Barbarian Class



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

If you would roll one or more dice, instead roll that many dice plus one and ignore the lowest roll.

1 : **Level 2**

Whenever you roll one or more dice, target creature you control gets +2/+0 and gains menace until end of turn.

2 : **Level 3**

Creatures you control have haste.

Enchantment — Class

131/281 U
AFR • EN Campbell White

™ & © 2021 Wizards of the Coast