

Knight of Steel, Lucan
[A] [(V)]: When the Drive Check of this reveals a Grade 3 ::Gold Paladin::, this gains +5000 Pow for the battle.

KAD5/001 Gold Paladin/Human No Trigger

G3

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

KAD5/002 Gold Paladin/Human No Trigger

G3

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

KAD5/003 Gold Paladin/Human No Trigger

G2

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

KAD5/004 Gold Paladin/Hi-Beast No Trigger

G2

Knight of Beautiful Skills, Gares
--No Text--

KAD5/005 Gold Paladin/Human No Trigger

G1

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

KAD5/006 Gold Paladin/Human No Trigger

G1

Kerokero Ace Vanguard Starter Set

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

KAD5/007 Gold Paladin/Hi-Beast No Trigger

G1

Wind on the Plains, Saguramol
--No Text--

KAD5/008 Gold Paladin/Human No Trigger

G0

Silent Punisher
--No Text--

KAD5/009 Gold Paladin/Demon T: Critical

G0

Weapon Merchant, Guidion
--No Text--

KAD5/010 Gold Paladin/Gnome T: Draw

G0

Fortune Bell
--No Text--

KAD5/011 Gold Paladin/Sylph T: Stand

G0

Elixir Sommelier
(You may only have up to 4 ::Heal Triggers:: per deck)

KAD5/012 Gold Paladin/Elf T: Heal

G0

Thunderstorm Dragoon
--No Text--

KAD5/013 Narukami/Human No Trigger

G2

Red River Dragoon
--No Text--

KAD5/014 Narukami/Human No Trigger

G1