

Emper0rTime's Shadowverse Liquefy guide (1/8/2017) RoB Updated

ATTENTION! ATTENTION! ATTENTION!

DON'T LIQUEFY ANYTHING UNTIL READING THE SECTION BELOW AS WELL AS BEATING EVERY STORY MISSION.

To liquefy or not to liquefy, that is the question. When posed with the question, "should I liquefy (x) card?" I usually answer this question with a series of questions followed by a definite answer. First I ask, is (x) from your favorite craft? Are you looking for power right now or willing to hang on to (x) for future metas where it might see play? Are you only interested in top tier cards? Do you like to be creative with your decks or would you rather follow a standard list? Do you main a particular craft exclusively?

These are all questions you should ask yourself before going through the list and liquefying without hesitation. Liquefying cards is a fast way of getting a good deck, however it is also highly inefficient from a completionism standpoint. Simple mathematics tells us that we are trading 3 legendary cards (1,000 vials liquefied each) and 2 gold cards (250 vials liquefied each) for 1 legendary (3,500 vials to make) of our choosing. So if collecting every card in the game is your goal, stop here.

If you main a particular craft or enjoy one craft a lot more than others, I highly recommend never liquefying any of the cards from that craft. This will allow you to never have to spend vials on something you may have already owned at some point.

If you are a meta-mancer or a creative deck builder, I would be hesitant to liquefy very many card. The card you liquefy today could be the one that breaks the door down for tomorrow's meta.

So, if you have gotten this far that means you are probably looking for a powerful deck now so you can start climbing the competitive ladder. Liquefying is perfect for someone looking to get strong quickly, especially if you have a list in mind to make things even easier for you. As I recommend to most people, you could try my method of choosing 5 crafts to play and ditching the other 2. I liquefied all my legendary and gold cards from 2 crafts in order to finish off my other 5+ decks. I felt like it is a happy medium between spreading myself thin with trying to get a deck for every craft and being able to have variety when I play. Liquefying animated cards is a fantastic way to get vials. If you are desperate for vials and you don't really care about animated cards, just go through and liquefy any animated cards that you already have a normal set of. Note that you cannot create animated cards, so if you liquefy them it may be a very long time before you get another one of the same.

Final disclaimer: This guide is an educated opinion piece, meaning my decision to say something is liquefy material is based on meta research, decklists and current usefulness of the card. In the end, it will be your decision whether or not to keep the card.

Okay. Now that we have gotten that out of the way here is my Gold and Legendary Shadowverse Liquefy guide. In order to see all the cards in the order I am going through them, go to the cards screen, turn on create cards, click the top right menu, click “gold” and “legendary”, and exit the menu.

- (1) Front Lines: **Liquefy**. Not as good as Royal banner, not worth running over any 1 drops.
- (1) Ghoul's Banquet: **Liquefy**. Doesn't fit in aggro, which is the only deck it is remotely useful in.
- (1) Hare of Illusions: **Liquefy/Keep**. Has its place in some decks with Eidolon synergy. Niche at best.
- (2) Demonic Simulacrum: **Liquefy**. Hard to pull off.
- (2) Altered Fate: **Keep**. Staple in any PTP deck.
- (2) Rhinoceroach: **Keep**. Staple in nearly every FC.
- (2) Elf Girl Liza: **Keep**. Staple in FC.
- (2) Timeworn Mage Levi: **Keep**. Staple in RC.
- (2) Dragonewt Scholar: **Keep**. Staple in some DC.
- (2) Shapeshifting Mage: **Liquefy**. Slow card.
- (2) Date Masamune: **Keep/Liquefy**. Sees play in some DC variants.
- (2) Breath of the Salamander: **Keep**. Staple in DC.
- (2) Shadow Reaper: **Keep/Liquefy**. Has a place in aggro SC, however it is not a staple.
- (2) Vania, Vampire Princess: **Keep**. Staple in BC.
- (2) Vampiric Fortress: **Keep**. Staple in Aggro bats and some other BC decks.
- (2) Love Gospel: **Liquefy**. AoE heal is a bit useless.
- (2) Holy Sentinel: **Keep**. Can help HC vs wide aggro decks.
- (2) Devourer of Heavens: **Liquefy**. Very slow card.
- (3) Harnessed Flame: Can't Liquefy.
- (3) Harnessed Glass: Can't Liquefy.

