

# Wayfarers

## Starting Setup

- 1 x Gem Dancer
- 1 x Spirit Voyager

**Celeste**  
 Summoner • Wayfarers

12

**Well Traveled**  
 This unit has +1 strength for each friendly unit on your opponent's side of the battlefield, to a maximum of +3.

## Events (2x)

**Coordinate**  
 Epic • Move Phase

0

**ACTIVE**  
 Friendly units may move 1 extra space.  
 Friendly units have +1 strength when adjacent to 1 or more other friendly units.

**Astral Waypoint**  
 Standard • Structure

0 2

When building this structure, place it adjacent to a unit you control.  
 Once per turn, during your Move Phase, a friendly unit may exchange places with this structure.

**Seek The Horizon**  
 Standard • Summon Phase

0

**ACTIVE**  
 Do not discard this card at the beginning 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 choose up to 3 different commons in your discard pile and add them to your hand.

**Slip By**  
 Standard • Move Phase

1

Add 2 boost to this card.  
**ACTIVE**  
 Any time during your turn, you may spend a boost to place your summoner on a space diagonal to it.

## Commons (4x)

**Gem Dancer**  
 Common • Wayfarers

2 5

**Footwork**  
 After this unit targets an adjacent enemy common for an attack, before rolling dice, it may exchange places with that enemy.

2

**Spirit Voyager**  
 Common • Wayfarers

1 2

**Spirit Leap**  
 After this unit moves, you may place it adjacent to a friendly unit within 2 spaces.

3

**Wayward Rogue**  
 Common • Wayfarers

0 2

**Sneak Attack**  
 This unit may attack cards that are diagonal to it.

2

**Eager Adventurer**  
 Common • Wayfarers

2 3

**Well-Prepared**  
 After summoning this unit, add 2 boost to it.  
**Embark**  
 During your turn, you may spend 1 boost to force this unit 1 space toward your opponent's back row.

3

# Champions



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