

# Reeftender



1

# Unshakeable Guardian



3 □

4 □ 2



If you are adjacent to one of your summons, add +1 and gain .



Grant one of your adjacent summons:

+0

3 □

1

# Inspiring Guidance



3



If the target is adjacent to one of your summons, add and gain .



24

2

2

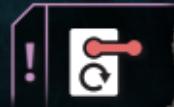
1

2



Grant one of your adjacent summons:

1



1

# Safe Harbor



(◎ 3 allies, G→ 2)



self



G→ 2



+1



2



RESCUE

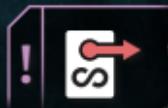
30



2



This ◊ only applies when  
you are adjacent to at least  
one of your summons.



1

## Protective Instinct



G→1



◎ 1 ally, G→1

★ 2

35

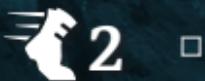


! 2



self

Grant one of your summons or self:



1

# Benevolent Protector



## Summon Soothing Star

3 □ 2 □

2 □ -

At end of turn,  
perform:

1 3

When this summon dies, first grant it:

1 3, 3

2

39

!

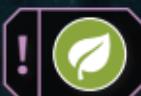
1

2

Grant two of your summons:

+1

This movement must end  
adjacent to the Reeftender.



1

# Walking Ecosystem



Grant one of your adjacent summons:



1,



1,

**45**

:  one of your summons  
to a hex adjacent to you.



You may perform this loot ability  
as if you were occupying the same hex  
as one of your adjacent summons.

1

# Intense Tutelage



Grant two of your adjacent summons:



2

**48**

1

# Dauntless Bulwark



Grant two of your summons:

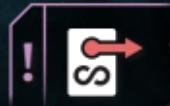


RESCUE

52



Your adjacent summons are  
unaffected by  from sources  
other than attacks.

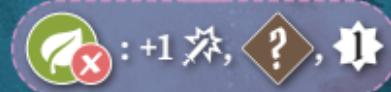


1

# Along for the Ride



Grant one of your summons:



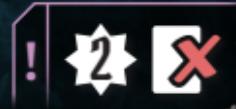
★ 2

70

★ 2



 any number of allies occupying hexes you moved through with the move ability to unoccupied hexes adjacent to you.



1

# Wild Progeny



Summon Furious Crab



3 □

3 □

2 □

G → -

1

When this summon dies, first grant it:



G → 3

2

80

!



2

3 □



1

# Sturdy Carapace



Summon Armored Puffer



3 □

2 □

2 □

G → -

1

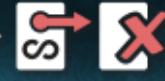
When this summon dies, first grant it:



G → 3

2 //

85



2 //

3



: +2 ⚡, ⚡

X

# Sharpened Coral



## Summon Spiny Urchin



• 4

• 2

★ 1

G -

1

?

When this summon is killed by an enemy,  
that enemy suffers ★ 3.

★ 2

33

!

1

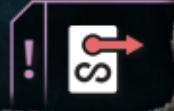


2

The next time one of your  
summons dies, first grant it:

★ 2

◎ 1 enemy within three hexes



X

# Rip Current



Summon Shrieking Gull



3	3
2	-



When this summon dies, first grant it:



with you gaining all looted tokens  
and tiles.

2

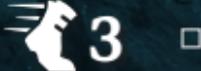
68

!



2

Grant one of your summons:



X

## To the Rescue



+ 3



⇒ 2



+1 ♦, +2 ⇒



! ♦, !

! 2

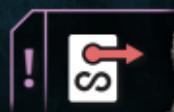


RESCUE

92

! 2

Add +1 ! and ! to all of your move abilities that begin adjacent to one of your summons.



2

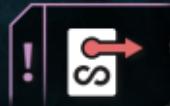
# Swarming Tidepools



Play one card from your hand to perform a summon action of the card and grant the played summon:



All attacks targeting your adjacent summons gain disadvantage.



