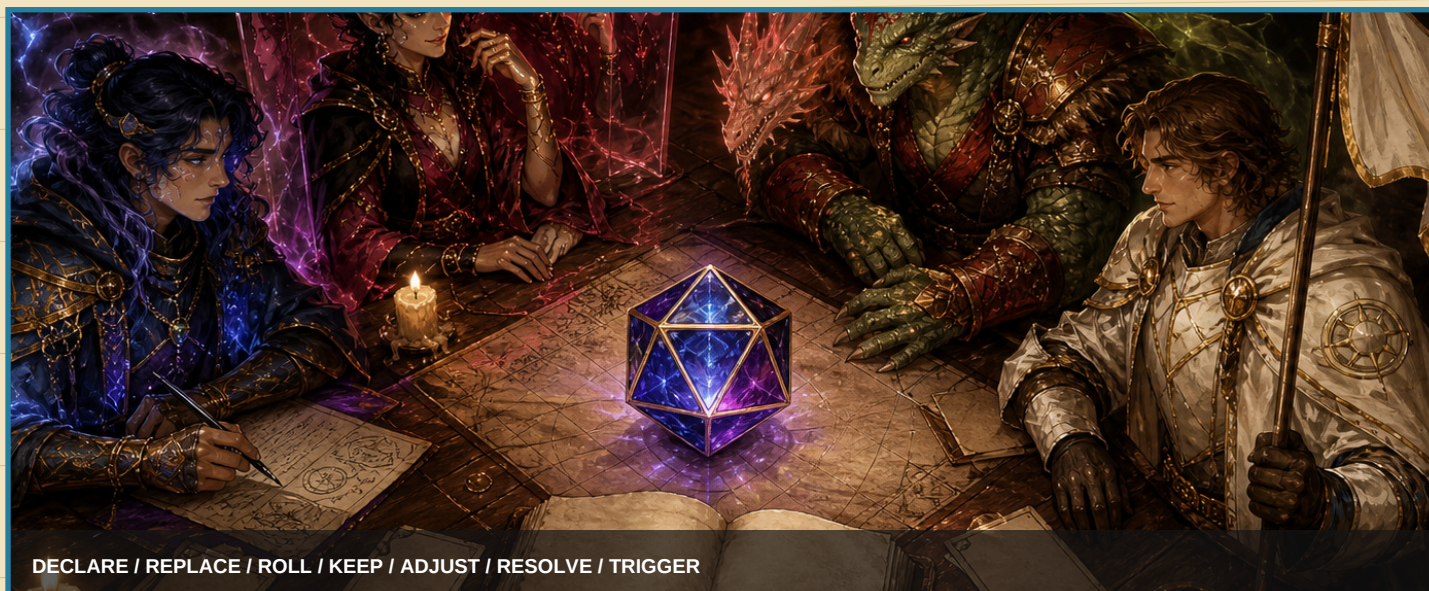
On 15-20, create the token and then roll again during the same resolving trigger. Use all applicable roll replacements each time. Players do not respond between the result and the next instruction.

Triggers after the roll

Finish the resolving spell or ability, check state-based actions, then stack Wyll, Vrontiss, Brazen Dwarf, Barbarian Class, and similar triggers in APNAP order.

SAY THIS ALOUD

Kept result; ignored dice; final adjusted result; targets; created tokens; pending Wyll and Vrontiss triggers; delayed exile or sacrifice markers. Resolve the counter or self-damage choice only when its trigger resolves.



DECLARE / REPLACE / ROLL / KEEP / ADJUST / RESOLVE / TRIGGER

THE UNSTABLE GRIMOIRE VS THE HALL OF ECHOES

Stack patience versus one explosive attack

Mathise can stop Delina before combat; Delina can stagger a copy target, commander, and protection until blue runs out of one-for-one answers.

Hinge

Whether Mathise answers Delina or the chosen original before attackers, and whether Delina saves Wyll's Reversal for that exact intervention.

Table read

Ask whether the echo turn can eliminate a player now. A large target alone is not the same as a lethal Delina attack.

