

STORM SCRIBE

The Unstable Grimoire

Mathise, Surge Channeler

ARCANE CONTROL AND CARD FLOW / 60 CARDS / 59-CARD LIBRARY / 30 LIFE

QUEST LOG

1. Prepare the spellbook

Keep enough mana to participate early and at least one useful spell for the middle turns. A hand full of payoffs but no clean sequencing is a mulligan.

2. Open the surge channel

Land Mathise when a meaningful spell can follow soon. Treat the commander as an engine you can rebuild, not a turn-three obligation.

3. Roll with a purpose

Cast mana-value-three-or-greater instants and sorceries when every result band advances the plan. Save roll manipulation for the decisions that alter a full turn cycle.

4. Convert the critical

Once cards and mana align, point the copied or repeated spell toward a visible finish. Announce the danger before the stack becomes difficult to parse.

Record the surge. Read the table. Spend the critical wisely.

OPENING HAND

KEEP

- + Two or three reliable early mana sources and a play before the engine turn.
- + A substantial instant or sorcery plus a believable route to cast Mathise and that spell.
- + One answer when the rest of the hand already develops your own plan.

SEND BACK

- Hands whose first meaningful action waits until the late game.
- Dice rewards with no repeatable or commander-led way to roll.
- Reactive piles that can stop everyone once but cannot rebuild or close.

D20 FIELD NOTE

1-9: Shared discovery

The low band gives the table resources too. Use the politics immediately: name the player who benefited most and preserve an answer for what they can now deploy.

10-19: Private research

You gained material without feeding the table. Reassess mana, protection, and the next qualifying spell before defaulting to the largest play.

20: Critical transcription

The spell-copy band is the deck's visible spike. Confirm targets and the copy order aloud, then use the burst to create a closing window rather than incidental value.

Mathise's Grimoire

14 D20 SOURCES / 16 DICE-LINKED CARDS

THE SURGE SEQUENCE

Channel - Make the qualifying cast

Use Mathise's trigger as the reliable roll source. Prefer spells that are useful before the die is rolled; the result should add value, not rescue a weak cast. Key cards: Mathise, Surge Channeler.

Steer - Protect the important band

Pixie Guide improves Mathise's rolls, while Component Pouch and Diviner's Portent provide independent roll events rather than general rerolls. Save the true modifier for a spell-copy result that changes the turn. Key cards: Pixie Guide, Component Pouch, Diviner's Portent.

Convert - Turn access into a finish

Cards are only potential energy. Use the stocked hand to defend the engine, choose one closing window, and make the next large spell legible to the table. Key cards: Docent of Perfection // Final Iteration, Feywild Trickster, Deekah, Fractal Theorist.

VISIBLE FINISHES

Critical spell turn

A natural 20 converts a substantial spell into a large but advertised advantage. Build the turn in public and give opponents a clean response window.

Stocked-hand tempo

Use repeated medium-band results to pull ahead on cards, then protect one efficient threat or spell sequence instead of trying to lock the table.

Last adventurer standing

When the battlefield has traded down, turn spare interaction into tempo and finish decisively. Avoid extending a won game just to roll again.

RESPONSE KIT

Answer the engine, not the symptom

Delina's attack enabler, Vron diss's repeatable roll-and-enrage engine, and Wyll's widest multiplier deserve priority over a single value creature.

Keep one rebuild line

If Mathise is removed, preserve either protection for the recast or a card-selection spell that restores velocity. Do not empty the hand defending a losing board.

Make stack work audible

State trigger order, d20 modifiers, copied spells, and new targets one piece at a time. Clarity is part of the pod's social contract.

PARTY READS

vs Delina, Wild Mage - Interrupt the attack

Watch: A safe Delina attack can multiply the best creature at the table and compound extra rolls. Answer: Remove or counter the enabler before attackers are declared when possible; fighting copied creatures one by one is inefficient.

vs Vron diss, Rage of Ancients - Break repeatability

Watch: Vron diss turns repeated die rolls into temporary 5/4 Dragon Spirits and can refill through creature-size engines. Answer: Prioritize Vron diss or the repeatable roll engine; a single Dragon Spirit is rarely the real problem.

vs Wyll, Blade of Frontiers & Inspiring Leader - Respect the wide board

Watch: Extra dice and the Background turn modest token production into lethal combat math quickly. Answer: Hold interaction for the multiplier, protection spell, or decisive combat step rather than the first token maker.