2

# Salty Spray



## Summon Spitting Clam



3 □ ⚡ 2 □

\* 1 ➔ 2



At end of turn,  
perform:

+ 1 ➔ 2

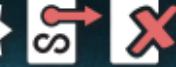
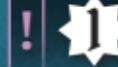
When this summon dies, first grant it:

\* 2



➔ 3

89



⚡ 2

⚡ 2 □



➔ 1



: +2 ➔, \*

3

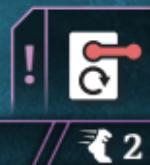
## Murky Water



◎ 1 ally, ➔ 1

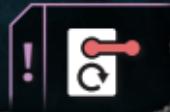
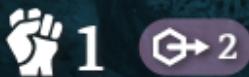


12



★ 2

★ 2

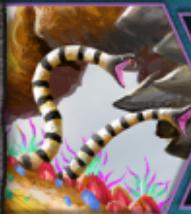


3

# United Front



## Summon Hydra Serpent



3 □ 2 □

2 ➔ -

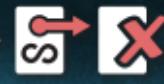
◎ 2

When this summon dies, two  
enemies adjacent to it suffer ★ 2.

★ 2

87

!

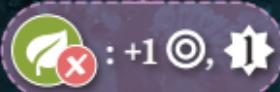


2

Grant one of your summons:



➔ 1



: +1 ◎, ♦

2 ➔ +0

4

## Scattershot



Summon Venomous Tigerfish



3 □ 2 □

\* 1 ➔ 2

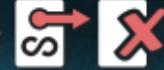


When this summon dies,  
all enemies with suffer \* 1.

\* 2

20

!

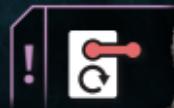


2

1

Grant one of your summons and self:

2 □



4

# Tide Rolls In



Grant one of your summons:



41



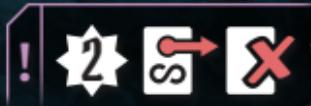
2

2

Whenever one of your adjacent summons performs an attack, after that ability grant self and that summon:



and then you perform:



5

## Barrier Reef



+ 4      ◊      ⚡ → 1

: +1 +, ♡, ⚡

2



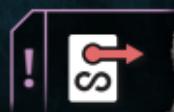
RESCUE

65

2

2 ⚡ 2

This only applies when  
you are adjacent to at least  
one of your summons.



5

## Call Them Home



RESCUE

## Summon Holy Man-O-War



• 3 □ ⚡ 3 □

★ 3 ➔ -

On death,  
leave this card  
in your active  
area.

This card cannot be used to the Holy-Man-O-War.

★ 2

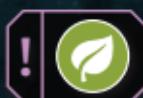
82

!



⚡ 2

⚡ 4



6

# Glowing With Pride



1 □

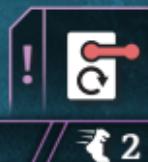
1 □ ➔ 2

After each attack targeting you  
this round, perform:

+ 1 self



18



★ 2

★ 2

3 □

★ 2 □ ?



6

## Steadfast Caretaker



◎ all, ➔ 1

3 ◇

If you are adjacent to one of your summons, add +1 ⚔ and gain ⚡1.

⚔ 2

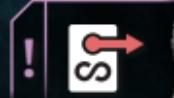


RESCUE

61

⚡ 2

Your adjacent summons add +1 ⚔  
and ◇ 1 to all their attacks.



7

# Fierce Loyalty



Grant two of your summons:

+0

: +1 ,

+0

: +1 ,

2

28

2

3 □

Grant all of your adjacent  
summons and self:

2 □

!

7

# Natural Camouflage



Summon Clever Octopus



3

□

3

□

3

-

After ending  
a or   
adjacent to ,  
gain .

When this summon dies, first grant it:



3

2

91



2

2

□

2

⊕ all, 1



: +1 ,

8

# Stronger Together



Grant all of your summons:

+1

3 ◇

Add +2 for each of  
your summons that are  
adjacent to you.



2



RESCUE

46

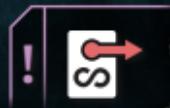
!

2

X

2

Your adjacent summons add +1   
and to all their heal abilities.



8

# Deafening Roar



Summon Sabretooth Sea Lion



• 4

• 2

★ 3

→ -



When this summon dies, first grant it:

★ 3

◎ 1 enemy within three hexes

★ 2

90

!



• 2

Grant one of your summons and self:

• 4

?

◎ all, → 1

9

# Give Them Roots



2

2



2



Add +3 ➔ to all your  
retaliate abilities, ⚡.

Attacks targeting your adjacent  
summons instead target you regardless  
of range and line-of-sight.

2



RESCUE

08



2

3



When you use this effect,  
 the summon card and immediately  
play it to perform the summon action  
of the card.



9

# Set Them Free



## Summon Reefborne Huntress



5



3



2



2

2

When this summon dies, first grant it:

5



3

2

94



2

Grant one of your summons:

+1

+0

