

High Elves

Starting Setup

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

Events (2x)

Law of Liberty
Standard Event • 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 Event • 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 Event • Attack Phase

0 ♦

Boost this card.
ACTIVE
Commons have +1 strength while 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 Event • 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 Unit • High Elves

2 ♦ 3 ♥

Strong
This unit has +1 strength.
Law of Strength
All commons within 2 spaces of this unit have Strong.



Arbiter of Peace
Common Unit • High Elves

1 ♦ 3 ♥

Tough
The first time this unit is attacked on a turn, that attack adds 1 less damage.
Law of Fortitude
All commons within 2 spaces of this unit have Tough.



Attendant Priest
Common Unit • High Elves

1 ♦ 3 ♥

Attend
This unit may be summoned adjacent to a friendly Arbiter unit.
Invigorate
After summoning this unit, you may remove 1 damage from an adjacent common.



Arbiter of Justice
Common Unit • High Elves

2 ♦ 5 ♥

Atonement
After this unit attacks and damages a card, add 1 damage to this unit.
Law of Atonement
All commons within 2 spaces of this unit have Atonement.



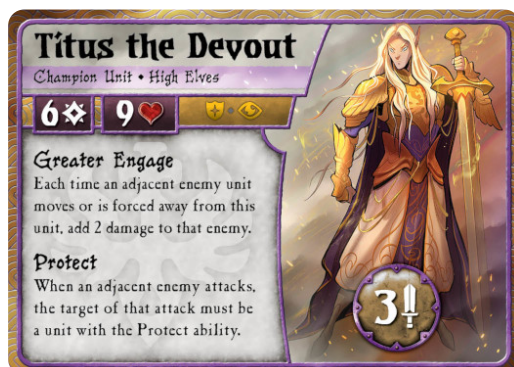
Valeria the Just
Summoner Unit • High Elves

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.



Champions



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