



Conscription is a 6-mana spell for paladin that pushes paladin into a strong position during the mid-game. The idea behind this card was that paladin has been lacking recently in terms of impactful cards to contest the mid-game pressure of other classes.

Conscription also provides paladin the opportunity to play in unique ways with the wide variety of 2-drops. Cards like Wild Pyromancer, Doomsayer, and Knife Juggler are just a few of the 2-drops with possibly high-impact effects.

Another aspect of this card is the support for paladin buffs. By summoning 3 minions, there is a high probability one of the minions will survive to be buffed on the following turn. This could provide a much needed boost to the Quest Paladin list.

I believe that Conscription will push midrange paladin to be competitive in Standard. With about a 5% representation at all ranks according to vicioussyndicate.com, paladin is the 2nd least represented class just slightly edging out warrior after the nerf of Fiery War Axe. By giving paladin a strong and class-restricted mid-game option to contest the board, paladin will once again have the ability to trade efficiently and transition well into the late-game.

In Arena, this card will again be highly impactful. Summoning three good 2-drops is a powerful tempo play in the midgame. Paladin already has some of the strongest arena cards in Truesilver Champion, Spikeridge Steed, and Tirion Fordring. By making this spell an epic, it will reduce the odds this card is overrepresented in the draft.