

2

DEEP STUDY

T

3T

Draw 2 cards. If you have 3 or more Tide Aether in your Aether Row, draw 3 instead.

1

FORESIGHT

T

Draw a card, if you control a Tide Aetherkin, draw 2 instead.

2

COUNTER-CURRENT

T

SWIFT
Cancel an enemy Mark as it is played (It does nothing).

2

UNDERTOW SURGE

T

SWIFT.
Return attacking enemys Aetherkin to it's owner's hand.

1

RIPPLE

T

Return target Aetherkin (yours or an enemy's) to it's owner's hand.

2

TIDAL WALL

T

SWIFT.
Your Aetherkin gain **SHIELD 2** until your next turn.

4

MAELSTROM

T

Return all Aetherkin with a cost of 3 or less to their owner's hands.

6

THE LONG DROWN

T

Return ALL enemy Aetherkin to their owners' hands.