



EMIRROON

ULLAR

ELVEN SUMMONING SPELL

After moving and before attacking, you may roll the 20-sided die. Add the number of Elves you control adjacent to Emirroon to your die roll.

- If you roll 1-4, nothing happens.
- If you roll 5-11, you may place 1 Elf you control adjacent to Emirroon.
- If you roll 12-17, you may place up to 2 Elves you control adjacent to Emirroon.
- If you roll 18-20, you may place up to 3 Elves you control adjacent to Emirroon.

If the summoned Elves are engaged, they will not take any leaving engagement attacks. Emirroon cannot summon an Elf that he is already adjacent to.

ELF

UNIQUE HERO

WIZARD

TRICKY

MEDIUM 5



5

LIFE

MOVE

5

SPACES

RANGE

1

SPACE

ATTACK

3

DICE

DEFENSE

3

DICE

80

POINTS





EMIRROON

Feylund
Defenders of Kinsland
13/19

MOVE 5
SPACES

RANGE 1
SPACE

ATTACK 3
DICE

DEFENSE 6
DICE

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