

2



Adoline

Elf

Deadly - Creatures I deal damage to in combat are destroyed (regardless of their defensive strength).

Ranged - I can defend against creatures with flying.

"One little scratch from my arrow..."

1

1

2



Adoline

Elf

Deadly - Creatures I deal damage to in combat are destroyed (regardless of their defensive strength).

Ranged - I can defend against creatures with flying.

"One little scratch from my arrow..."

1

1

2



Adoline
Elf

Deadly - Creatures I deal damage to in combat are destroyed (regardless of their defensive strength).

Ranged - I can defend against creatures with flying.

"One little scratch from my arrow..."

1

1



S

Corvoidea

City

Level 3: Return target *creature* with *flying* to its owner's *hand* unless they pay two resources.

"Corvoidea, better known as the home of the Birds of Paradise"

8



S



Da'Shore

City Ruin

When *I* come into play, search your *graveyard* for a *Gaian* creature and put it into play as *my* resident.

Level 4: Put target *creature* card from your *graveyard* at the bottom of your *deck*.



11

2



**Eldred,
the Half Elf**
Human Elf

***Pioneer** - While I'm in your hand,
put me in any new city you build.*

***First Strike** - In combat, I deal damage
first. The opposing creature only strikes
back if it survives.*

2

2

2



**Eldred,
the Half Elf**
Human Elf

***Pioneer** - While I'm in your hand,
put me in any new city you build.*

***First Strike** - In combat, I deal damage
first. The opposing creature only strikes
back if it survives.*

2

2

2



**Eldred,
the Half Elf**
Human Elf

***Pioneer** - While I'm in your hand,
put me in any new city you build.*

***First Strike** - In combat, I deal damage
first. The opposing creature only strikes
back if it survives.*

2

2

2



Elvish Fighter

Elf

Only *Elf* or *Gaian* creatures can defend against *me*.

"I was trained by Zahul, the legendary swordmaster; no one will stop me."

1

1

2



Elvish Fighter

Elf

Only *Elf* or *Gaian* creatures can defend against *me*.

"I was trained by Zahul, the legendary swordmaster; no one will stop me."

1

1

2



Elvish Fighter

Elf

Only *Elf* or *Gaian* creatures can defend against *me*.

"I was trained by Zahul, the legendary swordmaster; no one will stop me."

1

1

3



Elvish Hero

Elf

Overrun - The surplus of unblocked damage I deal is carried over to the attacked city.

Put a +1/+1 counter on **me** during your **tactics phase**.

1

1

3



Elvish Hero

Elf

Overrun - The surplus of unblocked damage I deal is carried over to the attacked city.

Put a +1/+1 counter on **me** during your **tactics phase**.

1

1

3



Elvish Hero

Elf

Overrun - The surplus of unblocked damage I deal is carried over to the attacked city.

Put a +1/+1 counter on **me** during your **tactics phase**.

1

1

2



Elvish Highlord

Elf

When *you* put an *Elf* into play, *you* may convert to top card of your *deck* into a *marked resource card*.

"A wise ruler must divide the land's natural resources for the benefit of all its inhabitants."

1

1

2



Elvish Highlord

Elf

When *you* put an *Elf* into play, *you* may convert to top card of your *deck* into a *marked resource card*.

"A wise ruler must divide the land's natural resources for the benefit of all its inhabitants."

1

1

2



Elvish Highlord

Elf

When *you* put an *Elf* into play, *you* may convert to top card of your *deck* into a *marked resource card*.

"A wise ruler must divide the land's natural resources for the benefit of all its inhabitants."

1

1

3



Elvish Scout
Elf

Veteran - I am not marked for attacking.

When *I* come into play, look at the top seven cards of each opponent's **deck** and remove one card from each revealed pile. Shuffle the searched **decks** afterwards.

2

2

3



Elvish Scout
Elf

Veteran - I am not marked for attacking.

When *I* come into play, look at the top seven cards of each opponent's **deck** and remove one card from each revealed pile. Shuffle the searched **decks** afterwards.

2

2

3



Elvish Scout
Elf

Veteran - I am not marked for attacking.

When *I* come into play, look at the top seven cards of each opponent's **deck** and remove one card from each revealed pile. Shuffle the searched **decks** afterwards.

2

2

2



Lady of the Lake

Elf

↪ Until end of turn, when target *creature* becomes the target of an *enchantment*, *event* or *magic spell*, return it to its owner's *hand*.

"In times of dire need, if all else fails, remember the way home."

1

1

2



Lady of the Lake

Elf

 Until end of turn, when target *creature* becomes the target of an *enchantment*, *event* or *magic spell*, return it to its owner's *hand*.

"In times of dire need, if all else fails, remember the way home."

1

1

2



Lady of the Lake

Elf

↪ Until end of turn, when target *creature* becomes the target of an *enchantment*, *event* or *magic spell*, return it to its owner's *hand*.

