

1 1 **Marid** Character - Spirit



When I leave the Expedition Zone at Rest - If I was not Overcome, create a **Floodwater 0/0/1** Hazard token with Eternal in the Expedition I left.

Darkness advances on the Companion.

FLD-02-C - John Dickson Batten - Altered Confluence

1 1 **Marid** Character - Spirit



When I leave the Expedition Zone at Rest - If I was not Overcome, create a **Floodwater 0/0/1** Hazard token with Eternal in the Expedition I left.

Darkness advances on the Companion.

FLD-03-C - John Dickson Batten - Altered Confluence

1 1 **Marid** Character - Spirit



When I leave the Expedition Zone at Rest - If I was not Overcome, create a **Floodwater 0/0/1** Hazard token with Eternal in the Expedition I left.

Darkness advances on the Companion.

FLD-04-C - John Dickson Batten - Altered Confluence

2 2 **Naiad** Character - Spirit



➔ Create a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

If I have **Fleeing**, I am **Persistent**. (Send me to Reserve at Rest only if I have been Overcome.)

Darkness advances on the Hero.

FLD-05-C - Arthur Rackham - Altered Confluence

2 2 **Naiad** Character - Spirit



➔ Create a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

If I have **Fleeing**, I am **Persistent**. (Send me to Reserve at Rest only if I have been Overcome.)

Darkness advances on the Hero.

FLD-06-C - Arthur Rackham - Altered Confluence

2 2 **Naiad** Character - Spirit



➔ Create a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

If I have **Fleeing**, I am **Persistent**. (Send me to Reserve at Rest only if I have been Overcome.)

Darkness advances on the Hero.

FLD-07-C - Arthur Rackham - Altered Confluence

2 2 **Leif Eriksson** Character - Adventurer



Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

➔ The Flood discards a Floodwater token from my Expedition. If it does, I gain 1 boost. Otherwise, the Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

Darkness advances on the Hero.

FLD-08-C - Mary Hallock Foote - Altered Confluence

2 2 **Leif Eriksson** Character - Adventurer



Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

➔ The Flood discards a Floodwater token from my Expedition. If it does, I gain 1 boost. Otherwise, the Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

Darkness advances on the Hero.

FLD-09-C - Mary Hallock Foote - Altered Confluence

2 2 **Leif Eriksson** Character - Adventurer

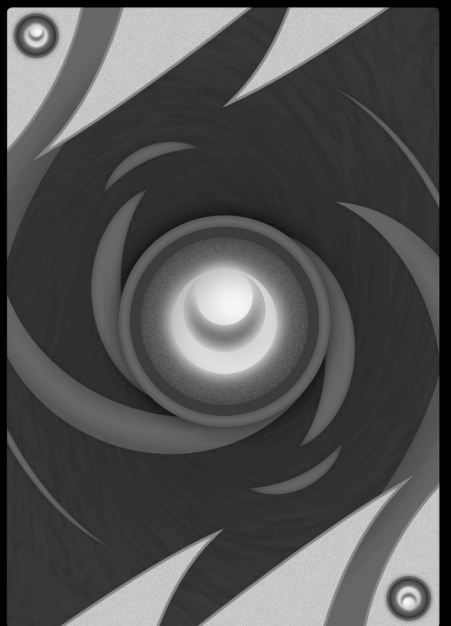
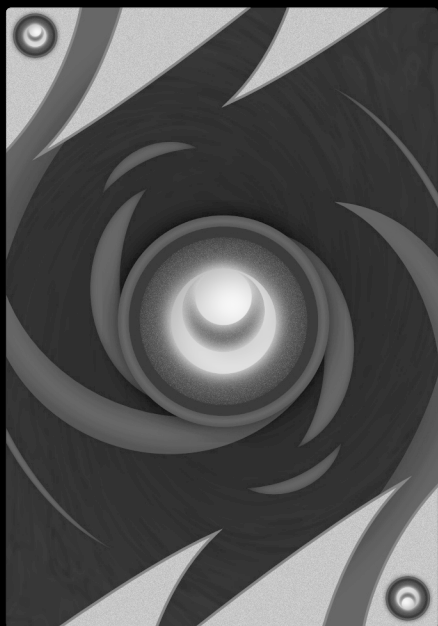
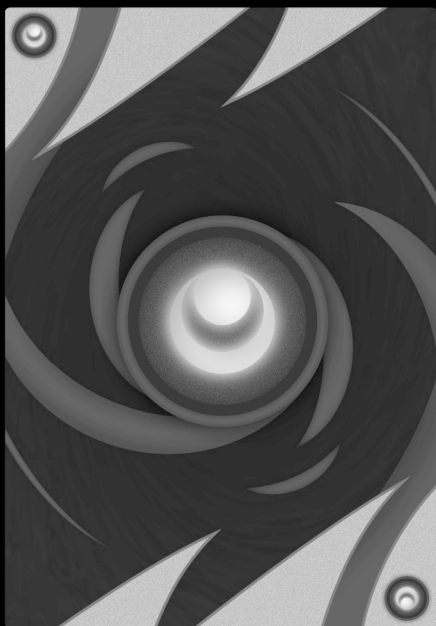
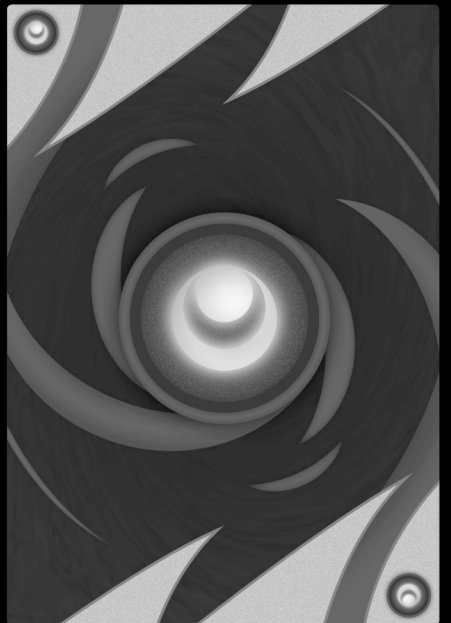
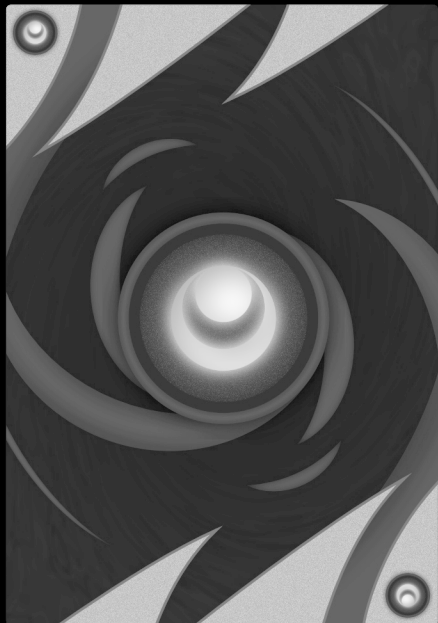
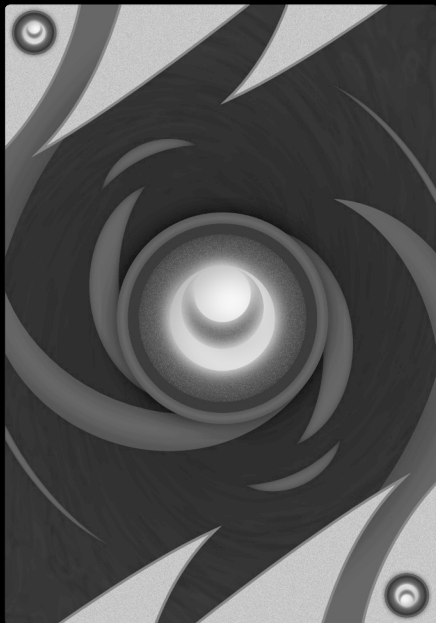
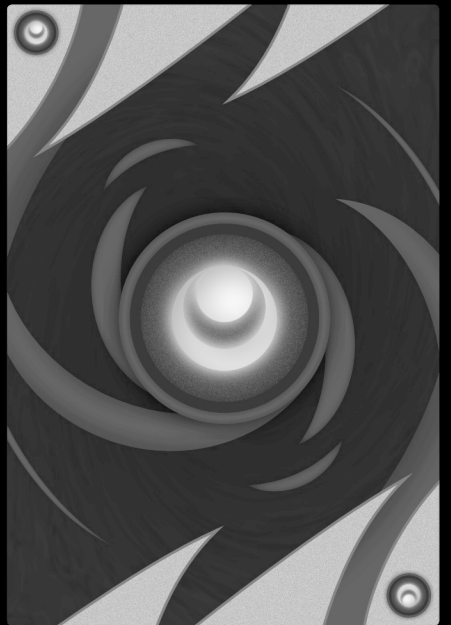
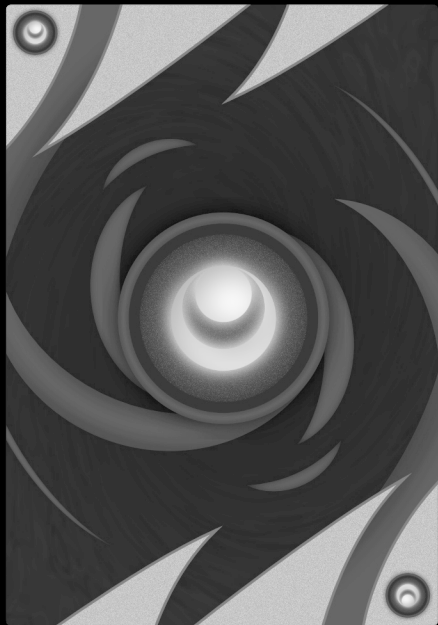
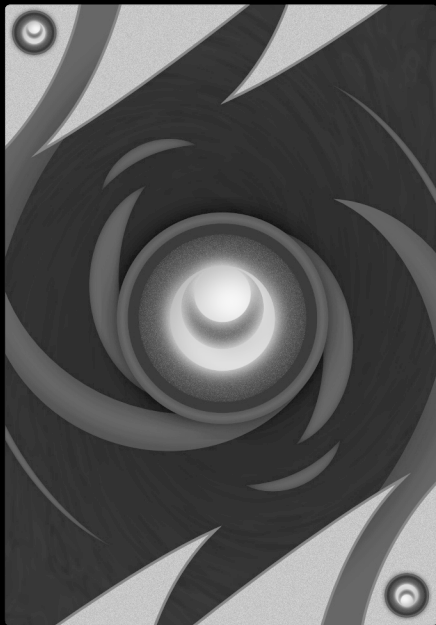


Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

➔ The Flood discards a Floodwater token from my Expedition. If it does, I gain 1 boost. Otherwise, the Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

Darkness advances on the Hero.

FLD-10-C - Mary Hallock Foote - Altered Confluence



2 **Leif Eriksson**
Character - Adventurer

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Persistent, Seasoned. (Send me to Reserve at Rest only if I have been Overcome. I keep my boosts when I go to Reserve.)

➡ The Flood discards a Floodwater token from my Expedition. If it does, I gain 1 boost. Otherwise, the Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on the Hero.

FLD-08-R - Mary Hallock Foote - Altered Confluence

2 **Leif Eriksson**
Character - Adventurer

3

2
1
1



Persistent, Seasoned. (Send me to Reserve at Rest only if I have been Overcome. I keep my boosts when I go to Reserve.)

➡ The Flood discards a Floodwater token from my Expedition. If it does, I gain 1 boost. Otherwise, the Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on the Hero.

FLD-09-R - Mary Hallock Foote - Altered Confluence

2 **Leif Eriksson**
Character - Adventurer

3

2
1
1



Persistent, Seasoned. (Send me to Reserve at Rest only if I have been Overcome. I keep my boosts when I go to Reserve.)

➡ The Flood discards a Floodwater token from my Expedition. If it does, I gain 1 boost. Otherwise, the Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on the Hero.

FLD-10-R - Mary Hallock Foote - Altered Confluence

2 **Powder Monkey**
Character - Adventurer, Animal

1

1
1
1



Sabotage.
Resupply.

☾ Darkness advances on the Companion.

FLD-11-C - Christophe Huet - Altered Confluence

2 **Powder Monkey**
Character - Adventurer, Animal

1

1
1
1



Sabotage.
Resupply.

☾ Darkness advances on the Companion.

FLD-12-C - Christophe Huet - Altered Confluence

2 **Powder Monkey**
Character - Adventurer, Animal

1

1
1
1



Sabotage.
Resupply.

☾ Darkness advances on the Companion.

FLD-13-C - Christophe Huet - Altered Confluence

2 **Powder Monkey**
Character - Adventurer, Animal

1

1
1
1



Sabotage.
Resupply.

If I have **Fleeing**, I am **Persistent**. (Send me to Reserve at Rest only if I have been Overcome.)

☾ Darkness advances on the Companion.

FLD-11-R - Christophe Huet - Altered Confluence

2 **Powder Monkey**
Character - Adventurer, Animal

1

1
1
1



Sabotage.
Resupply.

If I have **Fleeing**, I am **Persistent**. (Send me to Reserve at Rest only if I have been Overcome.)

☾ Darkness advances on the Companion.

