

DEEPMANCER



Enemy - Cultist

CRAFT: 5
A cultist of the Old One manipulates the tides to halt you. She will remain here until she is killed.

2

DEEP TITAN



Enemy - Cultist

STRENGTH/CRAFT: 10
A colossal warrior of Ry'Lai calls forth a tsunami on the surface! If he defeats you, in addition to losing a life, draw the top 6 cards of the Adventure deck and **down** all Followers and Objects.

3

DEEP TROLL



Enemy - Monster

STRENGTH: 4
A mindless beast in service to the Old One. If you are defeated, in addition to losing a life, lose 1 Craft.

2

DERELICT SUB



Place

An abandoned submarine floats by. It may be salvageable. Roll 1 die.
1) CRABS! Lose 1 life.
2-3) Gain 2 gold.
4-5) Draw the bottom 5 cards of any deck and take an Object or Follower.
6) Gain a Salvage and discard the sub.

6

DOCK DWELLER



Enemy - Cultist

STRENGTH/CRAFT: 3
A banished merfolk, driven mad by the Old One's whispers. If you do not have a Dream, the Dock Dweller rolls 2 dice for battle or psychic combat and selects the highest result.

2

DOCK DWELLER



Enemy - Cultist

STRENGTH/CRAFT: 3
A banished merfolk, driven mad by the Old One's whispers. If you do not have a Dream, the Dock Dweller rolls 2 dice for battle or psychic combat and selects the highest result.

2

DREAM ALTAR



Place

The Old One rewards those who sacrifice in his name. You may **down** a Follower or Object to roll 1 die:
1-2) Lose 1 life and Gain a Strength or Craft
3) Gain 2 lives
4) Gain 1 Strength and 1 life
5) gain 1 Craft and 1 Spell
6) Gain 2 Strength or 2 Craft

6

DREAM TOTEM



Place

A fragment of the Old One's power manifests in this area of the ocean. You may gain a Spell when you visit it, if your Craft allows. On your next turn, instead of rolling for movement, you may choose a space on an adjacent level and move there.

6

FLYING DUTCHMAN



Enemy - Undead

CRAFT: ?
Lost souls crew this sunken vessel. Draw the bottom 10 cards of the Deep Sea deck. The dutchman's Craft is equal to the number of Followers and Strangers. If it is defeated, discard it immediately and gain 1 Craft.

3

GHOST LEVIATHAN



Enemy - Spirit

STRENGTH/CRAFT: 7
The spirit of a long dead Leviathan returns from the beyond for revenge. If the Leviathan is in the discard pile, the Ghost Leviathan rolls 2 dice for battle or psychic combat and selects the highest result.

2

GOBLIN MINNOW



Enemy - Monster

STRENGTH: 2
An angry fish swims in this area looking for easy prey. If it is not defeated, it is shuffled back into the Deep Sea deck.

2

GOLDEN MERMAID



Enemy - Cultist

STRENGTH: 6
An empress of the sea who rules over all who swim these waters. Add 1 to her attack score for each Cultist in this Region. If you have no Cultist trophies, you may evade her.

2

GREAT WHITE



Enemy - Animal

STRENGTH: 5
This apex predator is lured in by wounded prey. If your current lives is less than your Life value, the Great White adds the difference to its attack score. Otherwise, you may avoid the Great White.

2

HAMMERHEAD



Enemy - Animal

STRENGTH: 5
Before battle, lose a fate if you do not have a Technique. If you win, gain a Technique.

2

HIGH TIDE



Event

A high spring tide floods the coast! Place the top 7 cards of the Deep Sea deck on top of the Adventure deck. If any of these cards mention moving up or down layers, follow this direction:
Up 1 layer: Move to the Outer Region.
Down 1 layer: Move to Middle Region.

1

HIPPOCAMPUS



Follower

Steed
Instead of your normal move, you may cross the Storm River as if you had a Raft.
You may roll 2 die for your Strength in battle and choose the result.

4

HIPPOCAMPUS



Follower

Steed
Instead of your normal move, you may cross the Storm River as if you had a Raft.
You may roll 2 die for your Strength in battle and choose the result.

4

KRAKENITE GEAR



Magic Object

Armour
If you would lose a life in battle, roll 1 die. On a 5 or 6, you do not lose that life.
While in the Deep Sea, add 2 to your **Armour** rolls.

5

