


Shadow Elves

Starting Setup

- 1 x Sage Ranger
- 1 x Shadow Mage

Events (2x)

Selundar
 Summoner • Shadow Elves
 11
 Blood Magic
 During your turn, after each time 1 or more damage is added to a friendly card within 3 spaces of this unit, boost this unit.
 Return to Shadow
 During your turn, you may spend 2 boost to target a friendly unit within 3 spaces of this unit. Return the target to your hand.
 5



Into Darkness
 Epic • Build Phase
 0
 Target a gate or common within 3 spaces of your summoner. If the target has 5 or fewer life remaining, return the target and all cards under it to its owner's hand.



Glinting Speed
 Standard • Attack Phase
 0
 ACTIVE
 Your summoner has this ability:
 Flash Step
 After a unit within 3 spaces of this unit leaves the battlefield during your turn, you may replace that unit with this unit.



Onyx Tome
 Standard • Summon Phase
 1
 Retrieve a card other than Onyx Tome or an Epic Event from your discard pile, reveal it, and return it to your hand. Resolve the following effect 2 times: Add 1 damage to a friendly unit.



Shadow Pulse
 Standard • Attack Phase
 0
 Target any number of units that are adjacent to at least 1 damaged gate. Add 1 damage to each target.



Commons (4x)

Sage Ranger
 Common • Shadow Elves
 1 3
 Piercing Light
 This unit may attack through units during the turn it was summoned.
 Rush
 After summoning this unit, you may force it 1 space.
 2



Shadow Knight
 Common • Shadow Elves
 1 5
 Shadow Summon
 When summoning this unit, target a friendly card that does not have Shadow Summon. Place this unit adjacent to the target. Add 1 damage to the target.
 Death Pact
 After this unit is destroyed, add 1 damage to your summoner.
 2



Shadow Mage
 Common • Shadow Elves
 2 4
 Forbidden Knowledge
 After this unit moves, you may add 1 damage to either this unit or an adjacent gate to draw 1 card.
 3



True Seeker
 Common • Shadow Elves
 1 3
 Aggressive Attack
 This unit has +2 strength during the turn it was summoned.
 Feint
 After this unit attacks, you may force it 1 or 2 spaces.
 1



Champions

Lucian
Champion • Shadow Elves

5 ♦ 8 ♥

Dark Prophecy
Each time a friendly unit leaves play, boost this unit.

Judgment
After moving this unit, you may remove any number of boost from it to add an equal amount of damage to an adjacent common or champion.



3

Samara
Champion • Shadow Elves

5 ♦ 7 ♥

Inevitable Doom
At the end of your Attack Phase, if this unit destroyed an enemy unit this turn, add 1 damage to the enemy summoner. Otherwise, add 1 damage to your summoner.



4

Taliya
Champion • Shadow Elves

5 ♦ 7 ♥

Rend the Veil
Once per turn, after this unit moves, if it is adjacent to a damaged enemy gate, you may place a friendly common adjacent to that gate.



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