

Witch of Enchanting, Fiana

[S] [(V)]: [Legion 20000] "Witch of Reality, Fam"
[S] [(V)]: [CB: (2)] If this is Legioned, choose up to 2 of your Opp.'s (R)s with a RG, and your Opp. reveals the top 10 cards of his or her LB, choose a Grade 0 card among them for each (R) chosen and Call them separately to those (R)s, and shuffle that LB.
[S] [(V)]: [Retire 1 of your RGs with the same name as a unit in your (V)] If your Opp. has 2 or more Grade 0 RGs, draw 2 cards. This ability cannot be used again this turn.

EB11/001 Shadow Paladin/Elf No Trigger

G3

Revenger, Phantom Blaster "Abyss"

[S] [(V)]: [Legion 20000] "Blaster Dark Revenger "Abyss"
[A] [(V)]: [CB: (2), Retire 3 of your RGs with "Revenger" in name] During the turn this Legions, at the end of the battle in which this attacked a VG, may pay. If so, Stand all your VGs. This ability cannot be used again this turn.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

EB11/002 Shadow Paladin/Abyss Dragon No

G3

Blaster Dark Revenger "Abyss"

[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.

EB11/003 Shadow Paladin/Human No Trigger

G2

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Witch of Ritual, Ria

[S] [(V)]: [Legion 20000] "Witch of Inspection, Deidre"
[A] [(V)]: [Retire 1 of your RGs with "Witch" in name] When this Legions, may pay. If so, choose 1 of your Opp.'s VGs, and for the turn, it gets -5000 Pow for each Grade 0 RGs your Opp. has.
[S] [(V)]: [CB: (2)] Choose 1 of your Opp.'s (R)s with a RG, and your Opp. reveals the top 5 cards of his or her LB, choose a Grade 0 card among them and Call it to that (R), and shuffle that LB.

EB11/004 Shadow Paladin/Elf No Trigger

G3

Revenger of Vigor, Cormac

[S] [(V)]: [Legion 20000] "Revenger of Fighting Spirit, Mac Art"
[A] [(V)]: [Retire 1 of your RGs] When this attacks a VG, if this is Legioned, may pay. If so, this gains +1 Crit for the battle.
[A] [(V)]: When this attacks a VG, if you have another unit in the Middle Column, this gains +3000 Pow for the battle.
EB11/005 Shadow Paladin/Human No Trigger

G3

Witch of Inspection, Deidre

[A]: [SB: (1)] When this is placed to (R), if you have a VG with "Witch" in name, may pay. IF so, choose 1 of your Opp.'s (R)s with a RG, and your Opp. choose a Grade 0 card in his or her DZ and Call it to that (R).

EB11/006 Shadow Paladin/Elf No Trigger

G2

Requiem at Dusk Extra Pack

Revenger of Fighting Spirit, Mac Art

[A] [(R)]: When your VG Legions, search your LB for up to 1 Grade 1 or lower card with "Revenger" in name and Call it Rested to (R), and shuffle your LB.

EB11/007 Shadow Paladin/Human No Trigger

G2

Witch of Barrier, Grainne

[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

EB11/008 Shadow Paladin/Elf No Trigger

G1

Witch of Cursed Cards, Etain

[A] [(V)] [LB:(4)]: [CB: (2), Retire 2 of your ::Shadow Paladin:: RGs] At the start of the Guard Step in which this is attacked, may pay. If so, choose 1 of your Opp.'s RGs that isn't Attacking or Boosting and Retire it.
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

EB11/009 Shadow Paladin/Elf No Trigger

G3

Demon World Castle, Toteziegel

[S] [(V)] [LB:(4)]: [CB: (2), Retire 2 of your RGs with "Demon World Castle" in name] Search your LB for up to 3 Grade 2 or lower cards and Call them to separate (R)s, and shuffle your LB. This ability cannot be used again this turn.
[A] [(V)]: When this attacks a VG, this gains +3000 Pow for the battle.

