

BANNER FIGHTER

The Blade's Adventuring Company

Wyll, Blade of Frontiers + Inspiring Leader

RELIABLE DICE, TOKEN DEVELOPMENT, AND COORDINATED COMBAT / 60 CARDS / 58-CARD LIBRARY / 30 LIFE

QUEST LOG

1. Keep the 58-card library honest

Wyll and Inspiring Leader both begin in the command zone, leaving 58 library cards. Keep two or three lands, early mana, and one recruitable body rather than counting either commander as a card in hand.

2. Deploy the captain before the banner

Wyll can arrive on turn two and improve every later roll. Add Inspiring Leader when tokens are ready to benefit or when the extra commander tax will not strand development.

3. Roll twice, ignore the lower

Wyll and Barbarian Class each replace a roll with one additional die and ignoring the lowest. Apply replacement effects once each, then take one final result and one Wyll counter trigger.

4. Announce the rally

The token army is permanent and public. Count power before Akroma's Will, Horn of Valhalla, or the Ancient Dragon trigger, then give the table a full response window.

OPENING HAND

KEEP

+ Two or three lands plus Arcane Signet, Marble Diamond, Talisman of Conviction, or catch-up land development.

+ A turn-three roll such as Goblin Morningstar or Recruitment Drive after a turn-two Wyll.

+ A token source and a card-flow permanent when the mana already casts both colors.

SEND BACK

- Hands that plan to cast both command-zone cards but do nothing else before turn four.

- Anthems or combat finishers without a source of tokens.

- Seven-mana Dragon hands without ramp, selection, or a functional early company.

D20 FIELD NOTE

1-9: Soldier company

Recruitment Drive makes two 1/1 Soldiers; other low bands still benefit from keeping the better die. Put exactly one +1/+1 counter on Wyll for the roll event.

10-19: Knight company

Recruitment Drive makes two 2/2 Knights. Inspiring Leader turns them into 4/4s while Wyll is present, so count the permanent board before committing another token maker.

20: Critical recruitment

Recruitment Drive makes three 2/2 Knights. The natural 20 is strong but still creates a visible creature board that waits for combat; announce Wyll's single counter separately.

Recruit the company. Raise the banner. Let the better die lead.

Wyll's Company

15 D20 SOURCES / 17 DICE-LINKED CARDS

THE COMPANY MUSTER

Recruit - Make the first roll constructive

Cast Wyll, then use a low-cost d20 card that leaves mana, equipment, or multiple bodies. Wyll rolls one extra die, ignores the lower, and gains one counter from the event. Key cards: Wyll, Blade of Frontiers, Recruitment Drive, Goblin Morningstar.

Banner - Turn recruits into a formation

Inspiring Leader grants +2/+2 to every creature token while Wyll is controlled. Veteran Soldier adds attacking Soldiers; Barbarian Class improves rolls and eventually grants haste. Key cards: Inspiring Leader, Veteran Soldier, Barbarian Class.

Rally - Choose one public combat finish

Build tokens at instant speed, equip one visible attacker, or give the whole formation a decisive combat package. Do not spend the finisher before the army can eliminate a player. Key cards: Secure the Wastes, Horn of Valhalla // Ysgard's Call, Akroma's Will.

VISIBLE FINISHES

Gold Dragon air wing

Ancient Gold Dragon must deal combat damage before its d20 Faeries arrive. Inspiring Leader then makes the permanent flying tokens 3/3s while Wyll remains on the battlefield.

The company answers as one

Secure the Wastes builds at the last end step; Akroma's Will converts the announced board into flying double-strike combat while providing the protection required to connect.

Horn-bearing captain

Ysgard's Call creates Soldiers; Horn of Valhalla rewards Wyll or another attacker for the company already present. The equipped creature can become large, but the Horn grants neither vigilance nor evasion and remains blockable.

RESPONSE KIT

Phase the company out

Guardian of Faith protects other creatures from a removal turn; Wyll's Reversal can redirect a targeted spell. Akroma's Will is strongest as a finisher, so spend its defensive half only when the board is worth saving.

Reset creatures, preserve the story

Slash the Ranks destroys tokens, support creatures, and planeswalkers while every commander survives. Thunderwave offers a dice-driven smaller reset; Wear // Tear handles the noncreature layer.

Rebuild from real recruits

Revivify can return creatures lost this turn, while Tocsia's Welcome and Staff of the Storyteller reward measured token development after a reset.

PARTY READS

vs Mathise, Surge Channeler - Force one answer per wave

Watch: Mathise can stop Akroma's Will on the stack and bounce the token formation after Wyll has invested both command-zone cards. Answer: Develop tokens from several permanents, hold Guardian of Faith for the broad answer, and make Mathise choose between the banner and the closing spell.

vs Delina, Wild Mage - Survive the echo turn

Watch: Delina can copy a high-impact creature repeatedly and use temporary power before Wyll's permanent formation is ready. Answer: Hold Swords to Plowshares or Contraband Livestock for Delina before attackers, then use the surviving token board to pressure the red seat.

vs Vrondiss, Rage of Ancients - Win the permanence race

Watch: Vrondiss creates a temporary 5/4 for every roll and has trample effects that invalidate ordinary token blocks. Answer: Use Slash the Ranks before Heroic Intervention is available or exile Vrondiss with Swords to Plowshares; keep Wyll out of incidental Thunderwave range so the Background's granted anthem stays active.

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