FLD-12-R - Christophe Huet - Altered Confluence

2 **Powder Monkey**
Character - Adventurer, Animal

1

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1

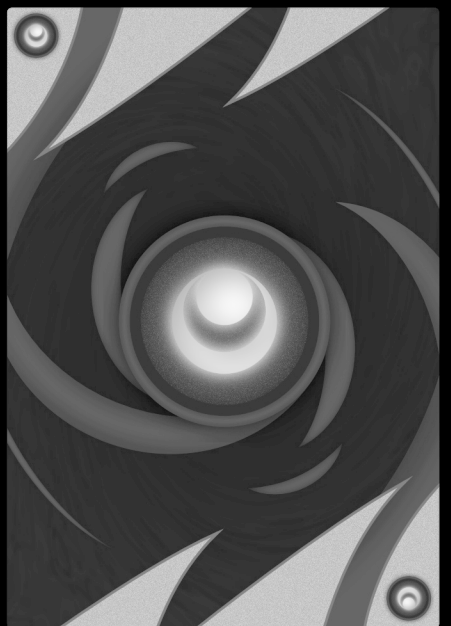
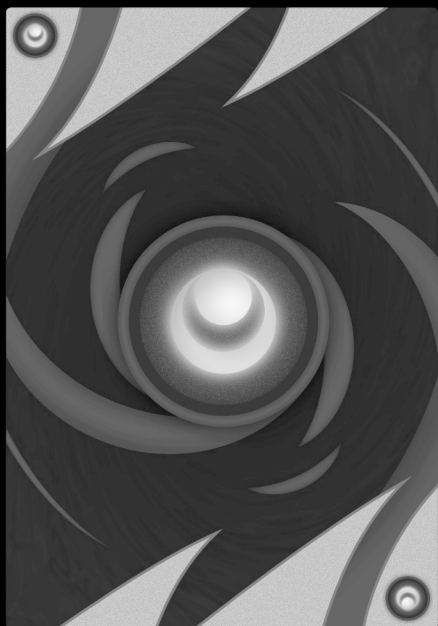
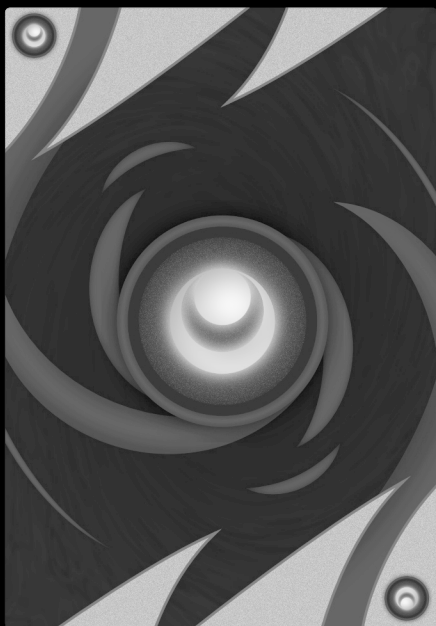
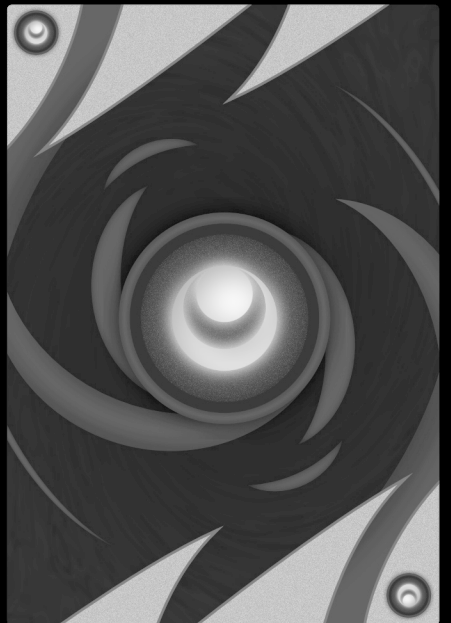
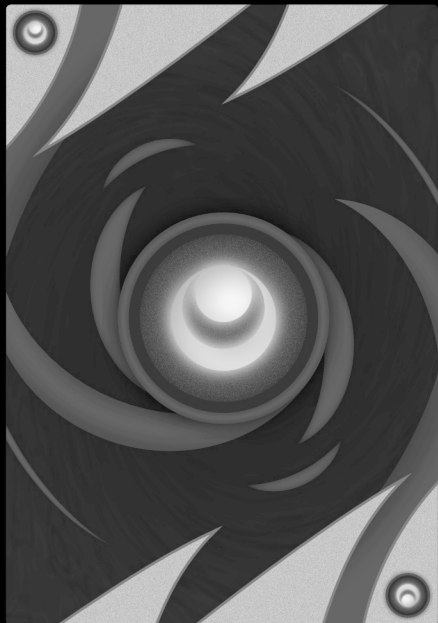
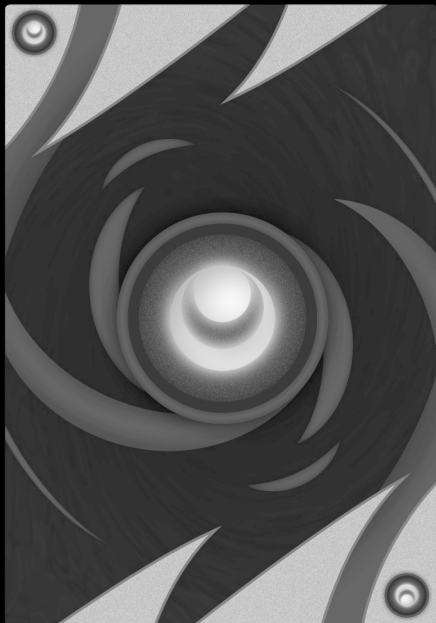
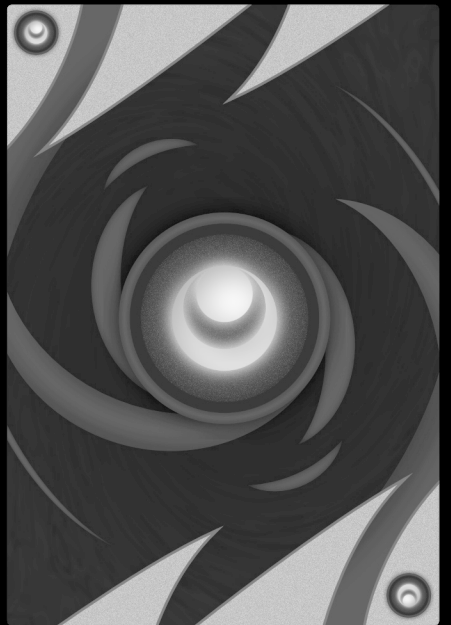
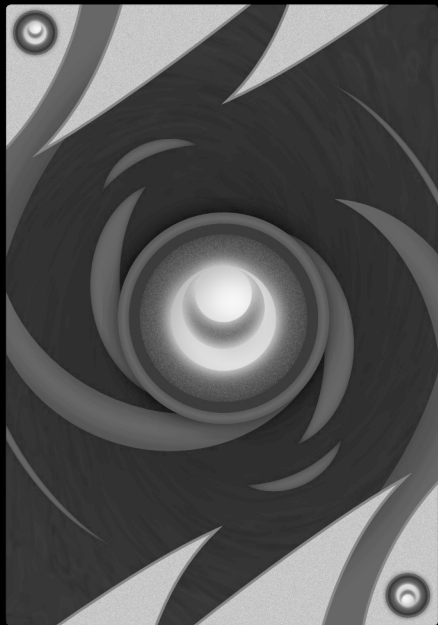
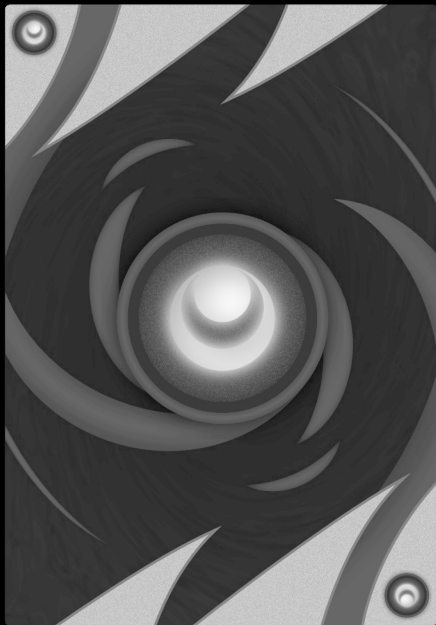


Sabotage.
Resupply.

If I have **Fleeing**, I am **Persistent**. (Send me to Reserve at Rest only if I have been Overcome.)

☾ Darkness advances on the Companion.

FLD-13-R - Christophe Huet - Altered Confluence



3
2

Hearty Boatswain
Character - Adventurer

1

2

2

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ Resupply.

☒ Target leftmost Character the Flood controls facing a Progressing Expedition gains 1 boost.

☾ Darkness advances on the Companion.

FLD-14-C - John Leech - Altered Confluence

3
2

Hearty Boatswain
Character - Adventurer

1

2

2

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ Resupply.

☒ Target leftmost Character the Flood controls facing a Progressing Expedition gains 1 boost.

☾ Darkness advances on the Companion.

FLD-15-C - John Leech - Altered Confluence

3
2

Hearty Boatswain
Character - Adventurer

1

2

2

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ Resupply.

☒ Target leftmost Character the Flood controls facing a Progressing Expedition gains 1 boost.

☾ Darkness advances on the Companion.

FLD-16-C - John Leech - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

1

1

1

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on both Hero and Companion.

FLD-17-C - Célestin Nanteuil - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

1

1

1

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on both Hero and Companion.

FLD-18-C - Célestin Nanteuil - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

1

1

1

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on both Hero and Companion.

FLD-19-C - Célestin Nanteuil - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

2

1

2

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on both Hero and Companion.

FLD-17-R - Célestin Nanteuil - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

2

1

2

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on both Hero and Companion.

FLD-18-R - Célestin Nanteuil - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

