

**BEACH**



Place

On your next turn, instead of your normal move, you may teleport to the Port, Wharf or Surface.

6

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**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

**AQUA FAMILIARS**



Spell

Cast to place 3 Oxygen tokens on this card. Whenever you are required to do any of the following, you may discard a token from this card instead. If there are no tokens on this card, discard it.  
 - Discard a Sacrifice token.  
 - **Drown** an Object or Follower.

**DEPTH FATHOM**



Spell

Cast at the start of any characters turn. Look at the top 5 cards of any Adventure deck. Place any number of them back in any order, **drown** the rest.

**DREAM EATER**



Spell

Cast to steal a Dream from another character.

**DROWNING**



Spell

Cast on a character in the Deep Sea at the start of their turn. They must roll 1 die. If they roll 4 or higher, they must lose all of their Oxygen or **drown** a Follower.

**ONEIROMANCY**



Spell

Cast at any time. Gain a Dream.

**TAME SEA MONKEY**



Spell

Cast to steal a Salvage from another character.

**TAME SEA MONKEY**



Spell

Cast to steal a Salvage from another character.

**DIVING SUIT LV.1**



Object

**Armour**  
 This can be worn even if your abilities prevent **Armour** usage  
 Increase your Oxygen value by 3.  
 Your Pressure resistance is 1.  
 Spend 2 fate to eject.

5

**DIVING SUIT LV.1**



Object

**Armour**  
 This can be worn even if your abilities prevent **Armour** usage  
 Increase your Oxygen value by 3.  
 Your Pressure resistance is 1.  
 Spend 2 fate to eject.

5

**DIVING SUIT LV.2**



Object

**Armour**  
 This can be worn even if your abilities prevent **Armour** usage  
 Increase your Oxygen value by 4.  
 Your Pressure resistance is 2.  
 Spend 1 fate to eject.

5

**DIVING SUIT LV.2**



Object

**Armour**  
 This can be worn even if your abilities prevent **Armour** usage  
 Increase your Oxygen value by 4.  
 Your Pressure resistance is 2.  
 Spend 1 fate to eject.

5

**DIVING SUIT LV.3**



Object

**Armour**  
 This can be worn even if your abilities prevent **Armour** usage  
 Increase your Oxygen value by 5.  
 Your Pressure resistance is 3.  
 Eject is free.

5

**DIVING SUIT LV.3**



Object

**Armour**  
 This can be worn even if your abilities prevent **Armour** usage  
 Increase your Oxygen value by 5.  
 Your Pressure resistance is 3.  
 Eject is free.

5

**SUNKEN TROVE**



Object

You uncover a lost pirate treasure! Discard to roll 1 die:  
 1) Empty  
 2-3) Gain 3 gold  
 4-5) Gain 4 gold  
 6) Take a Treasure.

5

**WEALTH**



Object

Discard this card immediately and roll 2 dice. Gain gold equal to the total. You may re-roll any die that results in a 1.

5

