

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

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

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

GO

Liberator, Lucky Charmy
--No Text--

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

GO

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

GO

--	--