- (3) Ancient Elf: **Keep**. Staple FC Legendary.
- (3) Selwyn's Command: **Keep**. Runnable in aggro forest and roach forest for aggressive damage pushes.
- (3) Gemstaff Commander: **Liquefy**. Better cards can go in this slot for SwC decks.
- (3) White Paladin: **Keep**. Good card for Control SwC and some Mid-range.
- (3) Rogue Creed: **Liquefy**. Did not get any support from RoB. Very niche cards.
- (3) Castle in the Sky: **Liquefy**. Underwhelming effect for an out of meta style deck.
- (3) First Curse: **Liquefy**. Ruined by the fact that it only targets followers.
- (3) Secrets of Erasmus: **Keep**. Cheap removal with a decent enhance.
- (3) Dragonmancer's Rites. **Keep**. Staple in discard dragon.
- (3) Dragonsong Flute: **Liquefy**. Underwhelming because it is gated by the overflow effect.
- (3) Madame Lich: **Liquefy**. Slow, high cost for a mediocre effect.
- (3) Foul Tempest: **Keep**. Staple in ShC.
- (3) Spirit Cycle. **Keep**. Staple in some ShC.
- (3) Midnight haunt: **Keep**. Some ShC decks run this, quick shadow generation.
- (3) Demon Commander Laura: **Keep**. Interesting combos with the card such as Hamsa/servant of darkness. Niche tech card in Blood Control.
- (3) Sadistic Night: **Keep**. Good removal card for Blood control with a decent enhance effect. Synergy with bloody mary as well.
- (3) Dire Bond: **Keep**. Staple in Control BC.
- (3) Elana's Prayer: **Keep**. Top tier deck built around this card.
- (4) Urd: **Keep**. Lots of synergy with any storm cards. Fantastic neutral follower.
- (4) Uriel: **Keep**. Amulet tutor neutral card good in any deck that relies on an amulet.
- (4) Goblinbreaker Teena: **Keep/Liquefy**. Runnable in neutral craft decks, but is often overshadowed by better 4 drops.
- (4) Path to Purgatory: **Keep**. Decks are made around this card.
- (4) Petal Fencer: **Liquefy**. There are too many good cards in fairy for this to be a viable card.
- (4) Shadowed Assassin: **Keep**. Good tech for a blank board ambush, can allow for aggro sword to make its followers more sticky.
- (4) Latham, Vanguard Captain: **Liquefy**. Very slow low value card.
- (4) Amelia, Silver Paladin: **Keep**. New staple 4 drop in sword.

