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.

Level 2

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

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

233/281 R
AFR ★ EN
Alexander Mokhov

™ & © 2021 Wizards of the Coast

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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast
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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast
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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast
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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast
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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast
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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast
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.
Level 2
Creatures you control have ": Add or . Spend this mana only to cast an instant or sorcery spell or to gain a Class level."
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
233/281 R
AFR ★ EN
Alexander Mokhov
™ & © 2021 Wizards of the Coast