


Arrowed! **



Instant

Arrowed! deals five damage to target attacking or blocking creature.

Boo Boo, Cautious Buddy **



Legendary Creature — Bear

When Boo Boo, Cautious Buddy comes into play, you may search your library for a card named Yogi the Bear and put it into play.

Whenever blockers are declared, you may remove Boo Boo, Cautious Buddy from combat.

Buddy Christ 2**



Legendary Creature — Savior

When Buddy Christ comes into play, you may search your library for a card named Holier Than Thou and put it in your hand.

Defender, Buddy Christ does not deal or receive combat damage.

*: Remove Buddy Christ and a black creature Buddy Christ is blocking from the game. Buddy Christ gains Suspend: 3.

0/1

Holier Than Thou 2**



Sorcery

Destroy target non-land permanent. That permanent's controller gains life equal to half the permanent's converted mana cost, rounded up.

Holy Bear 1*



Creature — Bear

*: Target 2/2 creature gets +0/+1 until end of turn.

2/2

Blue Knight 1



Creature — Cheater

1: Blue Knight gains flying until end of turn.

1: Remove Blue Knight from the game. Blue Knight gains Suspend: 2.

"Cor Por"

2/2

Illusionary Bear 1



Creature — Bear

: Target Bear gains flying until end of turn.

2/2

Oops, Just Kidding 1



Instant

Choose one: Counter a spell you control and return that spell to your hand; or untap and prevent all damage to and by attacking creatures.

Draw a card.

Oops, Just Kidding can only be played on your turn.

Wash Away 2



Instant

Return all creatures with converted mana cost 2 or less to their owners' hands.

Yogi the Bear 1 2



Legendary Creature — Bear

At the beginning of your upkeep, you may put a pic-a-nic counter on target land an opponent controls.

Whenever Yogi the Bear attacks, you may add one mana of any color for each land with a pic-a-nic counter in play. That mana does not cause mana burn.

2/2

Creepy Bear 1



Creature — Bear

1: Target bear gains Fear until end of turn.

2/2

Die Slacker 2



Sorcery

Destroy target untapped creature.

Insult to Injury 1



Instant

Target damaged creature gets two -1/-1 counters.

Minjas 1



Creature — Midget Ninja

Flash.

Minjas cannot attack or block, and Minjas cannot be the target of spells or effects.

Sacrifice Minjas: Utterly destroy target creature without any possibility of not putting it in the cold ground.

0/1

Ranger Smith 3



Creature — Park Ranger

1 1 1, **1**: Destroy target attacking Bear.

3/3

Burnination 1 2 2



Sorcery

Choose one: Burnination deals three damage to any number of target creatures divided as you choose; or destroy target land.

Entwine: **1 2 2**

Fury Bear 1 2



Creature — Bear

2: Target Bear gains first strike until end of turn.

2/2

Fury Strike 1 2



Instant

Until end of turn, target creature gains +2/+0, first strike, and haste.

The Grayest Ogre 2 2



Legendary Creature — Ogre Lord

2 2: Put a 2/2 Ogre into play if there is not more than one Ogre in play.

When The Grayest Ogre is put into a graveyard from play, destroy all ogres.

2/2

Trogdor the Burninator 1 2 2 2



Legendary Creature — Dragon Man

When Trogdor the Burninator comes into play, you may search your library for a card named Burnination. If you do, reveal it and put it in your hand. When Trogdor the Burninator comes into play target opponent may search their library for a card named Arrowed to be revealed and put in their hand.

2: +1/+0 until end of turn.

3/3

Argothian Herbalist 1



Creature

Defender.

Creatures blocked by Argothian Herbalist don't untap as normal during their next untap step.

Sacrifice a forest: Prevent all combat damage that would be dealt this turn.

0/3

Bears Revolt 2 2 2



Sorcery

Until end of turn, all Bears gain +2/+2 and trample.

Scrounge the Campground 2



Sorcery

Choose one: Search your library for a creature with converted mana cost 2 or less and put it into play; or search your library for a forest and put it into play.

Entwine: 1

Snokey the Bear



Legendary Creature — Bear

: Counter target spell that targets a Forest you control.

, : All Forests you control provide an additional when tapped for mana until end of turn.

2/2

Strong Bear 1



Creature — Bear

: Target 2/2 creature gets +1/+0 until end of turn.