2

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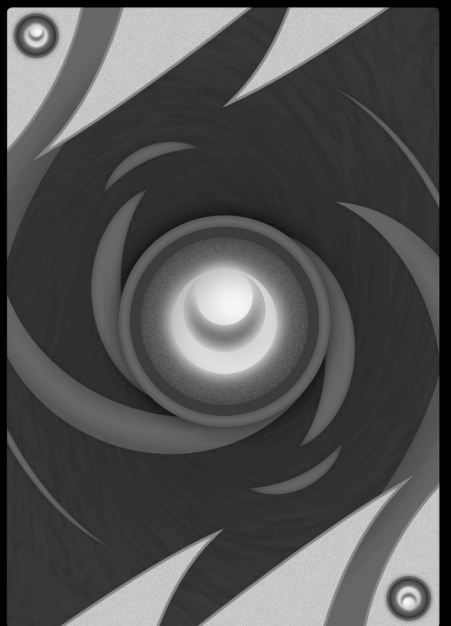
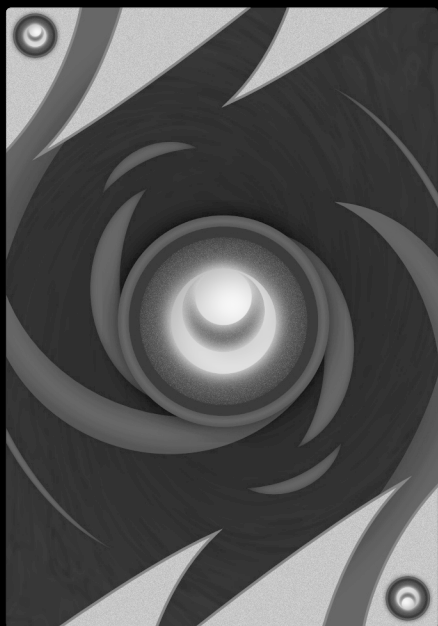
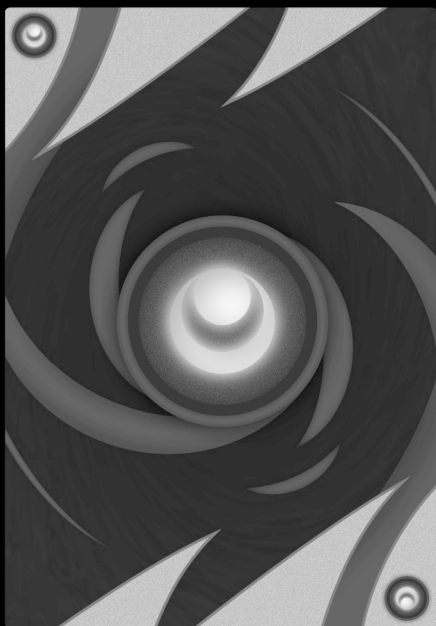
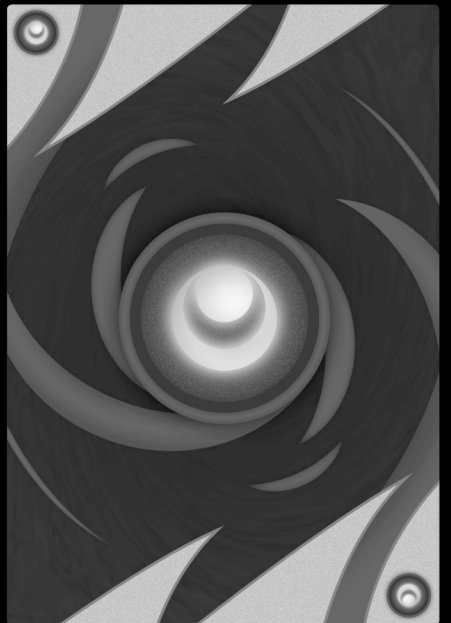
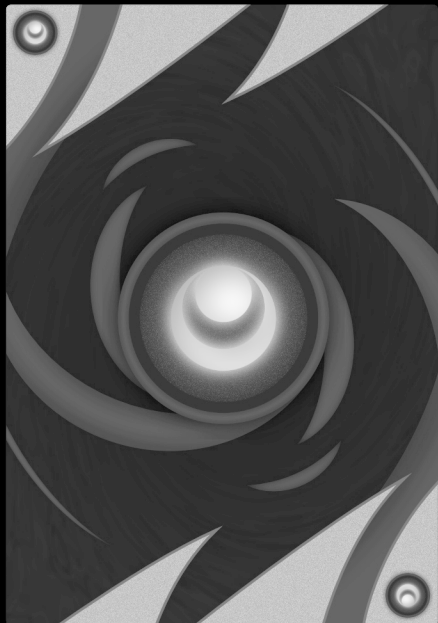
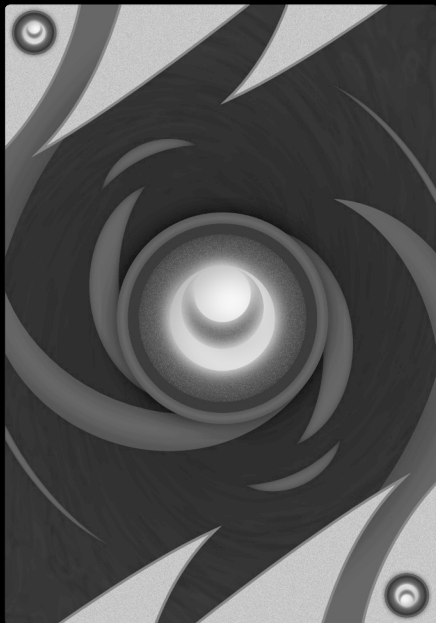
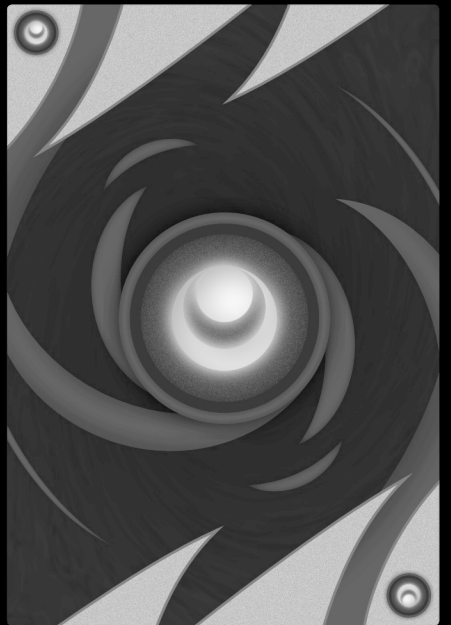
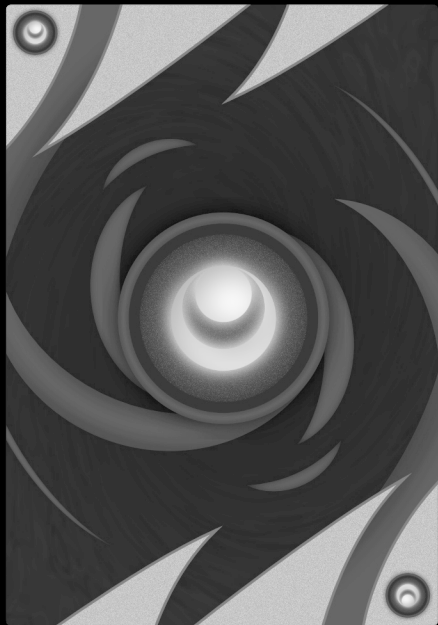
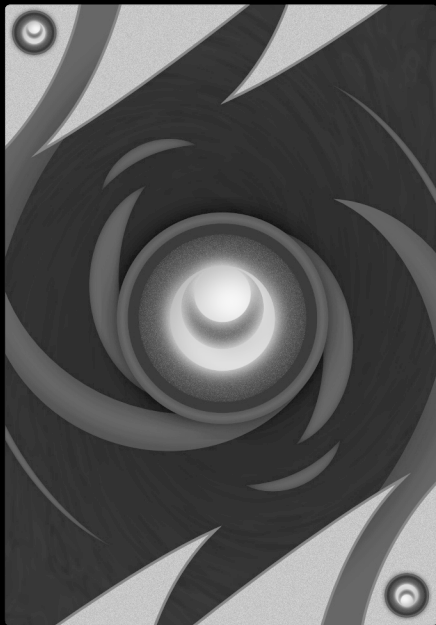
Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **Floodwater 0/0/1** Hazard token with Eternal in my Expedition.

☾ Darkness advances on both Hero and Companion.

FLD-19-R - Célestin Nanteuil - Altered Confluence



3 3 Siren
Character - Spirit

0
1
1

➡Target rightmost Character in the Expedition facing mine gains Asleep. If no Character gains Asleep, I gain 1 boost.

Darkness advances on the Hero.

FLD-20-C - Warwick Goble - Altered Confluence

3 3 Siren
Character - Spirit

0
1
1

➡Target rightmost Character in the Expedition facing mine gains Asleep. If no Character gains Asleep, I gain 1 boost.

Darkness advances on the Hero.

FLD-21-C - Warwick Goble - Altered Confluence

3 3 Siren
Character - Spirit

0
1
1

➡Target rightmost Character in the Expedition facing mine gains Asleep. If no Character gains Asleep, I gain 1 boost.

Darkness advances on the Hero.

FLD-22-C - Warwick Goble - Altered Confluence

3 2 Siren
Character - Spirit

0
1
1

➡Target rightmost Character in the Expedition facing mine gains Asleep. If no Character gains Asleep, I gain 2 boosts.

Darkness advances on the Hero.

FLD-20-R - Warwick Goble - Altered Confluence

3 2 Siren
Character - Spirit

0
1
1

➡Target rightmost Character in the Expedition facing mine gains Asleep. If no Character gains Asleep, I gain 2 boosts.

Darkness advances on the Hero.

FLD-21-R - Warwick Goble - Altered Confluence

3 2 Siren
Character - Spirit

0
1
1

➡Target rightmost Character in the Expedition facing mine gains Asleep. If no Character gains Asleep, I gain 2 boosts.

Darkness advances on the Hero.

FLD-22-R - Warwick Goble - Altered Confluence

5 5 Scylla
Character - Deity

1
3
1

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

➡Create a Charybdis 1/1/3 Diety token with Persistent facing the other Expedition.

Darkness advances on both Hero and Companion.

FLD-23-C - John Dickson Batten - Altered Confluence

5 5 Scylla
Character - Deity

1
3
1

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

➡Create a Charybdis 1/1/3 Diety token with Persistent facing the other Expedition.

Darkness advances on both Hero and Companion.

