

# 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 staff. He has a circular icon with the number 3 and a sword icon.

**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 blonde hair, wearing a white and blue robe, holding a glowing staff. She has a circular icon with the number 3 and a sword icon.

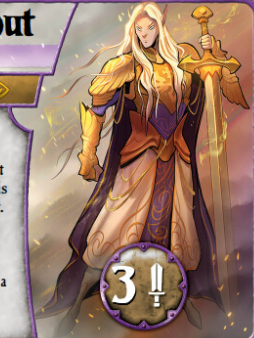
**Titus The Devout**  
Champion • High Elves

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 blonde hair, wearing a gold and blue robe, holding a glowing sword. He has a circular icon with the number 3 and a sword icon.

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