Paladin Class



(Gain the next level as a sorcery to add its ability.)

Spells your opponents cast during your turn cost {1} more to cast.

{2}: Level 2

Creatures you control get +1/+1.

{4}: Level 3

Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.

Enchantment — Class

029/281 R
AFR • EN ✍ Campbell White

™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast

Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}: Level 2
Creatures you control get +1/+1.
{4}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
029/281 R
AFR • EN ✍ Campbell White
™ & © 2021 Wizards of the Coast