

The Keeper of the Carrock

Beorn the Fierce

THE COMPANY



ROLE

Combat stabilizer

BRACKET

3

CLOSE

T7-9

LOAD

Low-medium

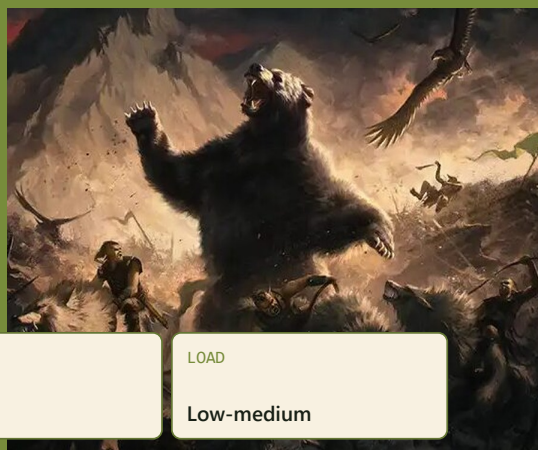


TABLE PROMISE. Comfortable middle-Bracket-3 Bear combat with zero Game Changers and no combo; I make the small Bears matter, protect the den, and try to end through one enormous trample turn after turn six.

FIVE-PLAYER HOME. Designed for the full five-deck table; at four players, keep every deck ready for the next game.

01 THE ROUTE

- 01 Find the path
Keep lands and one efficient setup piece.
- 02 Open the den
Develop one draw or tpyal engine before presenting the whole pack.
- 03 Guard the family
Leave regeneration, a flash rebuild, or a transformation answer available.
- 04 Choose one roar
Commit a single trample or scaling payoff when the board is ready.

02 OPENING HAND

KEEP

- Two to four lands plus a mana creature, land spell, or credible path to five mana.
- One card-flow engine and at least one Bear or changeling to reward it.
- A protection or interaction piece when the hand already develops naturally.

SEND BACK. Five expensive payoffs with no early acceleration or cards.

03 COMMANDER REMINDER

Beorn the Fierce

Trample

Other Bears you control get +2/+2.

At the beginning of combat on your turn, put a trample counter on up to one target creature you control. It becomes a Bear in addition to its other types. Then if you control three or more Bears, draw two cards.

PILOT FIT. Choose this for the clearest first game: build a den, hold one recovery piece, then make trample matter.

LEAVES OPEN. Drain, bounce, and tpyal resets attack angles that large Bears do not naturally cover.

04 INTERACTION

Break engines, not decorations. Beast Within

Clear the machinery. Fade from History

Contest the graveyard. Scavenging Ooze

Leave cubs after the wipe. Caller of the Claw

05 VISIBLE CLOSES

One impossible combat. Unnatural Growth

Let the small Bears through. Ruxa, Patient Professor

Refill and swing. Kindred Summons

06 YOUR FOUR OPPONENTS

The Great Goblin

SLIGHTLY BEHIND · PRESERVE THE REBUILD

WATCH. Drain and sacrifice damage ignore the size of the Bear board, and a wipe can become fuel.

ANSWER. Hold Caller of the Claw or Wrap in Vigor, transform the commander when possible.

Thorin, King of Durin's Folk

EVEN · NATURAL ARTIFACT PRESSURE

WATCH. Thorin's spot removal and protection can force the decisive combat through a larger Bear board.

ANSWER. Druid of Purification, Fade from History, and Rampaging Yao Guai make the Treasure hoard a liability.

Thranduil, the Elvenking

MODERATELY BEHIND · SIMPLIFY THE TOOLBOX

WATCH. Tpyal sweep and bounce are difficult for the fairest board deck, while Thranduil can select the right activated ability.

ANSWER. Scavenging Ooze the key Elf, transform Thranduil, and keep instant rebuilds for Crippling Fear or Raise the Palisade.

Bilbo, Thief in the Night

EVEN · PRESSURE THE ARTIFACTS

WATCH. Aetherize can invalidate the one committed attack, and repeated graveyard tools reward a long game.

ANSWER. Attack equipment and artifact engines, spread trample across more than one threat.

