

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..."

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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



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*.

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.

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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."*

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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**.

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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."

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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

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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."

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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**.

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When ***I*** come into play, ***mark*** or
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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.



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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**.)



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(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.



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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."



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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.)

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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

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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*.

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Arceage

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