

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight



Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 20/175

2/2