EB11/010 Shadow Paladin/Golem No Trigger

G3

Witch of Reality, Fam

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

EB11/011 Shadow Paladin/Elf No Trigger

G2

Moonlight Witch, Vaha

[A] [(V)/(R)]: [CB: (2)] When this hits with an attack, if you have a ::Shadow Paladin:: VG, may pay. If so, draw a card.

EB11/012 Shadow Paladin/Elf No Trigger

G2

Skull Witch, Nevaan

[A]: [CB: (1), discard a ::Shadow Paladin:: from your hand] When this is placed to (R), if you have a ::Shadow Paladin:: VG, may pay. If so, draw 2 cards.

EB11/013 Shadow Paladin/Elf No Trigger

G2

Witch of Gems, Dana

[A]: [SB: (1)] When this is placed to (R), if you have a VG with "Witch" in name, may pay. IF so, choose 1 of your Opp.'s (R)s with a RG, and your Opp. choose a Grade 0 card in his or her DZ and Call it to that (R).

EB11/014 Shadow Paladin/Elf No Trigger

G1

Witch of Choices, Eriu

[A]: [Discard a card from hand] When this is placed to (R), if your Opp. has 2 or more Grade 0 RGs may pay. If so, draw a card.

EB11/015 Shadow Paladin/Elf No Trigger

G1

Witch of Night Festival, Lir

[A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
[A] [(R)]: [Put this in Soul] When this Boosts and the attack hits a VG, if your VG is Legioned, may pay. If so, search your LB for up to 2 Grade 0 cards and Call them Rested to separate (R)s, and shuffle your LB.

EB11/016 Shadow Paladin/Elf No Trigger

G0

Witch of Comet, Manisa

[S] [(V)]: [Legion 20000] "Witch of Comet, Server"
[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.

EB11/017 Shadow Paladin/Elf No Trigger

G3

Dark Magician, Badhbh Cath

[A]: When this is placed to (V) or (R), reveal the top card of your LB. If it's a ::Shadow Paladin::, Call it to (R), otherwise shuffle your LB.

EB11/018 Shadow Paladin/Elf No Trigger

G3

Witch of Comet, Server

--No Text--

EB11/019 Shadow Paladin/Elf No Trigger

G2

Witch of Haste, Omer

[A] [(V)/(R)]: When this attacks, if your Opp. has 2 or more Grade 0 RGs, this gains +3000 Pow for the battle.

EB11/020 Shadow Paladin/Human No Trigger

G2

Demon World Castle, Fataliteter

[A]: When this Intercepts, if you have a ::Shadow Paladin:: VG, this gains +5000 Shield for the battle.

EB11/021 Shadow Paladin/Golem No Trigger

G2

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Redmew Revenger

[S] [(V)/(R)]: [CB: (2)] This gains +4000 Pow for the turn.

EB11/022 Shadow Paladin/Hi-Beast No Trigger

G2

Witch of Ruin, Scathach

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

EB11/023 Shadow Paladin/Elf No Trigger

G1

Revenger of Fighting Will, Lifechure

[A] [(V)/(R)]: When this attacks a VG, if you have fewer units than your Opp., this gains +3000 Pow for the battle.

EB11/024 Shadow Paladin/Human No Trigger

G1

Requiem at Dusk Extra Pack

Witch of Nostrum, Arianrhod

[S] [(V)/(R)]: [Rest this, discard a card from your hand] Draw a card.

EB11/025 Shadow Paladin/Elf No Trigger

G1

Witch of Discovery, Secuanna

[A]: [Retire 1 of your other RGs with "Witch" in name] When this is placed to (R), if your VG with "Witch" in name is Legioned and your Opp. has 2 or more Grade 0 RGs, may pay. If so, choose 1 of your Opp.'s VGs, and it gets -5000 Pow for the turn.

EB11/026 Shadow Paladin/Elf No Trigger

G1

Hurlbau Revenger

[A] [(R)]: When this Boosts, if you have a 'Blaster Dark Revenger "Abyss" in the same column as this, the Boosted unit gains +4000 Pow for the battle.

