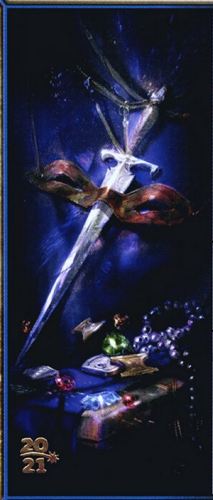
Rogue Class



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

Whenever a creature you control deals combat damage to a player, exile the top card of that player's library face down. You may look at it for as long as it remains exiled.

1 : Level 2

Creatures you control have menace.

2 : Level 3

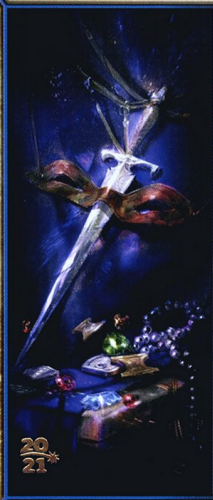
You may play cards exiled with Rogue Class, and you may spend mana as though it were mana of any color to cast those spells.

Enchantment — Class

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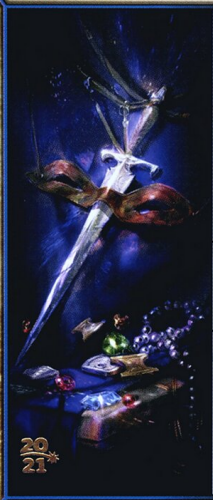
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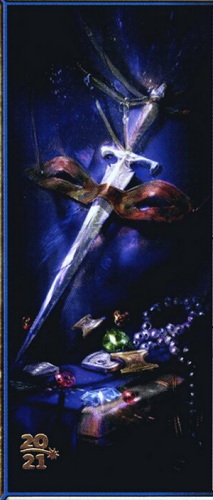
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