
Ursine Guide
2
Creature – Bear Druid
A 26
This creature enters prepared.
Whenever you cast a spell that isn't from your starting deck, conjure a card named Bear Cub onto the battlefield. This creature becomes prepared.
Ranger's Merit 3
Sorcery
Put a +1/+1 counter on each Bear you control. They gain trample until end of turn.
Tomas Duchek
3/3