# Wayfarers

#### **Starting Setup**

1 x Gem Dancer

1 x Spirit Voyager



### Events (2x)



Standard Event • Summon Phase O ACTIVE Do not discard this card at the start of your turn. At the end of your turn, if you have a unit in your opponent's back row, you may discard this card to retrieve up to 3 distinct commons from your discard pile, reveal

them, and add them to your hand.

Sneak Attack

diagonal to it.

This unit may attack cards that are







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#### Commons (4x)



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After summoning this unit, add 2 boost to it. **Embark** During your turn, you may spend I boost to force this unit I space toward your opponent's back row.

## Champions







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