EB11/027 Shadow Paladin/Hi-Beast No Trigger

G1

Creeping Dark Goat

[A]: When another ::Shadow Paladin:: Rides on this, you may Call this to (R).
[S] [(R)]: [CB: (1), Put this in Soul] Look at up to 5 cards from top of your LB and search for up to 1 Grade 3 ::Shadow Paladin::, reveal it, put it in your hand, and shuffle your LB.

EB11/028 Shadow Paladin/Hi-Beast No Trigger

G0

Revenger, Air Raid Dragon

--No Text--

EB11/029 Shadow Paladin/Abyss Dragon T:

G0

Witch of Black Crow, Eine

--No Text--

EB11/030 Shadow Paladin/Elf T: Critical

G0

Witch of Lizard, Aife

--No Text--

EB11/031 Shadow Paladin/Elf T: Draw

G0

Freezing Revenger

--No Text--

EB11/032 Shadow Paladin/Angel T: Draw

G0

Revenger, Waking Angel

--No Text--

EB11/033 Shadow Paladin/Angel T: Stand

G0

Witch of Black Cat, Milkura

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

EB11/034 Shadow Paladin/Elf T: Heal

G0

Witch of Goats, Maeve

[A]: When this is placed to (R), if you have a VG with "Witch" in name, and your Opp. has 2 or more Grade 0 RGs, SC: (1), then choose a card in your Damage Zone and turn it face-up.

EB11/035 Shadow Paladin/Elf T: Stand

G0

Blaster Dark Revenger "Abyss"

[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.

EB11/L01 Shadow Paladin/Abyss Dragon No

G3

Blaster Dark Revenger "Abyss"
[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.

EB11/L02 Shadow Paladin/Human No Trigger

G2

Witch of Enchanting, Fiana
[S] [(V)]: [Legion 20000] "Witch of Reality, Fam"
[S] [(V)]: [CB: (2)] If this is Legioned, choose up to 2 of your Opp.'s (R)s with a RG, and your Opp. reveals the top 10 cards of his or her LB, choose a Grade 0 card among them for each (R) chosen and Call them separately to those (R)s, and shuffle that LB.
[S] [(V)]: [Retire 1 of your RGs with the same name as a unit in your (V)] If your Opp. has 2 or more Grade 0 RGs, draw 2 cards. This ability cannot be used again this turn.

EB11/S01 Shadow Paladin/Elf No Trigger

G3

Revenger, Phantom Blaster "Abyss"
[S] [(V)]: [Legion 20000] "Blaster Dark Revenger "Abyss"
[A] [(V)]: [CB: (2)], Retire 3 of your RGs with "Revenger" in name) During the turn this Legions, at the end of the battle in which this attacked a VG, may pay. If so, Stand all your VGs. This ability cannot be used again this turn.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.

EB11/S02 Shadow Paladin/Abyss Dragon No

G3

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Blaster Dark Revenger "Abyss"
[A]: [CB: (1)] When this is placed to (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Grade 1 or lower RGs and Retire it.

EB11/S03 Shadow Paladin/Human No Trigger

G2

Witch of Barrier, Grainne
[C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
[A]: [CB: (1)] When this card is placed from hand to (G), may pay. If so, Call the top 5 cards in your LB Rested to (G).

EB11/S04 Shadow Paladin/Elf No Trigger

G1

Witch of Reality, Fam
[A] [(R)]: When this attacks, if you have a VG with "Witch" in name, this gains +3000 Pow for the battle.

EB11/S05 Shadow Paladin/Elf No Trigger

G2

Requiem at Dusk Extra Pack

Revenger of Phantom, Mordread Phantom
[A] [LB:(4)], [CB: (1)] When another ::Shadow Paladin:: Rides on this, may pay. If so, choose 1 of your VGs. It gains +10000 Pow for the turn, and search your LB for up to 1 Grade 2 or lower ::Shadow Paladin:: and Call it to (R), shuffle your LB, and that unit gains +5000 Pow for the turn.
[A] [(V)]: When this attacks a VG, this gains +2000 Pow for the battle.
[C] [(V)/(R)]: Lord

EB11/S06 Shadow Paladin/Elf No Trigger

G3