- (4) Stratagem: **Liquefy**. In theory it is a good card. I think you find this to be a card you cut more than you keep in your deck.
- (4) Merlin: **Keep**. Staple Legendary in D-Shift.
- (4) Fire Chain: **Keep**. Staple in RC.
- (4) Deathmist Dragon: **Keep**. Staple in some DC decks.
- (4) Wight King: **Keep**. Quite a 4 drop with its necro effect.
- (4) Phantom Dragon: **Liquefy**. High cost for such low health.
- (4) Phantom Howl: **Keep**. Staple in ShC.
- (4) Righteous Devil: **Keep**. Staple in some BC decks.
- (4) Soul Dealer: **Liquefy**. Does not fit in either aggro or control BC. Meme tier.
- (4) Dark Offering: **Liquefy/Keep**. Seems unplayable, but could be useful in some situations.
- (4) Tribunal of Good and Evil: **Keep**. Staple in a many Haven variants. Strong removal card.
- (5) Wind God. **Keep**. Amazing neutral for any deck that floods the board.
- (5) Lucius, Goblin Slayer: **Liquefy/Keep**. Underwhelming effect, but does not require an evolve. Low stats/hard to find room in decks.
- (5) Noble Fairy: **Liquefy**. In theory this card is a great curve card, but when there exist so many better 5 drops in FC, you will be hard pressed to find a slot for this.
- (5) Robin Hood. **Liquefy**. Again, not a great 5 drop for FC. Doesn't impact the board at all and is easily removed.
- (5) Crystalia Tia. **Keep**. One of the two good legendary FC staples.
- (5) Elf of the Gemstones: **Liquefy**. Very hard to fit in any forest deck over other 5 drops.
- (5) Will of the Forest. **Keep**. I personally don't run this card, but I have seen it in many FC decks and used with great reward.
- (5) Titania's Sanctuary: **Keep/ Liquefy**. Seems like a good take two card, may be viable at some point but currently no deck needs this card.
- (5) Aurelia, Regal Saber: **Keep**. Huge wall, staple for Control SwC and Mid-Range SwC
- (5) Albert, Levin Saber: **Keep**. Very strong staple card in nearly all sword variants.
- (5) Arthurian Light: **Liquefy**. I can't see this card being good or played over cards like royal banner or other 5 drops.
- (5) Ancient Alchemist: **Keep**. If you are playing Earth Rite RC this is a staple card.
- (5) Sun Oracle Pascale: **Keep**. Another Earth Rite RC staple.

- (5) Winter Caprice: **Liquefy**. In the current meta this card does nothing for RC.
- (5) Rimewind: **Keep**. Only really need one of this card ever, but it could be an interesting tech in conjuring force RC.
- (5) Conjuring Force: **Keep**. With this card you can make your RC tokens very dangerous. I have built decks around this card with success.
- (5) Phoenix Roost: **Liquefy/Keep**. You play it, your opponent gets lower cost cards next turn while you have wait to see the effects of this card on your side of the field. All around bad card. However, there is a very niche deck designed around this card that proves it can work at the highest level given the right matchup.
- (5) Cerberus: **Keep**. One of the best legendary cards for ShC.
- (5) Ceridwen: **Keep**. Seems like a good value evolve card in in the right situation.
- (5) Ernyes: **Keep**. Comes into play and effects the board. In the right deck this could be a devastating 5PP tempo shift. 2 face damage, plus potential 2 kills with evolve and effect.
- (5) Beast Dominator: **Liquefy**. Has potential has a 5PP 8/8 beat stick. I liquefied mine because I feel it is unfitting for the both aggro blood and control blood.
- (5) Bloody Mary: **Keep**. Huge Combo card for BC decks.
- (5) Mastema: **Keep**. A better beast dominator. 5 pp 6/6 bane.
- (5) Diabolic Drain: **Keep**. Good card for Control BC.
- (5) Eidolon of Madness: **Keep/Liquefy**. This card is slightly underwhelming, but does have potential.
- (6) Angel Crusher: **Liquefy**. Even in a deck built around this card, it is not a strong finisher. You basically gamble on whether or not your opponent has hard removal.
- Athena: Liquefy. Low stats, mediocre effect. At most this card just allows you to trade for free. Too slow, too situational.
- (6) Fairy Princess. **Liquefy/Keep**. If you wanted to play a Rose Queen/Fairy Princess deck keep this card, otherwise instant liquefy.
- (6) Elf Knight Cynthia: **Keep**. Annoying card to listen to, freaking amazing effect. Staple in tempo FC.
- (6) Grand Archer Selwyn: **Liquefy**. Let's see. 4/6 for 6 in FC that makes something just not attack for a single turn or at most gives them it back in hand.
- (6) Maahes: **Keep**. Good card for control forest/bolt forest/PTP forest. Has a great effect with a board clear + ward.

