

SEA HAG



Enemy - Undead

CRAFT: 3
The hag can summon her reflections to aid her in cursing you. Add 1 to her attack score for each Place in this Region.

2

SEA MONKEY



Event

A pet of the mermaids swims over joyfully, but will it help or hinder? Roll 1 die.
1-2) Little thief! **Drown** a random Object.
3) Hey! Ditch an Object.
4) Nice Try! Nothing happens.
5) Take an Object from the discard.
6) Wow! Draw a random Salvage.

1

SERPENT CALLER



Enemy - Cultist

CRAFT: 5
If the Leviathan is on the board or in the discard pile, move it to this space. Unless you have the Leviathan as a trophy, you may evade the Serpent Caller.

3

SHARK RIDER



Enemy - Warrior

STRENGTH: 3
Draw from the Deep Sea deck or discard pile for a Hammerhead or Great White and add it to this space.

2

SHIPWRECK GOLEM



Enemy - Construct

STRENGTH: 1
A living ship rises with its lost cargo intact! Add 1 to the golem's Strength for each Object in the Deep Sea discard pile. If you win, gain 1 Strength and the bottom Object of the Deep Sea deck instead of taking it as a trophy.

2

SHOGOTH MASK



Magic Object

You may bind one Cultist or Undead you encounter to your will. Place the Enemy on this card. At any time, you may **drown** the mask, discard the Enemy and add its Strength or Craft to yours for the rest of the turn.

5

SIREN AMBUSH



Event

Carnivorous mermaids have lured some unwitting seafarers to the depths. All characters must **drown** a Follower or lose 1 life. This Follower can not be from the Deep Sea deck.

1

SMILING DRAGON



Enemy - Dragon

STRENGTH/CRAFT: 10
This enormous sea beast creates devastating currents wherever it swims! If you are defeated, in addition to losing a life, lose 2 Oxygen and roll 1 die.
1-3) Move down 1 layer
4-6) Move up 1 layer

2

STONEFISH



Enemy - Animal

STRENGTH: 4
While you have the Stonefish as a trophy, you must roll an additional dice during battle and psychic combat and use the lower result.

2

STORM WHIP



Magic Object

Weapon
Add 2 to your attack score.
Add another 2 to your attack score if you share a layer with a Whirlpool.

5

SUMMANUS' GAZE



Event

The god of storms has his eyes on you. Roll 1 die:
1) Lose 1 life for each **Armour** you have.
2-3) **Drown** an Object or Follower at random.
4-5) Teleport to any space in this Region.
6) Gain 1 Strength or Craft.

1

THRASHING GOD



Event

The Great Old One's anger causes the waters to run rampant! All characters in the Deep Sea must roll 1 die. Whoever rolls the lowest is thrown out of the Region to the Crags!

1

TORTOLLAN ELDER



Follower

The Tortollan Elder will only join you if you have a Dream.
Add 2 to your Craft during psychic combat.
You may discard the elder to automatically win a psychic combat.

5

UNDERSEA RUINS



Place

A sunken kingdom of the surface world is discovered. You may swim in to explore. If you do, draw the bottom 5 cards of any deck (except the Deep Sea), plus 1 more for each Oxygen you pay and gain an Object or Follower. If you draw no Objects or Followers, **drown** a Follower, if able.

6

UNDINE



Enemy - Norn

STRENGTH/CRAFT: 7
A merfolk that speaks with the spirits of the sea. You may evade the Undine. If you do, take it as a **Cursed** Follower that adds 2 to your fate value. If you ever become fateless, lose 1 life and **drown** the Undine.

2

WATER DEVIL



Follower

Cursed
When encountered, place 3 Oxygen on this card. At the end of each turn, remove 1 Oxygen.
Add 2 to your Craft in psychic combat.
When there is no Oxygen on this card, discard it and **drown** a Follower or Object or lose 3 Oxygen.

5

WHALE ZOMBIE



Enemy - Undead

STRENGTH: 8
A vengeful Whale Zombie brings death to all in this area. If you are defeated, all characters in this Region must discard a Trophy or lose a life. If they have no Trophies, they are safe from the beast's wrath.

2

WISE TORTOLLAN



Follower

When encountered, draw a random Dream and place it on this card. You may use that Dream as if it were your own. If this Follower is lost, discard that Dream.

5

