Mazzy, Truesword Paladin



Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast

Mazzy, Truesword Paladin

Legendary Creature — Halfling Knight

Whenever an enchanted creature attacks one of your opponents, it gets +2/+0 and gains trample until end of turn.

Whenever an Aura you control is put into your graveyard from the battlefield, exile it. Until the end of your next turn, you may cast that card.

3/4

283/361 R
CLB • EN Justyna Gil

™ & © 2022 Wizards of the Coast