

DRAGON BERSERKER

Rage of the Ancients

Vrondiss, Rage of Ancients

FRONT-LINE PRESSURE AND DURABLE CREATURE ENGINE / 60 CARDS / 59-CARD LIBRARY / 30 LIFE

QUEST LOG

1. Find red, green, and five mana

Keep a stable two-color start with ramp. Vrondiss is the most expensive and most commander-dependent adventurer, so a hand that cannot cast him on turn four or five needs a strong independent plan.

2. Prepare the rage before the roll

Place Elemental Bond, Garruk's Uprising, protection, or a low-cost d20 card first. A roll without Vrondiss is still useful; a roll with him should create more than an isolated 5/4.

3. Choose the single point

Whenever you roll one or more dice, decide whether Vrondiss deals one damage to himself. That one damage creates one Spirit regardless of how many dice were rolled.

4. Turn temporary power sideways

Dragon Spirits sacrifice themselves after they deal damage. Give them trample, draw from their arrival, and attack before a reset erases the visible advantage.

OPENING HAND

KEEP

- + Two or three lands with both colors plus Farseek, Nature's Lore, Three Visits, or a two-mana rock.
- + A low-cost roll source and a believable route to cast Vrondiss by turn five.
- + Protection or an independent value engine when the commander is the rest of the hand's hinge.

SEND BACK

- One-color hands that cannot cast green ramp or red dice cards on schedule.
- Multiple five-to-seven-mana payoffs without early development.
- Roll rewards and pump spells with no roll source, commander access, or creature base.

D20 FIELD NOTE

1-9: Spirit before prize

Take the low-band effect, then evaluate Vrondiss's optional self-damage. The 5/4 Spirit is often the larger reward; do not treat a low number as a failed turn.

10-19: Spirit plus momentum

The spell usually improves and Vrondiss still creates only one Spirit. Draw from its arrival, keep protection available, and avoid overextending into the next sweeper.

20: Ancient's challenge

Resolve the natural-20 mode clearly, then take the same single enrage line. The critical changes the source card, not Vrondiss's one-damage and one-Spirit ceiling.

Roll once. Stoke the rage. Send the Spirit where it matters.

Vrondiss's Chronicle

16 D20 SOURCES / 19 DICE-LINKED CARDS

THE CONTROLLED ENRAGE CYCLE

Spark - Roll from a real game action

Use low-cost dice cards that develop mana, bodies, or equipment. With Vrondiss in play, each event offers one controlled point of self-damage and one 5/4 Dragon Spirit. Key cards: Vrondiss, Rage of Ancients, Goblin Morningstar, Component Pouch.

Feed - Make every Spirit replace itself

The Spirit's five power turns creature entry and combat damage into cards. Draw before exposing the engine to removal, and remember that the token sacrifices only after it deals damage. Key cards: Elemental Bond, Garruk's Uprising, Dragonborn Champion.

Break - Give the temporary army trample

One pump turn converts several visible Spirits into a finish. Choose between counters, a modal overrun, and targeted trample instead of stacking hidden multipliers. Key cards: Overwhelming Encounter, Return of the Wildspeaker, Kessig Wolf Run.

VISIBLE FINISHES

Spirit stampede

Accumulate several temporary 5/4s, grant trample, and attack once. Garruk's Uprising advertises both the card engine and the evasion before combat begins.

Bronze Dragon inheritance

Ancient Bronze Dragon must connect before its d20 counters arrive. Place the counters on visible attackers, then use Kessig Wolf Run only if ordinary blocks still matter.

Double the attack story

Wulfgar repeats attack triggers from Chaos Channeler or Hoarding Ogre. It creates resources and rolls, not extra combat phases; the board must still win through combat damage.

RESPONSE KIT

Protect the commander's next roll

One protection spell can preserve Vrondiss through a wipe or targeted answer. Wyll's Reversal can redirect a targeted spell, but none of these cards creates a hidden lock.

Break the opposing engine

Use flexible permanent removal on Mathise, Delina, Inspiring Leader, or the support piece that makes their next turn lethal-not on the first fair creature.

Reset without a loop

Blasphemous Act clears every creature unless protection intervenes; it is not paired with a Dragon-entry damage loop. Command Beacon offers one commander-tax recovery after the dust settles.

PARTY READS

vs Mathise, Surge Channeler - Make blue answer the body

Watch: Mathise can counter Vrondiss on the stack and bounce several Spirits after their card-entry triggers have resolved. Answer: Develop a card-draw enchantment first, then force Mathise to choose between the commander and the next roll source; protect only the line that preserves pressure.

vs Delina, Wild Mage - Remove the copy axis

Watch: Delina can copy Vrondiss's best support creature, and Firbolg Flutist can borrow a large Dragon or Spirit for the turn. Answer: Use Beast Within or Chaos Warp before Delina attacks, or remove the chosen original so the temporary copy plan loses its best target.

vs Wyll, Blade of Frontiers & Inspiring Leader - Trample through the formation

Watch: Wyll's enhanced tokens can chump every temporary Spirit until Akroma's Will reverses the race. Answer: Remove Inspiring Leader or use Blasphemous Act before the protection turn; preserve Heroic Intervention if your own visible Spirit board is the table's counterpressure.

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