THE UNSTABLE GRIMOIRE VS THE BLADE'S COMPANY

Emergency brake versus layered formation

Mathise can counter the final rally, but Wyll develops commander, Background, token sources, and protection across several permanent types.

Hinge

Whether blue spends an answer on Inspiring Leader, saves it for Akroma's Will, or forces another seat to handle the public token count.

Table read

Read the full-turn clock aloud so Mathise is not asked to counter every fair recruitment spell.

THE HALL OF ECHOES VS THE BLADE'S COMPANY

Finite combat burst versus permanent company

Delina can strike first and create explosive Treasure; Wyll's enhanced tokens remain after combat and eventually force a broad answer.

Hinge

Whether Delina clears the formation with Thunderwave or Delayed Blast Fireball before protection, and whether Wyll exiles Delina before attackers.

Table read

Separate this turn's echo damage from next turn's permanent token power when choosing the leader.

THE UNSTABLE GRIMOIRE VS RAGE OF THE ANCIENTS

Stack control versus repeatable visible bodies

Mathise can counter Vrondiss but struggles to trade one card for every later roll source; Vrondiss can force blue to act while its entry-draw engines replace Spirits.

Hinge

Whether Vrondiss resolves with protection or a draw enchantment already present, and whether Mathise saves exile or bounce for the commander instead of one Spirit.

Table read

Count temporary Spirits separately from cards already drawn; removing the board does not undo the Gruul hand.

THE HALL OF ECHOES VS RAGE OF THE ANCIENTS

Temporary echoes versus temporary Dragons

Both decks create bodies that disappear, but Delina's copies front-load enter-the-battlefield value while Vrondiss's Spirits front-load five power and card-entry triggers.

Hinge

Whether Delina removes Vrondiss before rolling or borrows the best support creature, and whether Gruul's trample turn outpaces the copied value turn.

Table read

Do not compare raw token power alone; count the triggers already banked and which temporary creatures survive combat.

RAGE OF THE ANCIENTS VS THE BLADE'S COMPANY

Trampling Spirits versus disciplined blockers

Wyll creates the widest lasting board; Vrondiss creates larger temporary attackers and has multiple ways to make blocking insufficient.

Hinge

Whether Slash the Ranks lands before Heroic Intervention or Gruul's overrun lands before Guardian of Faith and Akroma's Will.

Table read

Name the protection each side has already shown and compare permanent token count with temporary Spirit count.



CAMPAIGN BOUNDARY

No Game Changers, deterministic loops, nonland tutor packages, extra-turn chains, repeatable extra combat, mass land denial, or hidden compact wins. Future changes are reviewed across all six pairings.

Session Zero & Supply Ledger

TEN QUIET MINUTES PREVENT ALMOST EVERY CUSTOM-FORMAT DISPUTE

BEFORE GAME ONE

1. Read the campaign charter aloud and confirm 60 cards, 30 life, 21 commander damage, the free mulligan, and the starting-player draw.
2. Place Wyll and Inspiring Leader together in one command zone and prepare two separate commander-tax counters.
3. Give every player a d20 and visible markers for ignored dice, Wyll counters, Vrontdiss self-damage, Class levels, and temporary tokens.
4. Review the d20 procedure, especially targets before rolls, ignored dice never triggering, and no response between a result and its table effect.
5. Choose decks by preferred role for game one, then randomize the first player independently of those choices.
6. Agree that copied spells, Delina echo chains, and multi-trigger roll events will be narrated one object at a time.

BETWEEN GAMES

- Move each deck one seat clockwise if everyone wants to sample another role; otherwise keep seats and change only first player.
- Record only three observations: first meaningful roll turn, first credible closing turn, and which answer window felt too narrow or too wide.
- If one list wins twice, discuss the game states before changing cards; do not balance from win count alone.
- Apply future card changes to a new pod revision only after all six pairings and the shared boundary have been reviewed.

SEAT SUGGESTION

Suggested first game: newest pilot on Wyll, proactive-combat pilot on Delina, creature-engine pilot on Vrontdiss, and the most stack-comfortable pilot on Mathise. Comfort matters more than preserving this assignment.