FLD-24-C - John Dickson Batten - Altered Confluence

6 5 Moby Dick
Character - Animal, Leviathan

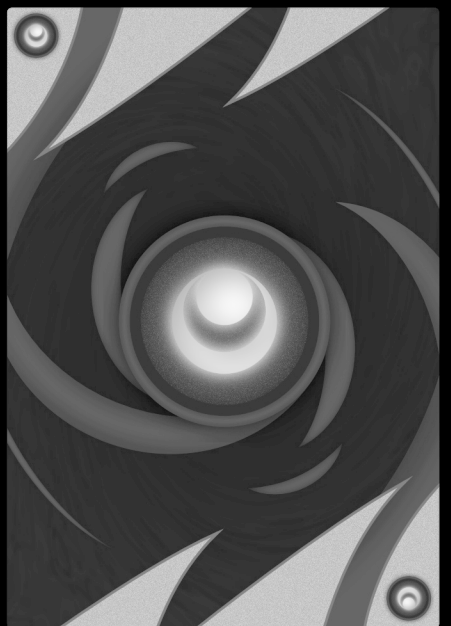
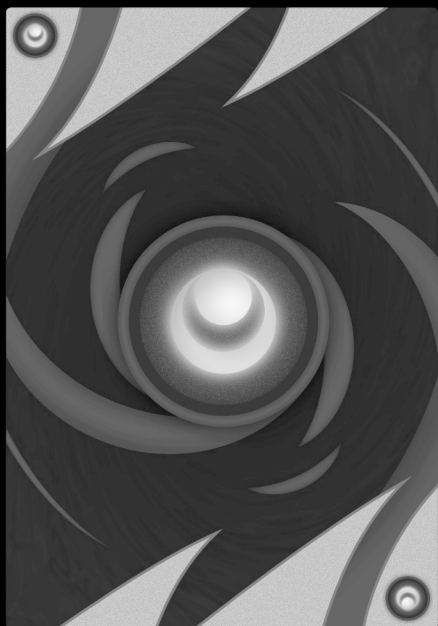
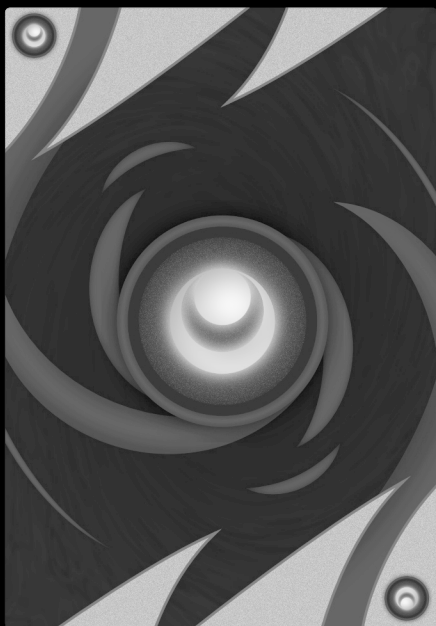
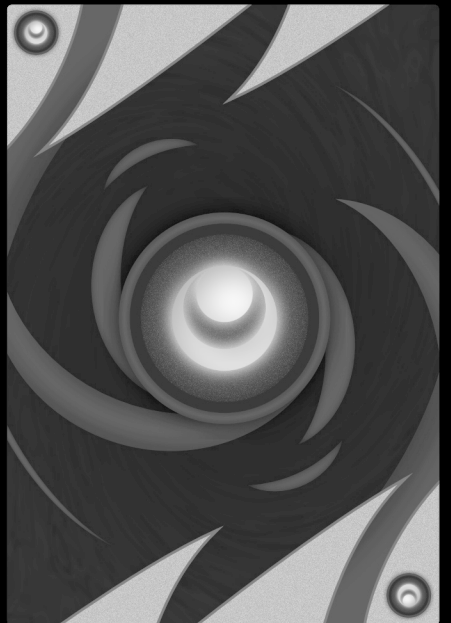
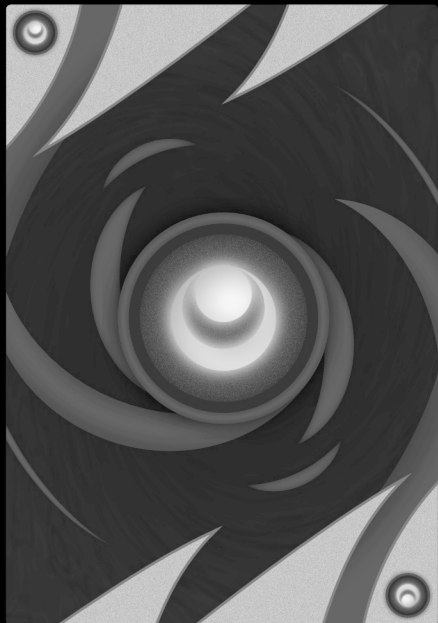
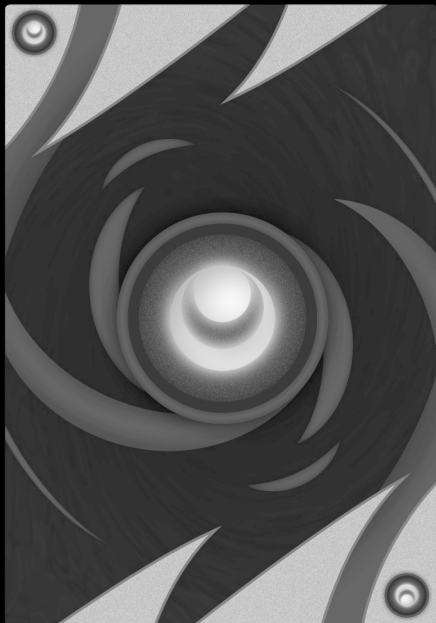
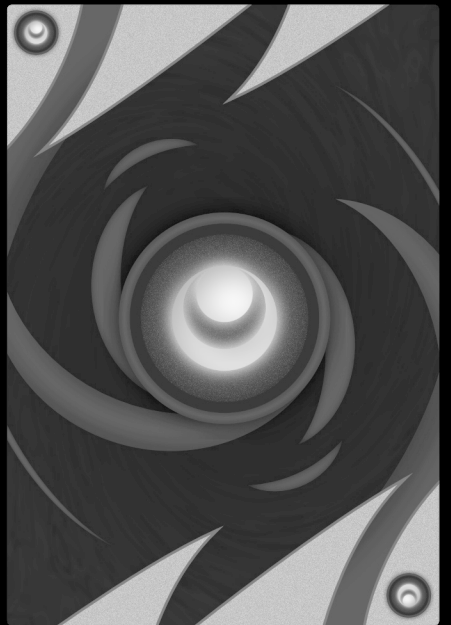
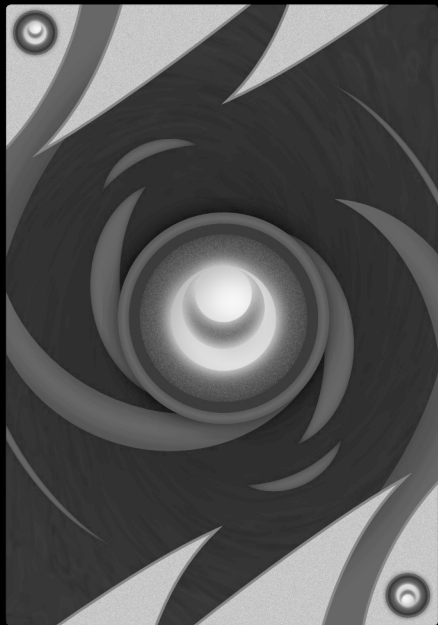
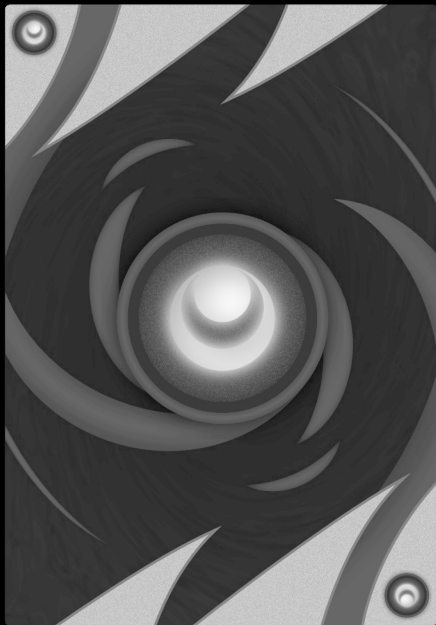
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3

Gigantic, Persistent. (I must be Overcome in both Expeditions for either to progress. Send me to Reserve at Rest only if I have been Overcome.)

✖: Discard target leftmost non-token Character in a Progressing Expedition with Hand Cost 2 or less.

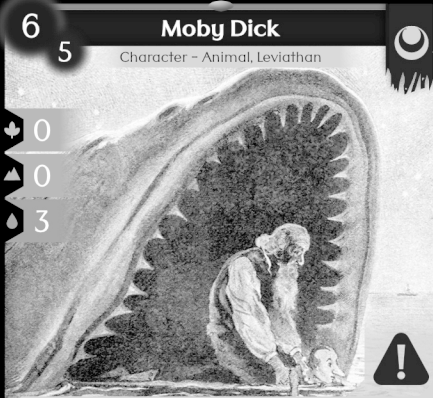
Darkness advances on both Hero and Companion.