- (6) Sea Queen Otohime: **Keep**. 6 drop that fills your board with whiny fanboys. Good card in SwC. Has seen a decline in play for RoB but may come back into meta.
- (6) Tsubaki: **Keep**. Great card for dealing with large followers, also strong vs targeted removal.
- (6) Alwinda's Command: **Keep**. Huge value card giving you a 2 followers one with ward and one with storm. Fits in most SwC decks.
- (6) Professor of Taboos: **Keep**. Strong staple for earth rite rune.
- (6) Arcane Enlightenment: **Liquefy**. I feel this card is not viable in anything but maybe PTP RC, which is a pretty niche deck.
- (6) Calamitous Curse: **Keep**. All around good card. Could even be teched in D-Shift Rune.
- (6) Wyvern Cavalier: **Keep**. Lowers the cost of cards in your hand. Good card.
- (6) Dark Dragon Forte: **Keep**. Huge finisher for DC.
- (6) Wyrmspire: **Liquefy**. Too specific, too high cost. Instant liquefy.
- (6) Deathly Tyrant: **Keep**. Nasty finisher card for ShC.
- (6) Balor: **Keep**. Good card to play when winning, often underwhelming when you are behind and you play it on curve.
- (6) Death's Breath: **Keep**. Good stall card for ShC
- (6) Medusa: **Keep/ Liquefy**. Might see play in the future, but for now there are too many board flooding aggro decks to make this really a good card. Dance of Death is better.
- (6) Queen Vampire: **Keep**. Control BC staple.
- (6) Arch Priestess Laelia: **Liquefy**. Maybe you get wins when someone doesn't read your cards, but this card is bad in nearly any deck that would run it.
- (6) Moon Al-Mi'raj: **Keep**. Really. Good. Card. Storm HC.
- (6) Kaguya: **Liquefy**. This card is really hard to pull off and it gives you a mediocre effect.
- (6) Winged Sentinel Garuda: **Keep**. Plucking Memes from the sky. Best of a card in Storm HC.
- (6) Valhallan General: **Keep**. Good for Storm haven as it is a turn earlier Gabriel that gives rush.
- (6) Themis's Decree: **Keep**. Board wipe. Good.
- (6) Chorus of Prayer: **Liquefy**. Slow, RNG, mediocre.

- (7) Gabriel: **Keep**. I don't think you will ever need more than 2 of this card, but it is worth keep for the sheer value that a +4/+3 can give you. Potential to win you games just by teching this in.
- (7) Sahaquiel: **Keep**. This card is really on useful in one type of deck, neutral craft. I find it to be an decent card, it is a must in neutral dragon.
- (7) Homecoming: **Keep**. Great card in bolt forest. Works well vs Daria Rune.
- (7) Frontguard General: **Keep**. A lot of SwC decks run this guy because he is so hard to deal with.
- (7) Dragonblood Mage: **Liquefy**. Too high cost for a sub-par effect.
- (7) Juno's Secret Laboratory: **Keep**. Ward City. Earth rite staple.
- (7) Hydra: **Liquefy**. I don't see a world where this card is allowed to attack, even then there are better/faster cards for DC that could take this spot.
- (7) Neptune: **Keep**. Nice Value card for DC.
- (7) Lord of the flies: **Keep/Liquefy**. Has sort of been replaced by Khawy in most Shadow decks. May be worth keeping, but won't really see play in the current meta.
- (7) Bloodhungry Matriarch: **Keep**. Great option for blood control.
- (7) Ice Blade Warfiend: **Keep/Liquefy**. 5/7 rush is not bad with a good draw effect. You might be hard pressed to find a slot for this in control blood.
- (7) Skullfane **Liquefy**. Really. Bad. Card. This card could be a 5 drop and still not see play.
- (7) Luxhorn Sarissa: **Keep/Liquefy**. Has a fantastic effect, but you would have to slot this over cards like curate/lucifer in heal haven and I don't see this as being more valuable than those cards.
- (8) Lucifer: **Keep**. Fantastic card. Versatility and value is what you get out of this beast.
- (8) Archangel Reina: **Liquefy**. Silly card IMO. There are plenty of much more valuable 8 drop neutrals than this one.
- (8) Odin: **Keep**. Speaking of value 8 drops. Mr. TechMeAnywhere himself, Odin.
- (8) Ancient Forest Dragon: **Liquefy**. I don't see FC ever needing this.
- (8) Rose Queen. **Keep/ Liquefy**. If you want to play thorn burst burn, keep it. If you want to just play the better fairy decks, instant liquefy.
- (8) White Wolf of Eldwood: **Keep**. Silverbolt/Rose Queen staple card.
- (8) Dragonewt Charlotte: **Liquefy/Keep**. Good 8 drop, but may not see play over Fangblade Slayer.

