
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
230/281 R
AFR ★ EN
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