

Guiding Voice (W) Sorcery Put a +1/+1 counter on target creature. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Igneous Inspiration (2)(R) Sorcery Igneous Inspiration deals 3 damage to any target. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illustrious Historian (1)(R) Creature -- Human Shaman {5}, Exile this card from your graveyard: Create a tapped 3/2 red and white Spirit creature token. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lorehold Pledgamage (1)(R/W)(R/W) Creature -- Kor Shaman First strike Magecraft -- Whenever you cast or copy an instant or sorcery spell, this creature gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Make Your Mark (R/W) Instant Target creature gets +1/+0 until end of turn. When that creature dies this turn, create a 3/2 red and white Spirit creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pilgrim of the Ages Creature -- Spirit When this creature enters, you may search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. {6}: Return this card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pillardrop Warden Creature -- Spirit Dwarf Reach {2}, {T}, Sacrifice this creature: Return target instant or sorcery card from your graveyard to your hand. Activate only as a sorcery. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Prismari Campus Land This land enters tapped. {T}: Add {U} or {R}. {4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflective Golem Artifact Creature -- Golem Whenever you cast an instant or sorcery spell that targets only this creature, you may pay {2}. If you do, copy that spell. You may choose new targets for the copy. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverquill Pledgement Creature -- Vampire Cleric Magecraft -- Whenever you cast or copy an instant or sorcery spell, this creature gains your choice of flying or lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverquill Pledgement Creature -- Vampire Cleric Magecraft -- Whenever you cast or copy an instant or sorcery spell, this creature gains your choice of flying or lifelink until end of turn. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Star Pupil Creature -- Human Wizard This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teach by Example Instant {U/R} can be paid with either {U} or {R}.) When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrilling Discovery Sorcery You gain 2 life. Then you may discard two cards. If you do, draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venerable Warsinger Creature -- Spirit Cleric Vigilance, trample Whenever this creature deals combat damage to a player, you may return target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of damage this creature dealt to that player. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Academic Dispute (R) Instant Target creature blocks this turn if able. You may have it gain reach until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beaming Defiance (1)(W) Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Age General (1)(R) Creature -- Spirit Warrior {T}: Attacking Spirits get +1/+0 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dramatic Finale (W/B)(W/B)(W/B)(W/B) Enchantment Creature tokens you control get +1/+1. Whenever one or more nontoken creatures you control die, create a 2/1 white and black Inkling creature token with flying. This ability triggers only once each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Enthusiastic Study (2)(R) Instant Target creature gets +3/+1 and gains trample until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Environmental Sciences (2) Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heated Debate (2)(R) Instant This spell can't be countered. (This includes by the ward ability.) Heated Debate deals 4 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inkling Summoning (1)(W/B)(W/B) Sorcery -- Lesson Create a 2/1 white and black Inkling creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sparring Regimen 2 W Enchantment When this enchantment enters, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) Whenever you attack, put a +1/+1 counter on target attacking creature and untap it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacle Mage 1 U R Creature -- Bird Shaman Flying Instant and sorcery spells you cast with mana value 5 or greater cost {1} less to cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strict Proctor 1 W Creature -- Spirit Cleric Flying Whenever a permanent entering causes a triggered ability to trigger, counter that ability unless its controller pays {2}. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tezzeret's Gambit 3 UP Sorcery {U/P} can be paid with either {U} or 2 life.) Draw two cards, then proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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