Bard Class



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

Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.

Level 2

Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.

Level 3

Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.

Enchantment — Class

217/281 R
AFR ★ EN
Andrew Mar

™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast

Bard Class
(Gain the next level as a sorcery to add its ability.)
Legendary creatures you control enter the battlefield with an additional +1/+1 counter on them.
Level 2
Legendary spells you cast cost less to cast. This effect reduces only the amount of colored mana you pay.
Level 3
Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn.
Enchantment — Class
217/281 R
AFR ★ EN
Andrew Mar
™ & © 2021 Wizards of the Coast