



SQUIRREL

At the beginning of your upkeep, flip a coin.
When it comes up heads, choose two. You
may choose the same mode more than once.

- Create a Food token.
- Put a +1/+1 counter on target creature
you control.
- Create a Treasure token.

If it comes up tails, move the Season Token
two spaces clockwise.



BAT

At the beginning of your upkeep,
flip a coin.

If it comes up heads, you gain 5 life.

If it comes up tails, move the Season
Token three spaces clockwise.



RABBIT

At the beginning of your upkeep,
flip a coin.

If it comes up heads, create a 1/1 white
Rabbit creature token if you control no
Rabbits. Otherwise, create a 1/1 white
Rabbit creature token for each Rabbit
you control.

If it comes up tails, move the Season
Token three spaces clockwise.



BIRD

At the beginning of your upkeep,
flip a coin.

When it comes up heads, choose target
creature you control. If it has flying, draw
a card. Otherwise, that creature gains
flying until end of turn.

If it comes up tails, move the Season
Token your choice of two or
three spaces clockwise.



RAT

At the beginning of your upkeep,
flip a coin.

If it comes up heads, you may mill
four cards.

If it comes up tails, move the Season
Token your choice of one or
two spaces clockwise.



FROG

At the beginning of your upkeep,
flip a coin.

When it comes up heads, you may exile
target creature you control, then return it
to the battlefield under its owner's control.

If it comes up tails, move the Season
Token two spaces clockwise.



OTTER

At the beginning of your upkeep,
flip a coin.

If it comes up heads, look at the top
card of your library. You may reveal
that card if it's a noncreature, nonland
card. If you do, put it into your hand. If
you don't reveal it, put it on the bottom
of your library.

If it comes up tails, move the Season
Token one space clockwise.



LIZARD

At the beginning of your upkeep,
flip a coin.

If it comes up heads, each opponent loses
3 life and you gain 3 life.

If it comes up tails, move the Season
Token one space clockwise.



MOUSE

At the beginning of your upkeep,
flip a coin.

When it comes up heads, you may put two
+1/+1 counters on target creature.

If it comes up tails, move the Season
Token your choice of one or
three spaces clockwise.



RACCOON

At the beginning of your upkeep,
flip a coin.

If it comes up heads, look at the top card
of your library. You may reveal that card
if it's a land card. If you do, put it into
your hand. If you don't reveal it, put it on
the bottom of your library.

If it comes up tails, move the Season
Token two spaces clockwise.



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