FLD-25-C - Carlo Chiosso - Altered Confluence



6
5

Moby Dick
Character - Animal, Leviathan



0
0
3

Gigantic, Persistent. (I must be Overcome in both Expeditions for either to progress. Send me to Reserve at Rest only if I have been Overcome.)

✖: Discard target leftmost non-token Character in a Progressing Expedition with Hand Cost 2 or less.

☾ Darkness advances on both Hero and Companion.

FLD-26-C - Carlo Chiostri - Altered Confluence

2
1



Pirate Corvette
Landmark Permanent - Ship

➡ Sabotage.

At Noon - the player may pay 1. If they don't, Sabotage.

☾ Darkness advances on the Hero.

FLD-27-C - Eugène Lepolitevin - Altered Confluence

2
1



Pirate Corvette
Landmark Permanent - Ship

➡ Sabotage.

At Noon - the player may pay 1. If they don't, Sabotage.

☾ Darkness advances on the Hero.

FLD-28-C - Eugène Lepolitevin - Altered Confluence

2
2



Santa Maria
Landmark Permanent - Ship

➡ Put the top card of the Flood's deck into its Mana Zone readied. **Resupply.**

At Noon - the Flood puts the top card of its Hand into its Mana Zone (as an exhausted Mana Orb), then **Resupply.**

☾ Darkness advances on the Companion.

FLD-29-C - Myles Birkel Foster - Altered Confluence

2
2



Santa Maria
Landmark Permanent - Ship

➡ Put the top card of the Flood's deck into its Mana Zone readied. **Resupply.**

At Noon - the Flood puts the top card of its Hand into its Mana Zone (as an exhausted Mana Orb), then **Resupply.**

☾ Darkness advances on the Companion.

FLD-30-C - Myles Birkel Foster - Altered Confluence

2
2



Santa Maria
Landmark Permanent - Ship

➡ Put the top card of the Flood's deck into its Mana Zone readied. **Resupply.**

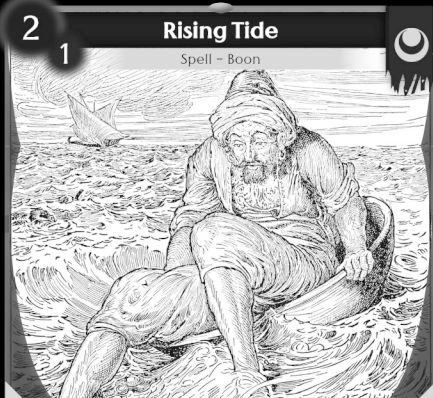
At Noon - the Flood puts the top card of its Hand into its Mana Zone (as an exhausted Mana Orb), then **Resupply.**

☾ Darkness advances on the Companion.

FLD-31-C - Myles Birkel Foster - Altered Confluence

2
1

Rising Tide
Spell - Boon



Cooldown.

☞ The Flood and the player both draw a card.

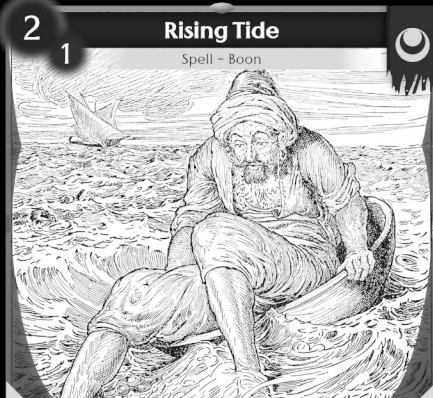
Create a **Floodwater 0/0/1** Hazard token with Eternal facing a Progressing Expedition.

☾ Darkness advances on the Companion.

FLD-32-C - Louis Rhead - Altered Confluence

2
1

Rising Tide
Spell - Boon



Cooldown.

☞ The Flood and the player both draw a card.

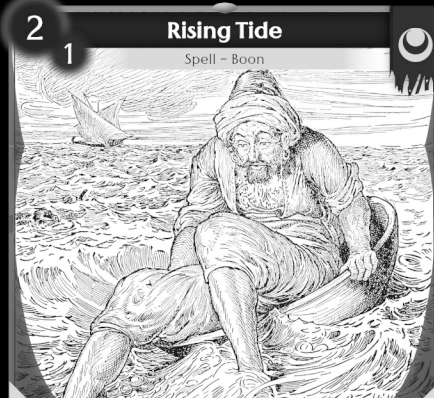
Create a **Floodwater 0/0/1** Hazard token with Eternal facing a Progressing Expedition.

☾ Darkness advances on the Companion.

