

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

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

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.

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