

The Keeper of the Carrock

Beorn the Fierce

THE COMPANY



ROLE

Combat stabilizer

BRACKET

3

CLOSE

T7-9

LOAD

Low-medium

01 PILOT ROUTE

- 01 Find the path
Keep lands and one efficient setup piece.
- 02 Open the den
Develop one draw or typical 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 PILOT FIT

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

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

03 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. Full company first; at four players, keep every deck ready for the next game.

04 REMEMBER

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.

05 MULLIGAN

- 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. Five expensive payoffs with no early acceleration or cards.



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NAVIGATE THE FIVE-PLAYER TABLE

THE COMPANY



06 INTERACTION

- Break engines, not decorations
Key cards: Beast Within, Druid of Purification.
- Clear the machinery
Key cards: Fade from History, Rampaging Yao Guai.
- Contest the graveyard
Key cards: Scavenging Ooze, Scavenger Grounds.

07 VISIBLE CLOSERS

- One impossible combat
Key cards: Unnatural Growth, The Earth King.
- Let the small Bears through
Key cards: Ruxa, Patient Professor, Beastmaster Ascension.
- Refill and swing
Key cards: Kindred Summons, Return of the Wildspeaker.

08 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. Typal 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.