

High Elves

Starting Setup

- 1 x Arbiter of Justice
- 1 x Arbiter of Peace

Valeria The Just
 Summoner • High Elves

12

Dictate
 After this unit moves or attacks, it may target a common within 2 spaces. Force the target 1 space.

Greater Engage
 Each time an adjacent enemy unit moves or is forced away from this unit, add 2 damage to that enemy.

2

Events (2x)

Law Of Liberty
 Standard • Summon Phase

0

ACTIVE
 All commons have this ability:
Versatile
 This unit may attack instead of moving and may move instead of attacking.

Law Of Sanctity
 Standard • Build Phase

0

Boost this card.
ACTIVE
 Each time 1 or more damage would be added to a summoner, do not add more than 1 damage.
 At the start of your turn, if this card is boosted, spend 1 boost instead of discarding this event.

Law Of Loyalty
 Standard • Attack Phase

0

Boost this card.
ACTIVE
 Commons have +1 strength when adjacent to 1 or more summoners.
 At the start of your turn, if this card is boosted, spend 1 boost instead of discarding this event.

Oblige
 Epic • Attack Phase

0

Target a common within 3 spaces of your summoner. Place the target adjacent to your summoner.

Commons (4x)

Arbiter Of War
 Common • High Elves

2 3

Strong
 This unit has +1 strength.

Law of Strength
 All commons within 2 spaces of this unit have Strong.

2

Arbiter Of Peace
 Common • High Elves

1 3

Tough
 The first time this unit is attacked each turn, it reduces the attack's damage by 1.

Law of Fortitude
 All commons within 2 spaces of this unit have Tough.

2

Attendant Priest
 Common • High Elves

1 3

Attend
 When summoning this unit, you may summon it adjacent to a friendly Arbiter.

Invigorate
 After summoning this unit, you may remove 1 damage from an adjacent common unit.

2

Arbiter Of Justice
 Common • High Elves

2 5

Atonement
 After this unit attacks and damages a card, add 1 damage to it.

Law of Atonement
 All commons within 2 spaces of this unit have Atonement.

3

Champions

Albus The Wise
Champion • High Elves

3 ♦ 5 ♥

Annul
At the start of your Move Phase, you may target a common within 3 spaces. The target has no abilities until the end of the turn.

3

A high elf with long white hair, wearing a blue and gold robe, holding a glowing orb of light.

Cassia The Gentle
Champion • High Elves

4 ♦ 6 ♥

Healing Aura
At the end of your Attack Phase, remove 1 damage from every common within 2 spaces of this unit.

3

A high elf with long white hair, wearing a white and blue robe, holding a glowing orb of light.

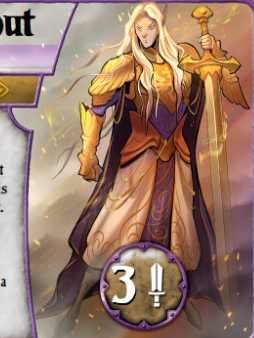
Titus The Devout
Champion • High Elves

6 ♦ 9 ♥

Greater Engage
Each time an adjacent enemy unit moves or is forced away from this unit, add 2 damage to that enemy.

Protect
When an adjacent enemy attacks, the target of that attack must be a unit with the Protect ability.

3

A high elf with long white hair, wearing a gold and blue robe, holding a sword.

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