

ABOLETH

Enemy - Monster

CRAFT: 4
An ancient fish with a dizzying and devious intellect. If you are defeated, in addition to losing a life, lose 1 Strength.

2

AIR CANNONEER

Follower

You may spend 1 Oxygen to add 2 to your attack score. If used in any Region other than the Deep Sea, add 5 to your attack score and discard the Air Cannoneer.

5

BANE OF BREATH

Enemy - Cultist

STRENGTH/CRAFT: 6
The Bane of Breath will force the air right from your very lungs! If you do not defeat him, lose 3 Oxygen or *drown* a Follower.

3

BIRD IN A BUBBLE

Stranger

This is no place for you. On each visit you may pay 1 or more Oxygen to move bird up 1 layer per Oxygen spent. The first character who pays Oxygen that raises the bird to the Surface gains a random Treasure. The bird then flies away to the discard pile.

4

BOTTLED STORM

Magic Object

Trinket
If you visit the Whirlpool, you may discard this card to ignore all text on the space and treat it as if it said "Gain 1 life and 1 fate."

5

CEPHALO HELM

Magic Object

Armour
If you would lose a life in psychic combat, roll 1 die. On a 5 or 6, you do not lose that life.

You always have at least 1 Spell.

5

CORAL CAVES

Place

Rainbow caves that lead to all over the ocean. Roll 1 die to see where you end up.
1) Surface
2-3) Any space 1 layer above.
4-5) Any space 1 layer below
6) Any space on the bottom layer.
You do not suffer Pressure when moving.

6

CRAB

Enemy - Animal

STRENGTH: 1
An angry crab snaps its claws as you approach. It will remain here until it is killed.

2

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An angry crab snaps its claws as you approach. It will remain here until it is killed.

2

CURSED CAPTAIN

Enemy - Undead

CRAFT: 2
An undead buccaneer hunts the seafloor for his crew. He adds 1 to his attack score for every other Undead in this Region.

2

CURSED CREW

Enemy - Undead

STRENGTH: 4
A legion of undead pirates attack blindly without their captain's guidance. They will remain here until they are killed.

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Enemy - Undead

STRENGTH: 4
A legion of undead pirates attack blindly without their captain's guidance. They will remain here until they are killed.

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DAGGER OF OLDE

Magic Object

Weapon
Add 1 to your attack score.

You may discard this card and a Cultist trophy to gain 1 Dream.

5

DEAD MAN'S CHEST

Magic Object

Whenever another character gains a Salvage, you may lose 1 life to gain a copy of it, if available.

If you have the Dead Man's Key, you may discard it and this card to gain a Treasure.

5

DEAD ZONE

Place

The ocean stretches out into total pitch blackness where ghostly horrors swim in wait. Add the top Animal, Monster or Undead from the Deep Sea discard pile to this space. Enemies here add 2 to their attack score.

6

DEEP BISHOP

Follower

Cursed
Whenever you gain or lose a Craft, gain a Spell, if your Craft allows.

When you cast your last Spell, lose 1 Craft.

5

DEEP GHOUL

Enemy - Monster

STRENGTH: 2
This bottom-feeding beast is hunting in this area. It will remain here until it is killed.

2

DEEP IDOL

Magic Object

Cursed
Cultists and Monsters add 2 to their attack score against you.

You may discard the idol at the City of Ry'lai or the Great Old One to gain a Treasure.

5

