

**Great Silver Wolf, Galmore**  
 [A] [(V)] [LB(4)] When this attacks a VG, this gains +5000 Pow for the battle.  
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, search your LB for up to 1 Grade 2 or lower ::Gold Paladin:: and call it to (R). Shuffle your LB.

*TD05/001 Gold Paladin/Human No Trigger*

**G3**

**Slaygal Doubleedge**  
 [S] [(V)/(R)]: [CB: (1)] If you have 4 or more other ::Gold Paladin:: RGs, this gains +2000 Pow for the turn.

*TD05/002 Gold Paladin/Hi-Beast No Trigger*

**G3**

**Storm on the Battlefield, Saguramore**  
 [A] [(V)/(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.

*TD05/003 Gold Paladin/Human No Trigger*

**G3**

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**Knight of Godly Skills, Boman**  
 --No Text--

*TD05/004 Gold Paladin/Human No Trigger*

**G2**

**Slaygal Sword**  
 [S] [(V)/(R)]: [CB: (1)] If you have 4 or more other ::Gold Paladin:: RGs, this gains +2000 Pow for the turn.

*TD05/005 Gold Paladin/Hi-Beast No Trigger*

**G2**

**Guardian Beast, Nemea Lion**  
 [A]: When this **Intercepts**, if you have a ::Gold Paladin:: VG, this gains +5000 Shield for the battle.

*TD05/006 Gold Paladin/Hi-Beast No Trigger*

**G2**

Slash of Silver Wolf Trial Deck

**Charging Chariot Knight**  
 [A] [(V)/(R)]: When this attacks, if you have fewer cards in your hand than your Opp., this gains +3000 Pow for the battle.

*TD05/007 Gold Paladin/Human No Trigger*

**G2**

**Knight of Beautiful Skills, Gareth**  
 --No Text--

*TD05/008 Gold Paladin/Human No Trigger*

**G1**

**Evil-Sealing Swordsman, Haugun**  
 [S] [(V)/(R)]: [CB: (1)] This gains +1000 Pow for the turn.

*TD05/009 Gold Paladin/Human No Trigger*

**G1**

**Storm of Cliff, Saguramore**  
 [A] [(R)]: [Discard a card from hand] When this Boosts and the attack hits, may pay. If so, draw a card.

*TD05/010 Gold Paladin/Human No Trigger*

**G1**

**Chargegal**  
 [A] [(R)]: [SB: (1)] When this Boosts "Great Silver Wolf, Galmore", may pay. If so, the Boosted unit gains +5000 Pow for the battle.

*TD05/011 Gold Paladin/Hi-Beast No Trigger*

**G1**

**Blazing Owl**  
 [A]: When this is placed to (R), choose 1 of your other ::Gold Paladin:: units. That unit gains +2000 Pow for the turn.

*TD05/012 Gold Paladin/Hi-Beast No Trigger*

**G1**

**Silverfang Witch**  
 [A]: [SB: (2)] When this is placed to (R), if you have a ::Gold Paladin:: VG, may pay. If so, draw a card.

*TD05/013 Gold Paladin/Human No Trigger*

**G1**

**Wind on the Plains, Saguramore**  
 --No Text--

*TD05/014 Gold Paladin/Human No Trigger*

**G0**

**Silent Punisher**  
 --No Text--

*TD05/015 Gold Paladin/Demon T: Critical*

**G0**

**Weapon Merchant. Guidion**  
 --No Text--

*TD05/016 Gold Paladin/Gnome T: Draw*

**G0**

**Fortune Bell**  
 --No Text--

*TD05/017 Gold Paladin/Sylph T: Stand*

**G0**

**Elixir Sommelier**  
 (You may only have up to 4 ::Heal Triggers:: in a deck)

*TD05/018 Gold Paladin/Elf T: Heal*

**G0**