Germination Practicum



Sorcery — Lesson

Put two +1/+1 counters on each creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0149
SOS • EN Johan Grenier

™ & © 2026 Wizards of the Coast

Germination Practicum



Sorcery — Lesson

Put two +1/+1 counters on each creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0149
SOS • EN Johan Grenier

™ & © 2026 Wizards of the Coast

Germination Practicum

Sorcery — Lesson

Put two +1/+1 counters on each creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0149
SOS • EN Johan Grenier

™ & © 2026 Wizards of the Coast

Germination Practicum

Sorcery — Lesson

Put two +1/+1 counters on each creature you control.

Paradigm *(Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)*

M 0149
SOS • EN Johan Grenier

™ & © 2026 Wizards of the Coast