"In times of dire need, if all else fails, remember the way home."

1

1

1



Landar
Elf

***Pioneer** - While I'm in your hand, put me in any new city you build.*

When *I* come into play, **mark** or **unmark** target *resource card*.

1

1

1



Landar
Elf

***Pioneer** - While I'm in your hand, put me in any new city you build.*

When *I* come into play, **mark** or **unmark** target *resource card*.

1

1

1



Landar
Elf

***Pioneer** - While I'm in your hand, put me in any new city you build.*

When *I* come into play, **mark** or **unmark** target **resource card**.

1

1

Opportune Rescue

Event

1

Salvage 2 - You may pay 2 resources to return me to your hand from the graveyard.

Target **creature** gets +1/+1 until end of turn and does not receive damage during combat.



Opportune Rescue

Event

1

Salvage 2 - You may pay 2 resources to return me to your hand from the graveyard.

Target **creature** gets +1/+1 until end of turn and does not receive damage during combat.



Opportune Rescue

Event

1

Salvage 2 - You may pay 2 resources to return me to your hand from the graveyard.

Target **creature** gets +1/+1 until end of turn and does not receive damage during combat.



Shapeshift

Magic

4

Choose one. Until end of turn, target **creature** gains **flying**, or redistribute target creature's **attack** and **defense** strengths.

*(Only creatures with **flying** and **ranged** can defend against creatures with **flying**.)*



Shapeshift

Magic

4

Choose one. Until end of turn, target **creature** gains **flying**, or redistribute target creature's **attack** and **defense** strengths.

*(Only creatures with **flying** and **ranged** can defend against creatures with **flying**.)*



Shapeshift

Magic

4

Choose one. Until end of turn, target **creature** gains **flying**, or redistribute target creature's **attack** and **defense** strengths.

*(Only creatures with **flying** and **ranged** can defend against creatures with **flying**.)*



Silver Sparrow Armor

Enchantment

2

Target **creature** gets a +1/+1 counter and gains **flying**.

At the end of the turn, if **enchanted** creature received damage, it gains a +1/+1 counter.



Silver Sparrow Armor

Enchantment

2

Target **creature** gets a +1/+1 counter and gains **flying**.

At the end of the turn, if **enchanted** creature received damage, it gains a +1/+1 counter.



Silver Sparrow Armor

Enchantment

2

Target **creature** gets a +1/+1 counter and gains **flying**.

At the end of the turn, if **enchanted** creature received damage, it gains a +1/+1 counter.



The Council's Verdict

Magic

3

Mark any number of differently named **unmarked Elf** creatures you control and deal an equal amount of damage to target **creature** or **city**.

"... and so concludes the Council's Verdict."



The Council's Verdict

Magic

3

Mark any number of differently named **unmarked Elf** creatures you control and deal an equal amount of damage to target **creature** or **city**.

"... and so concludes the Council's Verdict."



The Council's Verdict

Magic

3

Mark any number of differently named **unmarked Elf** creatures you control and deal an equal amount of damage to target **creature** or **city**.

"... and so concludes the Council's Verdict."





S

Tranquil Halls

City

Level 2: Whenever a *non-peaceful Elf* creature dies, turn it into one of *my* residents instead. That creature gains *peaceful*.

Level 4: Deal 2 damage to *me* and remove target *creature's peaceful* ability permanently.

(Creatures with *peaceful* cannot attack.)

11

2



Vampire Bat

Vampire

***Flying** - Only creatures with flying and ranged can defend against me.*

When **I** enter play, target **city** gets 1 damage. When **I** leave play, target **city** gains 1 defense point.

2

1

2



Vampire Bat

Vampire

***Flying** - Only creatures with flying and ranged can defend against me.*

When **I** enter play, target **city** gets 1 damage. When **I** leave play, target **city** gains 1 defense point.

2

1

2



Vampire Bat

Vampire

***Flying** - Only creatures with flying and ranged can defend against me.*

When **I** enter play, target **city** gets 1 damage. When **I** leave play, target **city** gains 1 defense point.

2

1

1



Velon
Elf

Bodyguard 1 - Each turn, I may divert up to 1 damage from target creature you control and put that damage on myself instead.

Pay ① and return *me* to your *hand* to *unmark* target *creature*.

1

1

1



Velon
Elf

Bodyguard 1 - Each turn, I may divert up to 1 damage from target creature you control and put that damage on myself instead.

Pay ① and return *me* to your *hand* to *unmark* target *creature*.

1

1

1



Velon

Elf

Bodyguard 1 - Each turn, I may divert up to 1 damage from target creature you control and put that damage on myself instead.

Pay ① and return *me* to your *hand* to *unmark* target *creature*.

1

1



ARCENAGE

amin duna - ilya lanta