Dark Dragon, Phantom Blaster "Diablo"

Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
[S] [(V)] [1/turn]: [CB: (1), choose a face-down 'Dark Dragon, Phantom Blaster "Diablo"' in your G Zone and turn it face-up] If there are 2 or more face-up cards in your G Zone, this gains +10000 Pow/+1 Crit and "[A] [(V)]: [Retire 3 of your RGs] When this attacks a VG, may pay. If so, your Opp. may Retire 2 of his or her RGs. If 2 units are not Retired this way, your Opp. cannot Call cards from hand to (G) for the battle".

G-LD01/001 Shadow Paladin/Abyss Dragon No

G4

Dark Grand Magician, Badhbh Cath

[A] [(V)/(R)] [G Break: (1)]: [CB: (1)] When this hits a VG with an attack, may pay. If so, search your LB for up to 1 Grade 1 or lower card and Call it to (R), and shuffle your LB.

G-LD01/002 Shadow Paladin/Elf No Trigger

G3

Blaster Dark "Diablo"

[C] [(V)] [G Break: (2)]: When you pay for the cost of **Stride,** if the unit **Striding** is a G Unit with "Blaster" in name, cards in your hand gain +3 Grade.
[A] [(V)]: During your turn, when your 'Dark Dragon, Phantom Blaster "Diablo"' **Strides,** choose 1 of your Opp.'s RGs and Retire it.

G-LD01/003 Shadow Paladin/Human No Trigger

G3

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Knight of Bloody Battle, Dorin

[C] [(R)] [G Break: (1)]: During your turn, if you have a Grade 3 or higher VG with "Blaster" in name, this gains +2000 Pow and "[A] [(R)]: When this attacks a VG, if this is Boosted by a unit with "Claudas" in name, choose a card in your Damage Zone and turn it face-up".

G-LD01/004 Shadow Paladin/Human No Trigger

G2

Dark Night Maiden, Macha

[A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, search your LB for up to 1 Grade 1 card and Call it to (R), and shuffle your LB.

G-LD01/005 Shadow Paladin/Human No Trigger

G2

Unorthodox Shield, Mac Lir

[A]: When this **Intercepts,** if you have 1 or fewer RGs in the Back Row, this gains +10000 Shield for the battle.

G-LD01/006 Shadow Paladin/Human No Trigger

G2

Legend Deck The Dark Trial Deck

Dark Heart Trumpeter

[A] [G Break: (1)]: [SB: (1)] When this is placed to (R), if you have a Grade 3 or higher VG with "Blaster" in name, may pay. If so, search your LB for 1 Grade 1 or lower card not named "Dark Heart Trumpeter" and Call it to (R), and shuffle your LB.

G-LD01/007 Shadow Paladin/Angel No Trigger

G1

Pure Dark Sage, Karron

[A]: [Reveal a Grade 3 card from your hand] When this is placed from hand to (R), may pay. If so, search your LB for up to 1 Grade 3 card with "Blaster Dark" in name, reveal it, put it in your hand, shuffle your LB, and discard a card from your hand.
[C] [(R)]: When the cost of your unit's ability would Retire your RG(s), if you have a Grade 3 or higher VG with "Blaster" in name, and choose this to Retire, you may choose to have this unit count as 2 retired units.

G-LD01/008 Shadow Paladin/Giant No Trigger

G1

Knight of Strength, Claudas

[C] [(R)] [G Break: (1)]: During your turn, if you have a Grade 3 or higher VG with "Blaster" in name, this gains +2000 Pow and "[A] [(R)]: When this Boosts a unit with "Dorin" in name, the Boosted unit gains +2000 Pow for the battle".

G-LD01/009 Shadow Paladin/Human No Trigger

G1

Skull Witch Girl, Nevaan

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [Discard a card from your hand] When this placed from hand to (G), may pay. If so, choose 1 of your VGs being attacked, and that unit cannot be hit for that battle. Then, if there's a "Skull Witch Girl, Nevaan" in your DZ, draw a card, and discard a card.

G-LD01/010 Shadow Paladin/Elf No Trigger

G1

Fullbau Brave

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[S] [(R)] [G Break: (1)]: [CB: (1), put this in Soul] Search your LB for up to 1 card with "Blaster" in name, reveal it, put it in your hand, and shuffle your LB.

G-LD01/011 Shadow Paladin/Hi-Beast No Trigger

G0

Revenger, Wounded Angel

--No Text--

G-LD01/012 Shadow Paladin/Angel (F) T: Critical

G0

Jumping Knight, Rigan Lumina

--No Text--

G-LD01/013 Shadow Paladin/Human T: Critical

G0

Flatbau

(you may have no more than 4 ::Heal Trigger:: in your Deck)

G-LD01/014 Shadow Paladin/Hi-Beast T: Heal

G0

Howl Owl

[S] [(R)]: [Put this in Soul] Choose up to 1 of your units, and that unit gains +3000 Pow for the turn.

G-LD01/015 Shadow Paladin/Hi-Beast T: Draw

G0