

ECHO ROGUE

The Hall of Echoes

Delina, Wild Mage

EXPLOSIVE COMBAT AND COPIED CREATURE VALUE / 60 CARDS / 59-CARD LIBRARY / 30 LIFE

QUEST LOG

1. Recruit one memorable guest

Keep two or three lands, early mana, and a creature whose enter-the-battlefield or attack trigger is worth echoing. Delina without a target is only a fragile 3/2.

2. Build the stage before the star

Use Barbarian Class, mana rocks, and ordinary creatures first. Cast Delina when she can attack soon or when Campfire can soften a later commander-tax problem.

3. Name the original and attack

Choose the copy target before rolling. Announce the tapped-and-attacking token, its nonlegendary exception, and its end-of-combat exile trigger.

4. Spend the brief advantage

Copies are temporary. Convert their attack, enter-the-battlefield effects, or Treasure immediately, then pass with enough resources to survive the table's answer.

Choose the original. Enter combat. Let every echo leave on time.

OPENING HAND

KEEP

+ Two or three lands plus a mana rock, Reckless Barbarian, or Plundering Barbarian.

+ A useful copy target such as Swarming Goblins, Solemn Simulacrum, or Meteor Golem; a Hoarding Ogre copy enters attacking but does not trigger its own attack ability.

+ One way to clear a blocker or protect the attack when the rest of the hand already develops.

SEND BACK

- Hands containing Delina payoffs but no creature you actually want to copy.

- Top-heavy Dragon hands without early mana or selection.

- Combat tricks that cannot support a credible board by turn four.

D20 FIELD NOTE

1-14: One faithful echo

Create one tapped-and-attacking nonlegendary copy. Put its relevant triggers on the stack, remember its end-of-combat exile, and continue combat without rolling again.

15-20: Encore roll

Create the same temporary copy, then choose whether to roll again. Resolve each roll and make each token before the next roll; stop when another copy no longer helps or would create an undesirable mandatory trigger.

Delina's Hall

14 D20 SOURCES / 17 DICE-LINKED CARDS

THE ECHO PERFORMANCE

Cast - Place one excellent original

Choose creatures that still matter when Delina is absent. Firbolg Flutist borrows a battlefield for one turn; Meteor Golem answers a permanent; Swarming Goblins leaves real bodies behind. Key cards: Firbolg Flutist, Meteor Golem, Swarming Goblins.

Rig - Improve the roll, not the certainty

Barbarian Class adds one die and ignores the lower; the other low-cost dice cards provide rehearsal rolls and material. None guarantees the recursive band. Key cards: Barbarian Class, Component Pouch, Goblin Morningstar.

Raid - Attack through the response window

Delina must attack and the chosen original must remain useful. Haste, Treasure, and the marquee Dragon make the burst sharp, but removal before attackers still stops the echo chain. Key cards: Delina, Wild Mage, Ancient Copper Dragon, Zariel, Archduke of Avernus.

VISIBLE FINISHES

Copper Dragon payday

Grant Ancient Copper Dragon haste or copy it with Delina, then connect for a public burst of Treasure. The Dragon, Delina, attack, and combat damage are four separate answer windows.

Borrowed final act

An original Firbolg Flutist cast before combat can steal a creature, grant haste, and enable myriad. A Flutist copied after Delina attacks can steal a blocker, but that creature cannot join the current attack; stolen creatures return at end of turn while temporary copies exile at e...

Critical combat math

A recovered Critical Hit or a well-timed Berserker's Frenzy can turn an established board lethal. Declare the natural-20 return trigger and blocker choices aloud.

RESPONSE KIT

Remove the blocker or engine early

Cheap answers preserve mana for Delina's attack. Choose the permanent that prevents the combat rather than spending several cards after copies already exist.

Make the sweep legible

Thunderwave becomes one-sided on its natural-20 band. Delayed Blast Fireball is always one-sided and rises from 2 damage to 5 only when cast from exile. Wyll's Reversal protects a crucial spell or redirects an answer.

Recover the performer once

Campfire turns accumulated commander tax into one visible reset to hand. War Room and Valakut Awakening restore options without hiding a combo line.

PARTY READS

vs Mathise, Surge Channeler - Stagger the performance

Watch: Mathise can stop Delina before combat and then refill from the same substantial spells. Answer: Present the copy target before Delina, invite blue interaction on another threat, and save Wyll's Reversal for the answer that ends the real attack.

vs Vrontiss, Rage of Ancients - Copy value, not Spirits

Watch: Vrontiss can create a 5/4 for every roll and makes ordinary red sweepers awkward once protection is available. Answer: Use Chaos Warp or Wild Magic Surge on Vrontiss or its protection layer; temporary Dragon Spirit copies sacrifice after dealing damage and are poor Delina targets.

vs Wyll, Blade of Frontiers & Inspiring Leader - Race before the banner rises

Watch: Wyll's token board keeps its bodies, while Delina's copies leave after combat; Inspiring Leader makes that permanence matter. Answer: Use Thunderwave before the anthem is established or remove Inspiring Leader's commander through tax pressure; preserve Delayed Blast

TABLE RULE: targets and responses first; roll during resolution; stack roll triggers afterward.