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

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