

**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