

Paladin got a bunch of solid cards in Boomsday, but nothing truly overpowering. The best card they got was Annoy-o-Module, and I wouldn't be shocked if Glow-Tron was good as well. Really, the Paladin archetype that seems to be coming around is to buff stuff, which is their typical strategy. You'll still take all your Sound the Bells and Silver Swords, but the two class mechs they have will have a strong impact if mechs are left up, especially Annoy-o-module. I don't think any of this really changes much about Paladin, and considering they're the worst class at the moment on HSreplay post-Rare fix, it may not be enough to help Paladin out.

Autodefense Matrix (1*): Because Paladins generate so many 1/1s, this is in some cases a worse version of Noble Sacrifice. To ideally use it, you'd want big minions on the board alone, or taunts that people have to attack into, and in those cases it's still very similar to Noble Sac. I honestly don't see that happening much because it is Paladin and you want to swarm, so I think this card is going to be comparable. Noble Sac belongs in 1*, so this belongs in 1* as well.

Glow-Tron (3*): A 1 mana 1/3 is fine by itself. Being Magnetic is useful if you got a high-attack mech that needs some extra health to live, or to activate your egg/bombs, but otherwise it's not that great of a magnetic buff, think Divine Strength and its relative uselessness because of how often it didn't let you trade. Making a Goblin Bomb into a 1/5 really isn't that useful, and turning a 1/1 into a 2/4 is ok, but not super impactful. Really, its best target is the 4/4 Stealth mech or even Missile Launcher, but that's not enough for me to move it really high. It should still have a lot of targets, and the flexibility of a buff or a minion is real good, so putting this at 3*.

Mechano-Egg (1*): Is this better than the 2/2 that summons a 7/7 for 6 mana? With the heavy reduction of spells, the Egg is going to be highly reliant on Magnetic minions to activate. Because it's got so much health, minor buffs like Stormwind or Dire Wolf Alpha aren't good enough to activate it, and it's also accidental-AoE proof as well due to its health, so that's a decent sized drawback. I think, the magnetic stuff is just enough to push it to 1* unlike Devilsaur Egg which is 0*, but I've had plenty of good egg decks that did not do all that well, so I'm not sold on this.

Annoy-o-Module (4*): By itself, it's a real solid card on 4, nothing really overpowered but a good card. With the Magnetic buff, it's gamewinning if you get a mech to stick and you put it on another mech. The Divine Shield Elixir and Seal of Champions were some of the best buff cards there were because of the divine shield + charge combo, and 2/4 is about the perfect stats to buff something to trade and become a problem, ala Velen's Chosen. If you get a mech deck, you always pick this, because it will be the key to driving your deck.

Crystology (3*): There's a lot of good 1-attack minions that you can draw. Basilisks, Jailors, Stonehills, Righteous Protectors and the like can all get pulled from this. Assuming you'll get enough cards for this, and quick HSreplay math puts it as around 3 on average per deck, this is going to consistently draw 2 cards, generally cheap cards that you can play the same turn which is a key bonus. There's a limit to how good draw is, so I can't really go higher, but the card is still strong.

Shrink Ray (2*): If you ever needed a reason not to go big against Paladin, this is it. Now, on its face, is it better than Equality, no chance. You're paying 3 mana for the situation where you're off the board and you need to stop face damage or don't have anything in hand. In fairness, I run into that somewhat often where Paladins will Equality then pause then develop, and Shrink Ray would help out, but for 3 extra mana? And it impacts your own board as well, so if you got a bunch of tokens and a high attack minion, shrinking it down to 1 attack will hurt you. Maybe I could buy this at 4, but at 5, I just don't see it being all that great outside the times you really desperately need a removal.

Prismatic Lens (1*): You can't build around this card in Arena so its 4 mana draw 2 cards. Now, in theory, you could draft a secret and RNG an 8-drop with this, making a 7 mana swap, but then you have to factor in that you're never playing that secret. So you're spending 4 mana to draw a card out of your deck that costs 7 less, so you really net 3 mana on it. That's ok, but heavily RNG dependent. Also, if you screw up your Equality by getting a big minion with this, you may not want a big minion that costs 2 if your Equality costs 6. I could see this card screwing things up a lot more than it helps things out.

Glowstone Technician (2*): In theory, you only need to hit 2 minions for this to be real effective. In reality, 6 mana for the effect is real slow, so unless you got a lot of board control, it will give your opponent initiative. Grimestreet Outfitter was a good card, not because it hit many minions, but because it was so cheap that the +1/1 buffs could let you play a lot of other stuff buffed on the same turn. With this, unless you're drafting a bunch of Drygulch Jailors or Ravencallers, all that buffed stuff is going to take time to get out, and that time might cost you. I'm not sold on this being all that great, even with how powerful it potentially can be.

Kangor's Endless Army (1*/52): If Elemental Mage has taught me anything, it's that drafting for synergy works every time its against me, and never works when I try to draft it. On curve, if it resurrects 3 things, its among the best cards in the game. Problem being, you need a real heavy mech deck to work for this. The problem is, the vast majority of the mechs are cheap mechs. While you can get the Magnetic upgrades, the only real big mechs out there are Missile Launcher, Bull Dozer, the 7/7 off Mechanical Whelp (which puts a 2/2 into the battlefield), maybe Damaged Stegotron, maybe Mechano Egg, but you see where this is going. You're likely going to get cheap mechs, and playing 7 mana to summon 3 2-drops isn't worth it. And, you need all that to die before you play the army. There's enough upside and enough drafting around it that it can work, but I have doubts it's even constructed viable, much less Arena.

Crystalguard Kangor (0*/49): The situations where the bonus healing matters are few and far between, and where this would be a decent card are even fewer. Without a taunt effect, a 1/2 divine shield isn't good. You'd easily rather have an Argent Squire for one less mana.