

**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

TD10/001 Shadow Paladin/Elf No Trigger

G3

**Venomous Breath Dragon**

[A] [(V)] [LB:(4)]: When this attacks a VG, this gains +5000 Pow for the battle.  
[A] [(R)]: When this attacks a VG, if you have a ::Shadow Paladin:: VG, this gains +2000 Pow for the battle.

TD10/002 Shadow Paladin/Abyss Dragon No

G3

**Revenger of Maze, Araun**

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

TD10/003 Shadow Paladin/Elf No Trigger

G3

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**Revenger of Darkness, Lugus**

--No Text--

TD10/004 Shadow Paladin/Human No Trigger

G2

**Revenger of Void, Masquerade**

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

TD10/005 Shadow Paladin/Human No Trigger

G2

**Blaster Dark Revenger**

[A]: [CB: (2)] When this is placed to (V) or (R), if you have a VG with "Revenger" in name, may pay. If so, choose 1 of your Opp.'s Front Row RGs and retire it.

TD10/006 Shadow Paladin/Human No Trigger

G2

**Purgatory Revenger Trial Deck**

**Coilbau Revenger**

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

TD10/007 Shadow Paladin/Hi-Beast No Trigger

G2

**Revenger Fortress, Fataliteter**

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

TD10/008 Shadow Paladin/Golem No Trigger

G2

**Dark Sage, Karron**

--No Text--

TD10/009 Shadow Paladin/Giant No Trigger

G1

**Revenger of Profane, Berit**

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

TD10/010 Shadow Paladin/Demon No Trigger

G1

**Revenger of Transient, Masquerade**

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

TD10/011 Shadow Paladin/Human No Trigger

G1

**Branbau Revenger**

[A] [(R)]: When this Boosts a ::Shadow Paladin:: VG, if you have fewer RGs than your Opp., the Boosted unit gains +4000 Pow for the battle.

TD10/012 Shadow Paladin/Hi-Beast No Trigger

G1

**Revenger of Panic, Fritz**

--No Text--

TD10/013 Shadow Paladin/Human No Trigger

G0

**Grim Revenger**

--No Text--

TD10/014 Shadow Paladin/Demon T: Critical

G0

**Freezing Revenger**

--No Text--

TD10/015 Shadow Paladin/Angel T: Draw

G0

**Awaking Revenger**

--No Text--

TD10/016 Shadow Paladin/Hi-Beast T: Stand

G0

**Healing Revenger**

(you may have no more than 4 ::Heal Trigger:: in a deck)

TD10/017 Shadow Paladin/Angel T: Heal

G0