

1

BRINEPUP

T

STAGE I - AWAKENS INTO BRINEHOWL

1

3

When played, draw a card if you control another Tide Aetherkin.

3

BRINEHOWL

T

STAGE II - AWAKENS INTO MAELSTRAUD

2

5

SHIELD 1

7

MAELSTRAUD

T

STAGE III - AWAKENS FROM BRINEHOWL

2T

5

11

SHIELD 2
DRAIN

Exhaust an enemy Aetherkin; it does not restore next turn.

1

MISTLING

T

STAGE I - AWAKENS INTO FOGWEAVER

1

1

When played, return a friendly Aetherkin to your hand.

3

FOGWEAVER

T

STAGE II - AWAKENS INTO TIDECALLER

1

4

UNDERTOW

5

TIDECALLER

T

STAGE III - AWAKENS FROM FOGWEAVER

3

6

When Felled, return all non-Tide Aetherkin to their owners' hands.

2

CORALSPAWN

T

STAGE I - AWAKENS INTO REEFGUARD

0

4

ROOTED

When played, draw a card.

4

REEFGUARD

T

STAGE II - AWAKENS INTO ABYSSGUARD

2

7

ROOTED
SHIELD 1

6

ABYSSGUARD

T

STAGE III - AWAKENS FROM REEFGUARD

3

10

SHIELD 2
ROOTED

At the start of your turn, draw a card if you took no damage last turn.