- (8) Alexander: **Keep**. Good option for board clear in control sword.
- (8) Fangblade Slayer: **Keep**. Great 8 drop with incredible value. Clears a follower, damages face, and must be dealt with.
- (8) Arch Summoner Erasmus: **Liquefy**. Too slow and too high cost. Good in take two, bad in competitive.
- (8) Anne, Belle of Mysteria: **Liquefy**. Mediocre effect for an 8 drop.
- (8) Zirnitra: **Liquefy**. Isn't seeing play over better DC cards.
- (8) Grea the Dragonborn. **Liquefy**. Mediocre effect for an 8 drop.
- (8) Mordecai the Duelist: **Keep**. Slow card, but if he sticks he puts a timer on the game for your opponent.
- (8) Pluto: **Liquefy**. Not even a planet anymore. Basically a bad Odin.
- (8) Nephthys: **Keep**. Strong effect in the right deck.
- (8) Furiae: **Liquefy**. Extremely mediocre effect for an 8 drop. 1 damage and 1 draw.
- (8) Azazel: **Keep**. Control BC's answer to heal haven. Good stats and great effect.
- (8) Revelation: **Keep**. Fantastic board clear for BC.
- (8) Jeanne D'Arc: **Liquefy**. This card doesn't know what it wants to do. Weak stats and low board impact on 8 unless you're facing low defense followers.
- (8) Enstatued Seraph: **Keep**. This card has a pretty WINNING effect. Puns.
- (9) Dark Angel Olivia: **Keep**. Pure value, if Odin is the tech king, Olivia is the tech queen.
- (9) Silver Bolt: **Keep**. Win condition in Silver bolt forest, has super synergy with White Wolf of Eldwood.
- (9) Leonidas: **Keep**. Kill him, you lose. Don't kill him, you lose. Banish is the only answer to this card.
- (9) Mythril Golem: **Liquefy**. Really slow and terrible card.
- (9) Daria, Dimensional Witch. **Keep**. The meta card for nearly every rune deck.
- (9) Orb Dragon: **Liquefy**. If this said "Banish", worth it. "Destroy" however makes this a crappy version of Odin. Good thin Odin is a neutral card and you can run it over this every time.
- (9) Fafnir: **Keep**. Strong card for a board clear and large body. Many DC decks run 2.
- (9) Imperial Dragoon: **Keep**. Can be played in a deck based around its effect (discard dragon) and can be used a finisher card in other DC decks.
- (9) Polyphonic Roar: **Liquefy**. Interesting concept, but too slow for a 9 drop.

- (9) Lord Atmoy: **Keep/Liquefy**. Is not a main staple for many shadowcraft decks, but does see play in specific decks built around it.
- (9) Temptress Vampire: **Keep**. Staple/finisher in Control BC.
- (9) Incandescent Dragon: **Liquefy**. Hits the board, dies to dance of death. GG.
- (10) Genesis Dragon: **Keep**. Win condition for dragon decks.
- (10) Prince of Darkness: **Keep**. Has a place in some late game decks to ensure you draw finisher cards.
- (10) Bahamut: **Keep**. Neutral Late game board clear that must be removed or basically wins you the game.
- (18) Dimension Shift: **Keep**. This card is what a S tier deck is built around.