

Elewo Master

4



Character — Elewo

4

3

5

Elewo Warrior

3



Character — Elewo

3

2

4

Espionage

2

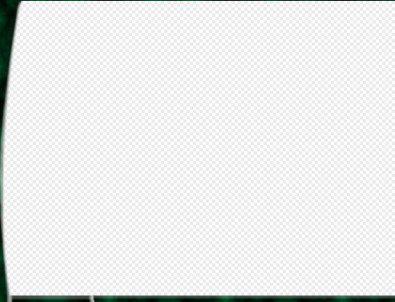


Event — Elewo

Target opponent must discard top 4 cards from draw pile.

Peace of the Elewo

1

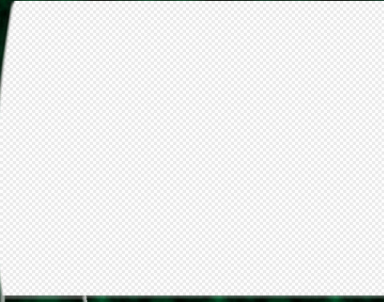


Modifier — Elewo

Preemptive Attack

One Mind

1

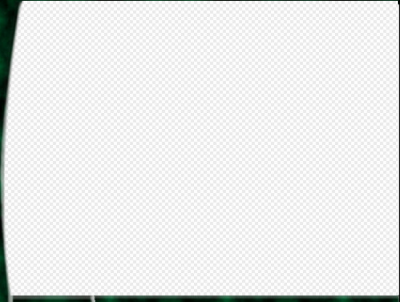


Modifier — Elewo

Mob.

Fury

0



Event — Elewo

+5

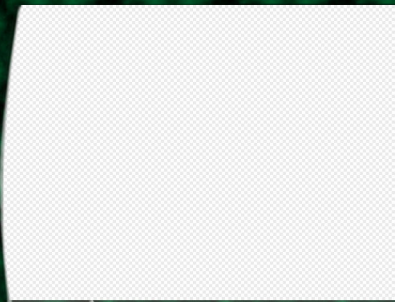
-

-

Target Elewo gains +5/+0/+0 until end of turn after blocking is declared.

Insider

5



Character — Elewo

x

x

x

Preemptive Attack.
x/x/x equals the attack/defense/speed of an opponent's character. If Insider attacks and blocking character is not killed, Insider dies. Use Insider as an event to change characteristics to a different Character.

Assassin

4



Character — Elewo

5

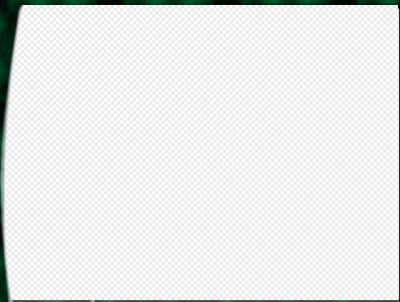
2

5

Preemptive Attack.
Assassin may attack a specific character. If Assassin does not kill target, Assassin dies.

Novice

1



Character — Elewo

1

1

1

Rally.

Group Defense

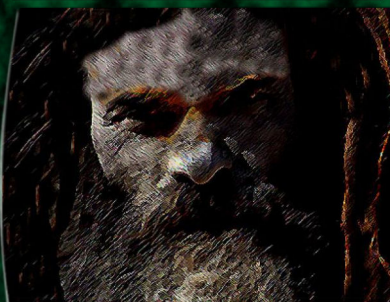
0

Event — Elewo

All Elewo gains Mob until end of turn in order to block an attack.

Shaman

6



Character — Elewo

5 As long as Shaman is not killed in battle, return any character(s) attacked or blocked by Shaman and not killed to opponent's hand. Character(s) can be played again as normal during opponent's regular deploy phase.

Heal the Fallen Warrior

1

Event — Elewo

Retrieve 1 character from the discard pile and put it directly into play.

New Devotee

1

Character — Elewo

1
1
1

Fickle Follower

0

Character — Elewo

1 Must use 1 resource after reset phase to keep in play or Fickle Follower is removed from play.

Silent Patrol

2

Character — Elewo

1
1 Preemptive Attack.
2

Meditation

1

Modifier — Elewo

Attack a specific character during your attack phase. Damage and other abilities are assessed as normal.

Shadow

2



Character — Elewo

2 Use to inflict 1 damage directly to any target.
2 This ability is played as an event and cannot be used again until reset.
2

Trainer

3



Character — Elewo

2 Give target Elewo Preemptive Attack until end of turn.
3 This ability is played as an event and cannot be used again until reset
4

Spy

2

Character — Elewo

2

2

2

Use Spy to play Espionage
Event.

Riposte

1

Modifier — Elewo

When blocking, reduce the speed
of attacking character (including
modifiers and locations) to 0.