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