

**LASHER SEAHORSE**



Enemy - Dragon

**CRAFT: 6**  
Before you engage the Seahorse in psychic combat, it makes a *breath attack*, roll 1 die. If the result is an odd number, suffer 3 Pressure. You can not be killed by the *breath attack*.

2

**LEVIATHAN**



Enemy - Monster

**STRENGTH/CRAFT: 6**  
This clawed serpent rules these seas. If you are defeated, move down 1 layer and suffer an additional Pressure.

2

**LOOK OF HORROR**



Event

You find the body of a diver. Their suit is in fact, but the look of absolute terror on their face is telling of what they have seen. Guess they won't be needing this.  
Miss your next turn to upgrade your Diving Suit for free and fully replenish your Oxygen.

1

**MAD TORTOLLAN**



Follower

**Cursed**  
You may add or subtract 1 from your movement rolls.  
When you lose a life, you must *drown* a Follower or Object, if able.

5

**MAJESTIC SHELL**



Magic Object

When you gain a Spell, you may take the top card of the Spell discard pile. After you cast a Spell, it is *drowned* instead of being discarded.

5

**MAN OVERBOARD**



Stranger

A soul who was lost at sea, who are they and can you help them? You may choose to *drown* a Follower to take a Follower from any discard pile. When you do, discard this card.

5

**MANTA RAY**



Enemy - Animal

**CRAFT: 4**  
If the Manta Ray is not defeated, it will move one space to the right on the same layer.

5

**MER-GUIDE**



Stranger

This mermaid knows the ocean like the back of her fins. You may pay her 1 gold. If you do, on your next turn you may move to any space in this Region instead of rolling for your movement. If you would suffer Pressure, lower the total amount by 2.

4

**MER-SALVAGERS**



Event

The denizens of Ry'Lai have discovered sunken treasures of the surface world. Draw the bottom 5 cards of the Adventure deck, if you draw an Object, you may take it and discard the rest.

1

**MIND MERCHANT**



Stranger

This servant of the Old One would rather just make some coin. Place the top 3 Dreams on this card. On each visit, you may pay 3 gold to take a Dream, if able or place a Dream on this card and gain 3 gold. When there are no Dreams on this space, discard the merchant.

5

**MOON'S REACH**



Event

As the moon shifts, gravity and the seas shift with it. Discard all cards in the Deep Sea Region. All characters in the Deep Sea may move directly up or down 1 layer.

1

**MORAL COMPASS**



Magic Object

**Trinket**  
Your alignment cannot change.  
If you are good, add 1 to your Fate value. If you are evil, add 1 to your Life value. If you are neutral, add 1 to either of your choice.

5

**OCTOPUS**



Enemy - Animal

**STRENGTH: 5**  
An angry octopus lashes out with it's powerful tentacles. If it's attack roll is higher than yours, *drown* an Object.

2

**NEPTUNE CROWN**



Magic Object

Add 1 to your Craft.  
When you suffer 2 or more Pressure, gain a Spell, if your Craft allows.

5

**OLD ONE EMISSARY**



Follower

**Cursed**  
When you lose a Strength or Craft, place it on this card. The emissary adds it's Strength or Craft to your own.  
When you lose a battle or psychic combat, you must also lose a Strength or Craft.

5

**OXYGEN TANK**



Object

**Trinket**  
You may discard this card to fully restore your Oxygen.

5

**RY'LAIN PEARL**



Object

**Trinket**  
When you visit the Alchemist, you may discard the Ry'Lain Pearl to gain 4 gold.

5

**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