TOKEN AND MARKER LEDGER

Shared dice

4 d20 plus 2 spare d20; one visible tray for simultaneous rolls.

Delina

Copied-creature cards or dry-erase tokens; tapped marker; end-of-combat exile markers; Treasure; Goblin; Devil.

Vrontdiss

At least six 5/4 red-green Dragon Spirit tokens; self-damage marker; sacrifice-after-damage reminders; Class-level counter.

Wyll + Leader

Soldier, Knight, Faerie Dragon, Goblin, Devil, and Treasure tokens; +1/+1 counters; two separate commander-tax trackers.

Mathise

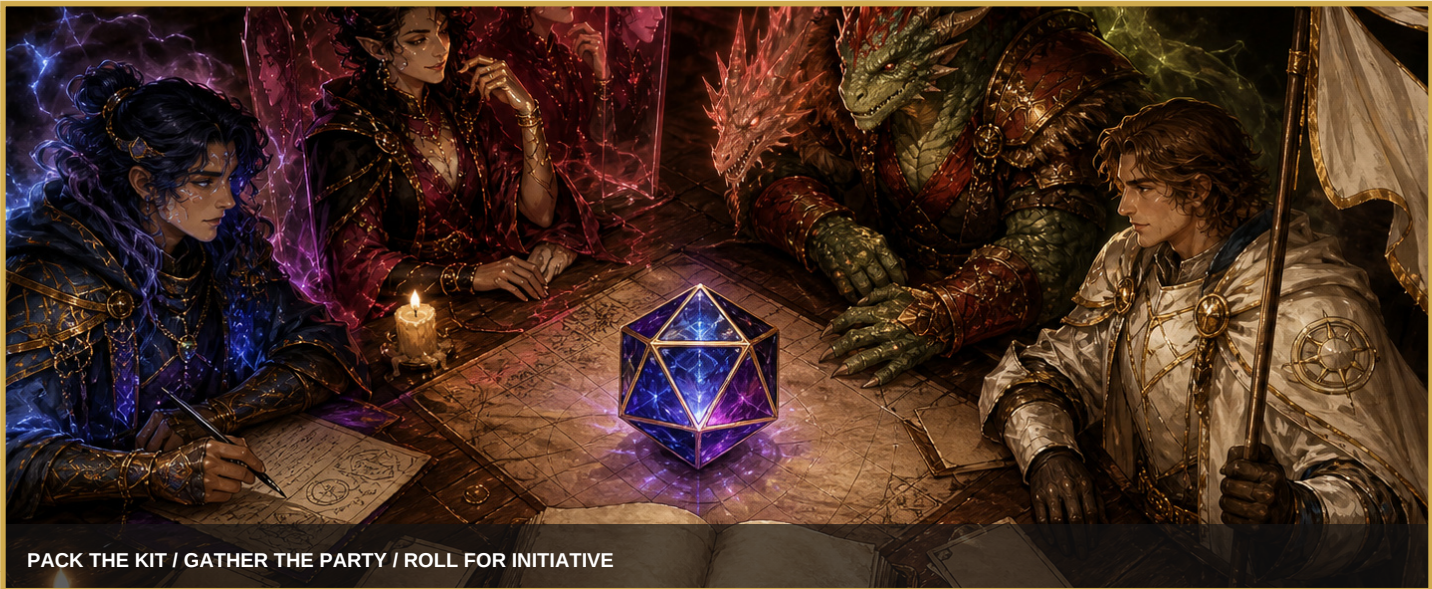
Drake, Bird Illusion, Fractal, Faerie Dragon, and Copy tokens; spell-copy marker; one visible stack-order note.

Everyone

Four 30-life trackers; commander-damage grid with four columns; initiative marker; dry-erase pen; six temporary-effect markers.

PREGAME CALL

Sixty cards, thirty life, Commander singleton and color identity. One free multiplayer mulligan; starting player draws. Wyll and Inspiring Leader use separate tax. Targets and responses before rolls; triggers after resolution. Shuffle up and roll for initiative.



PACK THE KIT / GATHER THE PARTY / ROLL FOR INITIATIVE