FLD-33-C - Louis Rhead - Altered Confluence

2
1

Rising Tide
Spell - Boon



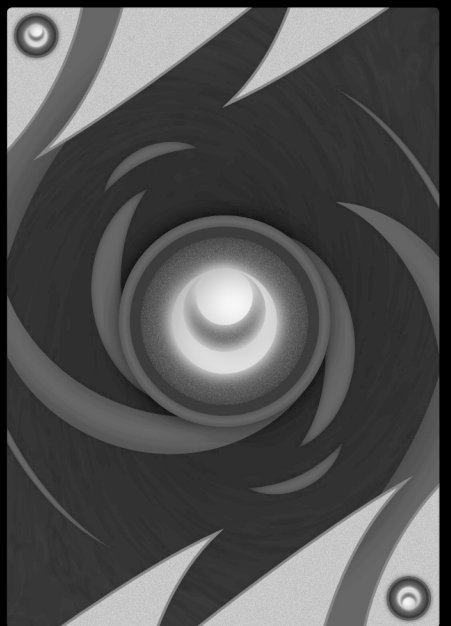
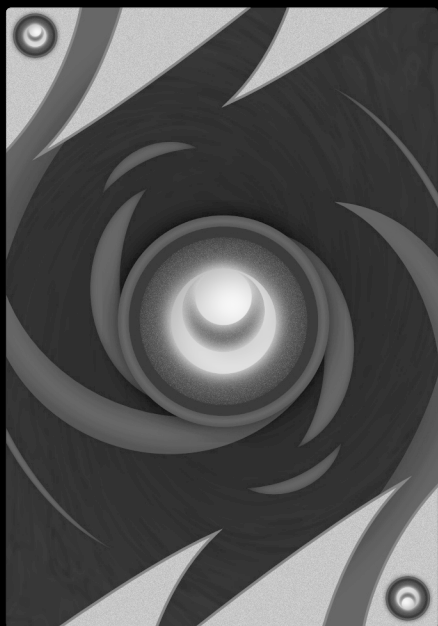
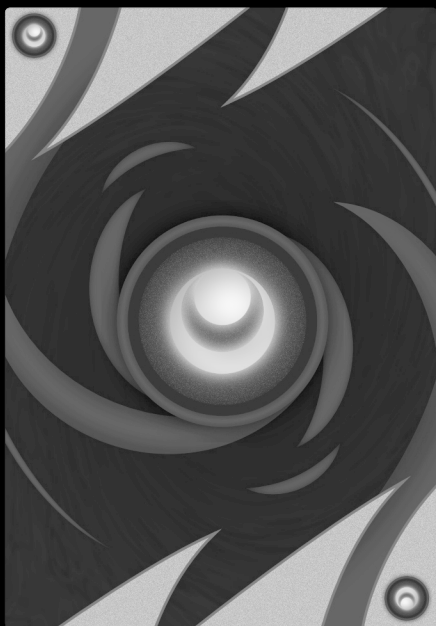
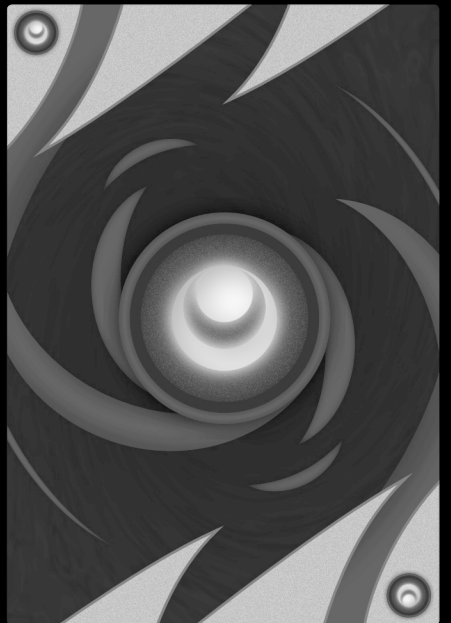
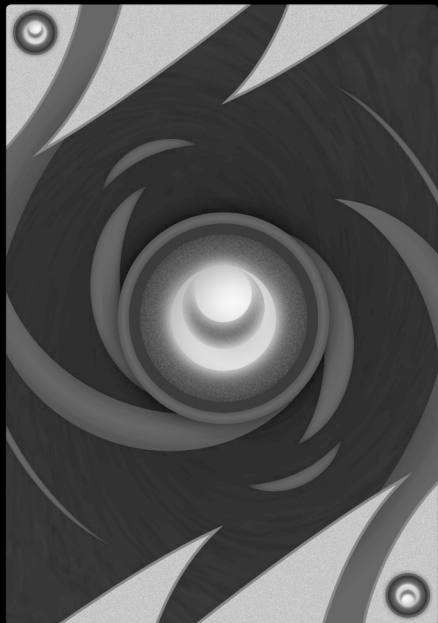
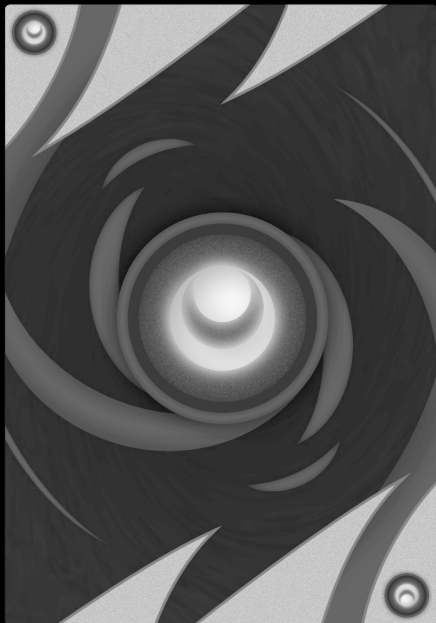
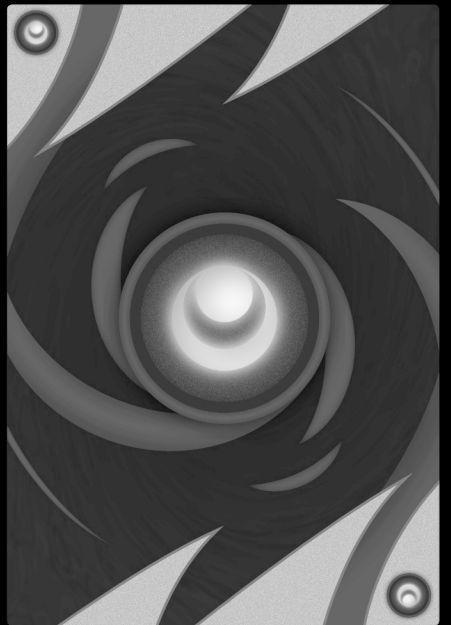
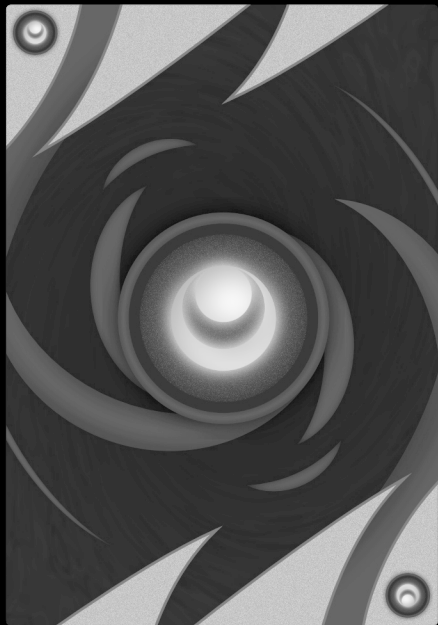
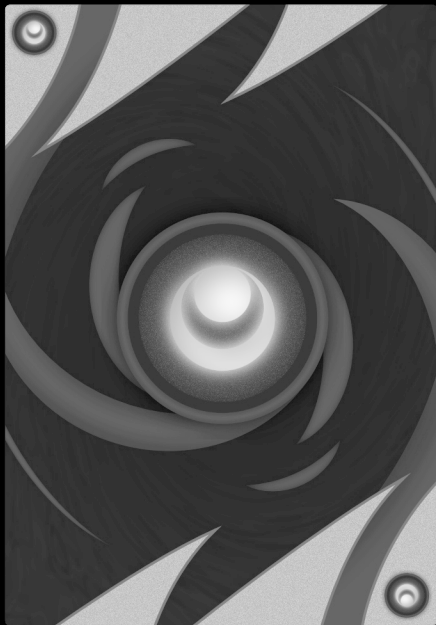
Cooldown.

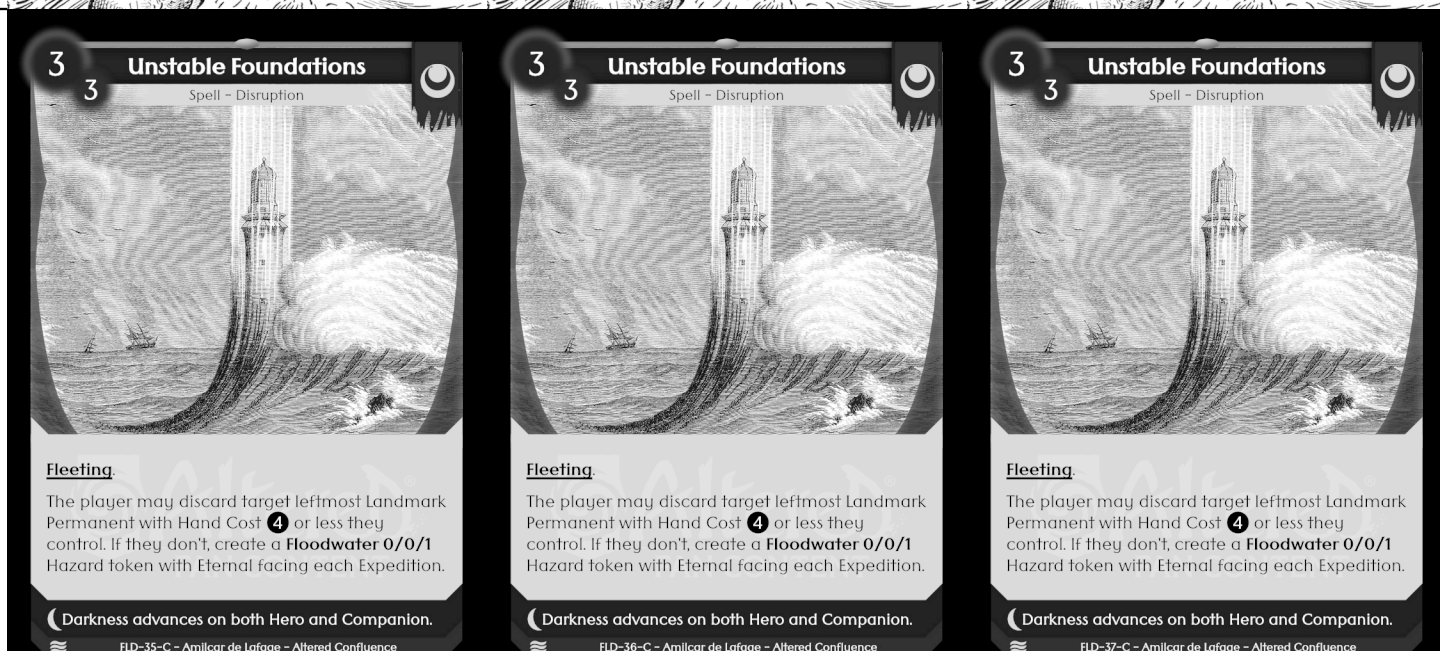
☞ The Flood and the player both draw a card.