2/2

Caves of Torabora 2



Enchantment

At the beginning of your upkeep, put a radiation counter on Caves of Torabora. At the end of any turn, if Caves of Torabora has two or more radiation counters, sacrifice Caves of Torabora. If you do, each creature in play gets -1/-1 for each radiation counter on Caves of Torabora.

1: Add or remove a radiation counter from Caves of Torabora.

Redonkulous 1 1 2



Instant

Counter target spell unless it's controller pays 2. Redonkulous deals two damage to target creature.

The Ultimate Bear
4

Creature — Bear

The Ultimate Bear is every color.

- Target 2/2 creature gains first strike until end of turn.
- Target 2/2 creature gains flying until end of turn.
- Target 2/2 creature gains fear until end of turn.
- Target 2/2 creature gains +0/+1 until end of turn.
- Target 2/2 creature gains +1/+0 until end of turn.

2/2

There's A Card That Does That
X 1

Sorcery

Search your library for a non-land, non-creature card with converted mana cost X. Reveal that card, put it in your hand, and shuffle your library.

All I Needed Was a Land
6

Sorcery — Famous Last Words

At the beginning of your next game, search your library for a basic land and put it into play tapped.

Anything but a Land!
6

Enchantment — Famous Last Words

Whenever you play this, remove it from the game. Start with this in play at the beginning of your next game.

Lands you control come into play tapped.

Whenever a land you control comes into play, you may pay 1. If you do, sacrifice that land and draw a card. You may play an additional land this turn.

Breaking the Broken
2

Artifact

2, Sacrifice Breaking the Broken: Destroy target creature if that creature has at least two abilities.

Clockwork Clock
4

Artifact

Clockwork Clock comes into play with two clockwork counters.

1, Add a clockwork counter to Clockwork Clock.

Remove a clockwork counter from Clockwork Clock: Target non-artifact creature gets a +1/+1 counter and becomes an artifact.

Clumsy Colossus
7

Artifact Creature

Clumsy Colossus doesn't untap during your untap step.

Trample, Clumsy Colossus can only be blocked by two or more creatures.

Tap two untapped creatures you control: untap Clumsy Colossus. Play this ability only during your upkeep.

7/7

I Can Still Win!
6

Sorcery — Famous Last Words

I Can Still Win! may only be played during the first and second games.

Your life total becomes one.

Target player draws a card. Destroy target permanent.

If you lose this game, you lose the match.

If It Wasn't For That Stupid Card...
6

Sorcery — Famous Last Words

At the beginning of the next game, name a non-land card.

Target opponent cannot play the named card that game.

The Magic Stick 1



Artifact

2 : Target player gains control of The Magic Stick. That player discards a card. Use this ability only when you could play a sorcery.

The Perfect Draw 6



Sorcery — Famous Last Words

You get two exchange tokens. These tokens last the entire match.

Sacrifice an exchange token: Shuffle your hand into your library and draw the same number of cards. Use this only when you are making mulligan decisions.

The Replacement 1



Artifact

Sacrifice: Draw a card.

Another Land?!



Land

☞: Add 1 to your mana pool.

Whenever you draw Another Land?! reveal it. If you do reveal the top cards of your library until you reveal a non-land. Put that card in your hand and remove all other revealed cards from the game.

Bears Like to Poo



Land

Bears Like to Poo comes into play tapped.

☞: Add ♣ to your mana pool.

1 ♣♣, ☞: Target attacking creature doesn't untap during its next untap step.

Hell's Kitchen



Land

Hell's Kitchen comes into play tapped.

☞: Add ♠ to your mana pool.

1 ♠♠, ☞: Target attacking creature gets -1/-1 until end of turn.

Hell's Mountain



Land

Hell's Mountain comes into play tapped.

☞: Add ♠ to your mana pool

1 ♠♠, ☞: Hell's Mountain deals one damage to target blocking creature.

Lonely Steppe



Land

Lonely Steppe comes into play tapped.

☞: Add * to your mana pool.

1 ***, ☞: Untap target attacking creature if no other creature is attacking. That creature neither deals nor receives damage this turn.

Sky Sanctuary



Land

Sky Sanctuary comes into play tapped.

☞: Add ♠ to your mana pool.

1 ♠♠♠, ☞: Target flying creature can't be the target of spells or effects this turn.