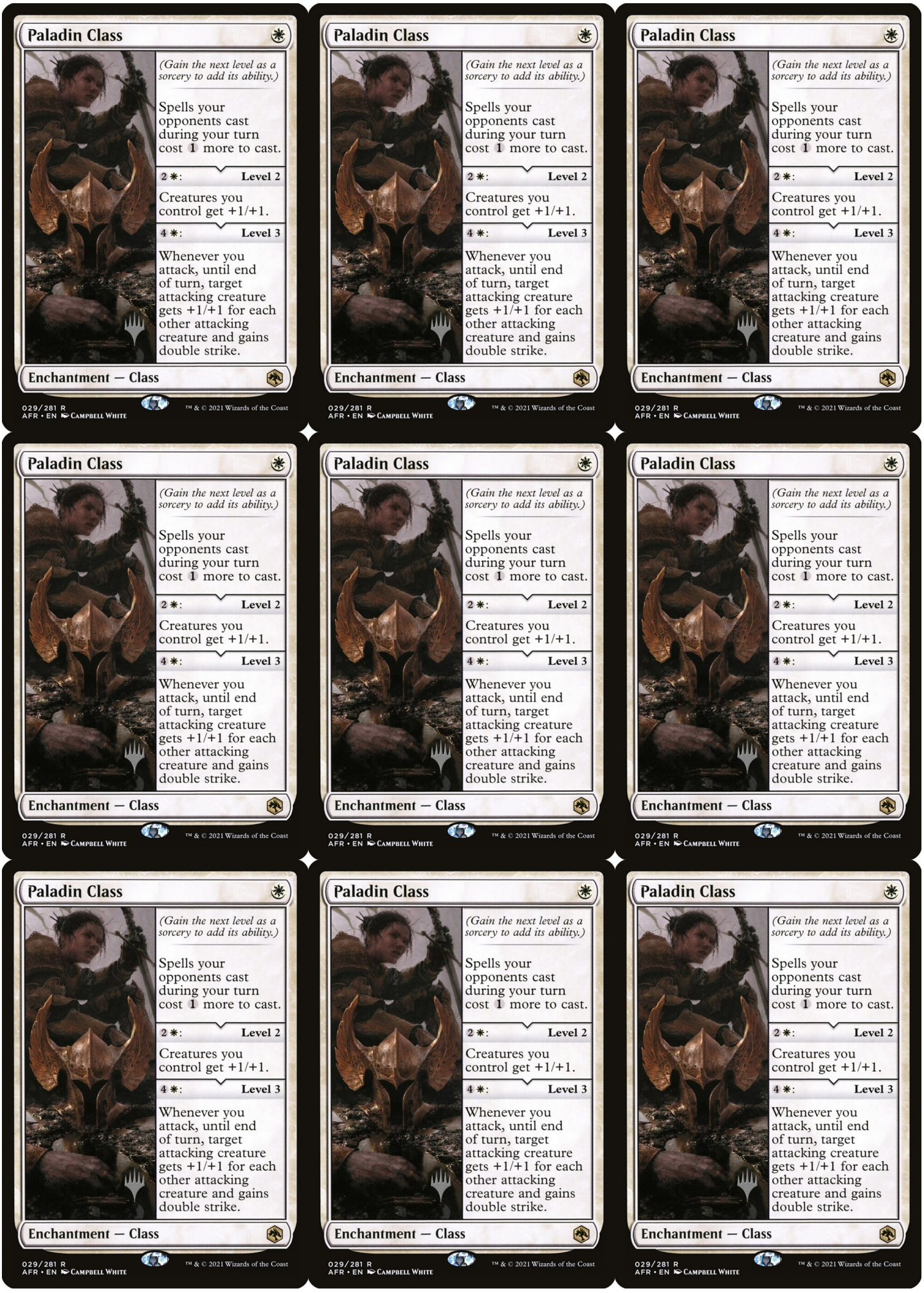
Paladin Class
(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
2: Level 2
Creatures you control get +1/+1.
4: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.
Enchantment — Class
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