Sorcerer Class



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

When Sorcerer Class enters the battlefield, draw two cards, then discard two cards.

{U}{R}: **Level 2**

Creatures you control have "{T}: Add {U} or {R}. Spend this mana only to cast an instant or sorcery spell or to gain a Class level."

3{U}{R}: **Level 3**

Whenever you cast an instant or sorcery spell, that spell deals damage to each opponent equal to the number of instant and sorcery spells you've cast this turn.

Enchantment — Class

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