

# Shimmersea Fae

## Starting Setup

- 1 x Tidebreaker
- 1 x Luminous Scout

**Nymira Shoalsong**  
 Summoner • Shimmersea Fae

12      

**Momentum**  
 Once per turn, after this unit attacks an enemy unit, boost this unit.

**Ebb and Flow**  
 After this unit moves, you may spend 1 boost to either remove 1 damage from this unit or to add 2 damage to an adjacent common or champion.

3 



## Events (2x)

**Spearhead**  
 Standard • Attack Phase

0 

**ACTIVE**  
 Your summoner has +1 strength and may attack cards that are diagonal to it.  
 At the start of your turn, if there is a friendly champion on your opponent's side of the battlefield, do not discard this event.



**Wade In**  
 Standard • Magic Phase

0 

Your summoner and friendly units within 3 spaces have this ability:  
**Adapt**  
 This unit cannot be targeted by an attack more than once per turn.



**Rebuke**  
 Standard • Move Phase

0 

Target an enemy common within 2 clear straight spaces of your summoner. Pay the target's cost to place it on the bottom of its owner's draw pile.



**High Tide**  
 Epic • Summon Phase

1 

Boost your summoner. Target any number of friendly cards. Force each target 1 space toward your opponent's back row.



## Commons (4x)

**Changeling Swarm**  
 Common • Shimmersea Fae

2  3 

**Morph**  
 After paying costs to summon this unit, you may return a friendly common or champion without Morph to its owner's hand and replace it with this unit.

**Ambush**  
 After summoning this unit, you may resolve an extra attack with it.

2 



**Iridescent Oracle**  
 Common • Shimmersea Fae

0  2 

**Peer**  
 After summoning this unit, you may draw 1 card. Then, you may discard 1 card from your hand to gain 1 magic.

2 



**Tidebreaker**  
 Common • Shimmersea Fae

1  3 

**Rush**  
 After summoning this unit, you may force it 1 space.

**Inspired**  
 This unit has +1 strength if you control 1 or more champions.

2 



**Luminous Scout**  
 Common • Shimmersea Fae

1  2 

**Dredge**  
 After summoning this unit, you may draw 1 card from the bottom of your draw pile.

**Call Reinforcements**  
 After this unit attacks an enemy unit, you may summon a unit.

3 



# Champions

**Coralis Undertow**  
Champion • Shimmersea Fae

5 ♦ 7 ♥

**Tidal Shift**  
After this unit attacks an enemy card, you may force that card 1 space toward your opponent's back row. Then you may force this unit 1 space toward your opponent's back row.

3 ♣

A blue-skinned, horned creature with a purple skirt and a red, flame-like weapon.

**Lyra Deepwater**  
Champion • Shimmersea Fae

2 ♦ 4 ♥

**Guardian**  
After this unit attacks an enemy unit, you may place this unit adjacent to your summoner.

**Descend**  
After this unit is destroyed, if its owner's draw pile is not empty, place this unit on the bottom of that draw pile.

2 ♣

A purple-skinned, winged creature with a long, flowing white mane and a purple tail.

**Enara Deepwater**  
Champion • Shimmersea Fae

2 ♦ 4 ♥

**Ambush**  
After summoning this unit, you may resolve an extra attack with it.

**Descend**  
After this unit is destroyed, if its owner's draw pile is not empty, place this unit on the bottom of that draw pile.

2 ♣

A blue-skinned, winged creature with a long, flowing white mane and a purple tail, holding a bow.

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