

**Liberator of Blue Flames, Percival**  
 [S] [(V)]: [Legion 20000] "Liberator of Oath, Aglovale"  
 [A] [(V)]: When this Legions, look at up to 4 cards from top of your LB and choose up to 1 card with "Liberator" in name and Call it to a vacant (R), and put the rest on the bottom of the LB in any order.  
 [A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

TD16/001 Gold Paladin/Human No Trigger

G3

**Liberator of Spirit, Kadvan**  
 [A] [(V)/(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +#000 Pow for the battle.

TD16/002 Gold Paladin/Human No Trigger

G3

**Liberator, Blue Flame Dragon**  
 [S] [(V)]: [Legion 20000] "Indomitable Liberator, Karetics"  
 [A] [(V)]: When this attacks a VG, if this is Legioned, this gains +5000 Pow for the battle.  
 [A] [(R)]: When this attacks a VG, this gains +2000 Pow for the battle.

TD16/003 Gold Paladin/Cosmo Dragon No

G3

Downloaded from HeartOfTheCards.com. Do not distribute or repost.

**Indomitable Liberator, Karetics**  
 --No Text--

TD16/004 Gold Paladin/Human No Trigger

G2

**Liberator of King's Way, Farron**  
 [A] [(R)]: When this attacks, if you have a VG with "Liberator" in name, this gains +3000 Pow for the battle.

TD16/005 Gold Paladin/Giant No Trigger

G2

**Liberator of Oath, Aglovale**  
 [A]: [CB: (1)] When this is placed to (R), if you have a VG with "Liberator" in name, may pay. If so, look at 3 cards from top of your LB and choose up to 1 card with "Liberator" in name and Call it to a vacant (R), and put the rest on the bottom of the LB in any order.

TD16/006 Gold Paladin/Human No Trigger

G2

Divine Judgment of the Bluish Flames Trial Deck

**Prepared Liberator, Caradocus**  
 [A]: When this Intercepts, this gains +5000 Shield for the battle.

TD16/007 Gold Paladin/Human No Trigger

G2

**Handgal Liberator**  
 [A] [(R)]: When this attacks, if your VG is Legioned, this gains +4000 Pow for the battle.

TD16/008 Gold Paladin/Hi-Beast No Trigger

G2

**Defiant Liberator, Polyus**  
 [A]: [Discard a card from your hand] When this is placed to (R), if you have 4 or more other VGs or RGs with "Liberator" in name, may pay. If so, draw a card.

TD16/009 Gold Paladin/Human No Trigger

G1

**Quiet Liberator, Cadre**  
 [S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

TD16/010 Gold Paladin/Human No Trigger

G1

**Little Liberator, Marron**  
 [A] [(R)]: When this attacks, if you have a VG with "Liberator" in name, this gains +3000 Pow for the battle.

TD16/011 Gold Paladin/Giant No Trigger

G1

**Bordgal Liberator**  
 [A] [(R)]: When this Boosts a VG, if your VG is Legioned, the Boosted unit gains +4000 Pow for the battle.

TD16/012 Gold Paladin/Hi-Beast No Trigger

G1

**Brilliant Liberator, Woltimer**  
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))  
 [A] [(R)]: When this Boosts, if you have 4 or more other VGs or RGs with "Liberator" in name, the Boosted unit gains +3000 Pow for the battle.

TD16/013 Gold Paladin/Human No Trigger

G0

**Aspiring Liberator, Asus**  
 --No Text--

TD16/014 Gold Paladin/Sylph T: Critical

G0

**Liberator, Lucky Charmy**  
 --No Text--

TD16/015 Gold Paladin/Hi-Beast T: Draw

G0

**Liberator of Clever Ideas, Jurong**  
 --No Text--

TD16/016 Gold Paladin/Giant T: Stand

G0

**Liberator of the Holy Tree, Elkia**  
 (you may have no more than 4 ::Heal Trigger:: in your deck)

TD16/017 Gold Paladin/Elf T: Heal

G0