

**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 it's 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 it's 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 Crag!

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



