

THE SUNKEN COURT

TIDE SITE

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At the start of your turn, if you have 3 or less cards in hand, draw a card.

ENDLESS SHOALS

TIDE SITE

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Your Tide Aetherkin gain +0/+2.

THE DROWNING DEEP

TIDE SITE

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When an Aetherkin is returned, deal 1 damage to the enemy Warden.

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NERION, Keeper of the Depths

TIDE WARDEN

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When you draw a card outside your normal draw step, your next Tide card played this turn costs 1 less.

ULTIMATE:
Return all enemy Aetherkin to their owners' hands.

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THESSALY of the Still Water

TIDE WARDEN

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When you return an Aetherkin to Hand, gain 1 Vitality.

ULTIMATE:
Draw 3 cards.