

<div> Cloakwood Swarmkeeper 6 </div> <div> Creature -- Elf Ranger </div> <div> Gathered Swarm -- Whenever one or more tokens you control enter, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Cloakwood Swarmkeeper 6 </div> <div> Creature -- Elf Ranger </div> <div> Gathered Swarm -- Whenever one or more tokens you control enter, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Cloakwood Swarmkeeper 6 </div> <div> Creature -- Elf Ranger </div> <div> Gathered Swarm -- Whenever one or more tokens you control enter, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Cloakwood Swarmkeeper 6 </div> <div> Creature -- Elf Ranger </div> <div> Gathered Swarm -- Whenever one or more tokens you control enter, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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① ②

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① ⑥

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G

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

1/1

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① ⑥

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

1/1

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① ⑧

When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

1/1

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Satyr Wayfinder ①⑥ Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satyr Wayfinder ①⑥ Creature -- Satyr When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slime Against Humanity ②⑥ Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slime Against Humanity ②⑥ Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div><div>Chatter of the Squirrel ⑥</div><div>Sorcery</div><div>Create a 1/1 green Squirrel creature token. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chatter of the Squirrel ⑥</div><div>Sorcery</div><div>Create a 1/1 green Squirrel creature token. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chatter of the Squirrel ⑥</div><div>Sorcery</div><div>Create a 1/1 green Squirrel creature token. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Chatter of the Squirrel ⑥</div><div>Sorcery</div><div>Create a 1/1 green Squirrel creature token. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G

Whenever another creature enters,
you gain 1 life.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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you gain 1 life.
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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/1

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©

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Whenever another creature enters,
you gain 1 life.
```

[sideboard]

1/1

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① ② G

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

[sideboard]

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① ⑥

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

[sidebar]

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[sidebar]

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① ⑥

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

[sideboard]

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	