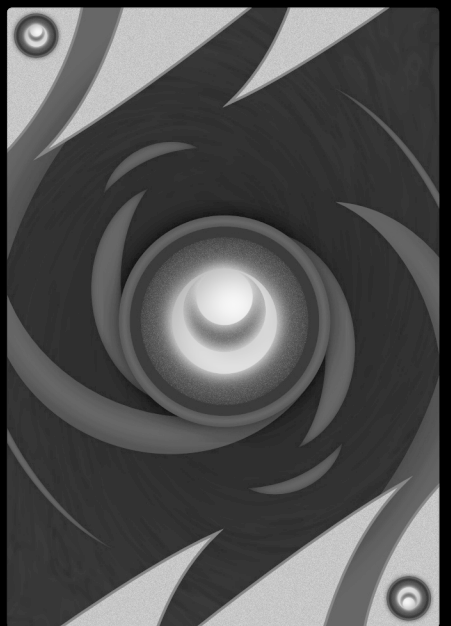
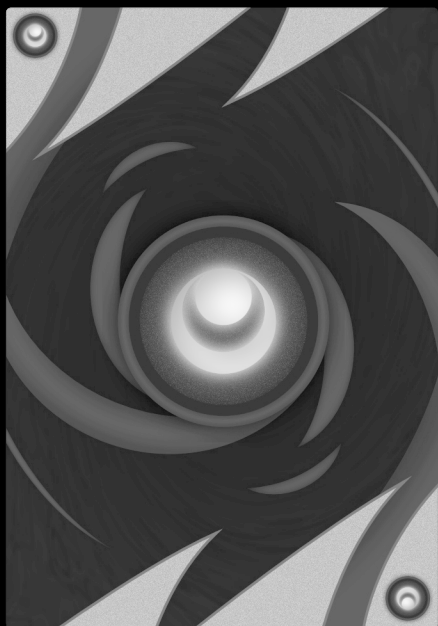
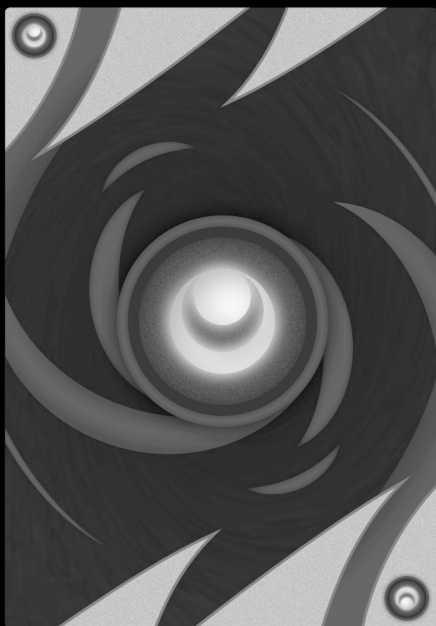
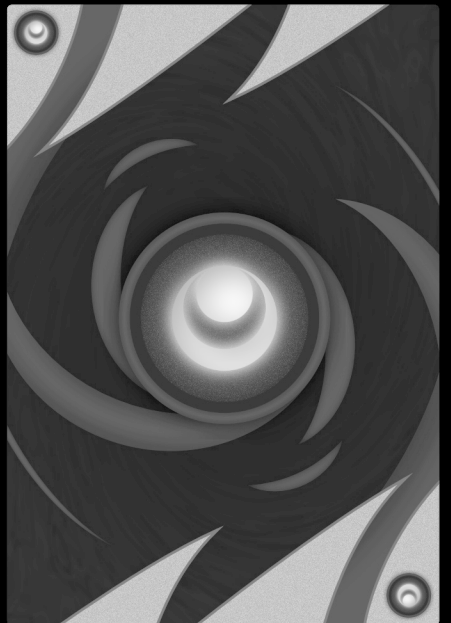
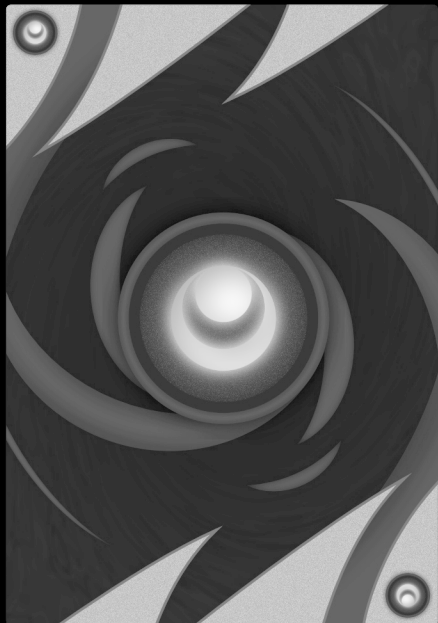
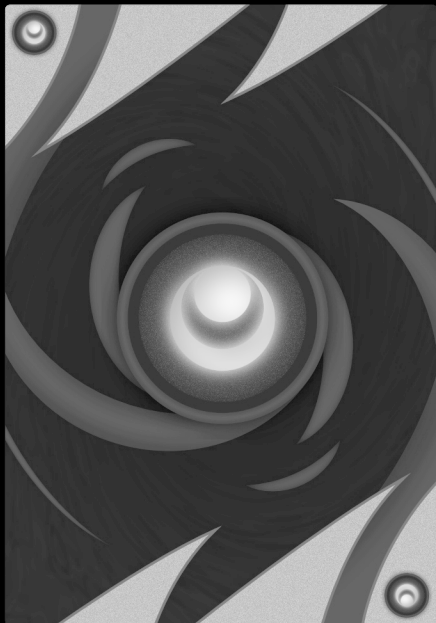
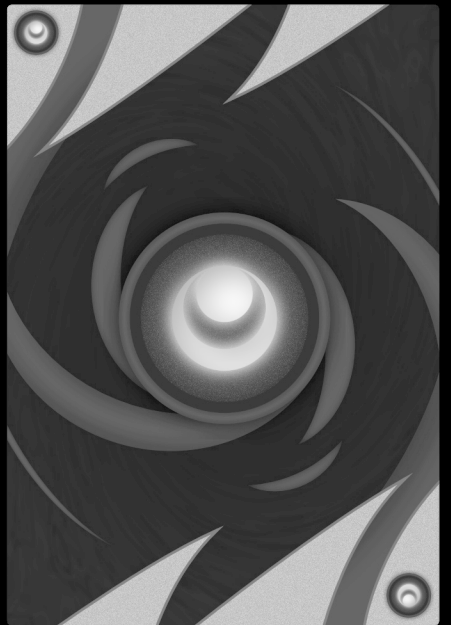
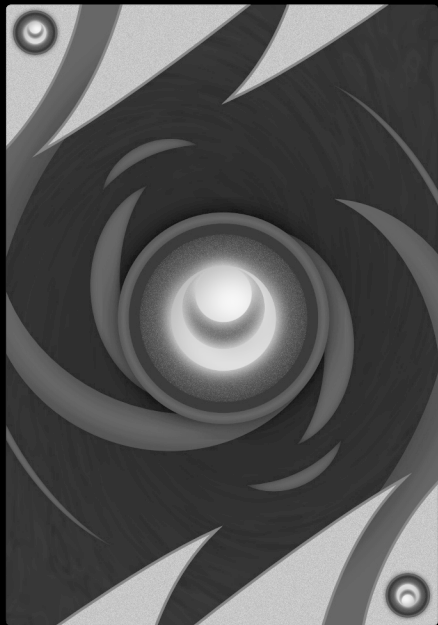
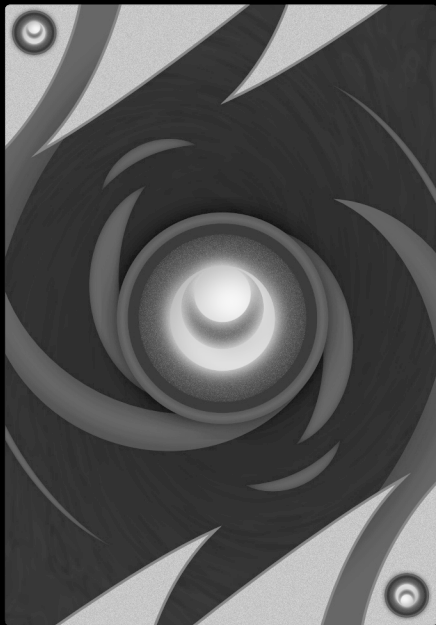
Create a **Floodwater 0/0/1** Hazard token with Eternal facing a Progressing Expedition.

☾ Darkness advances on the Companion.

FLD-34-C - Louis Rhead - Altered Confluence







The Flood

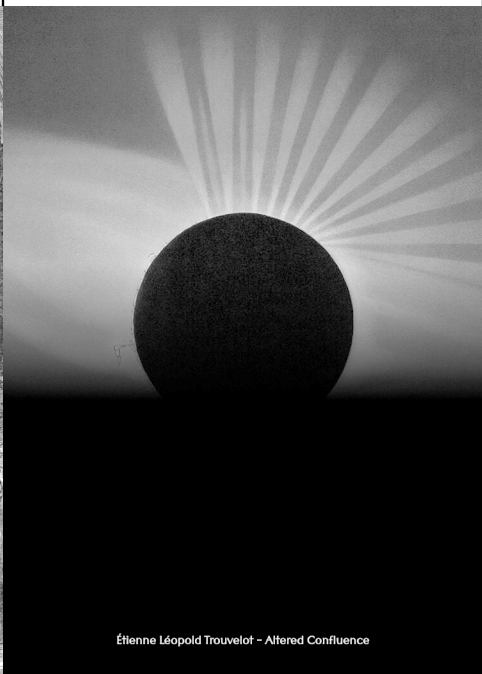
Confluence

Reserve

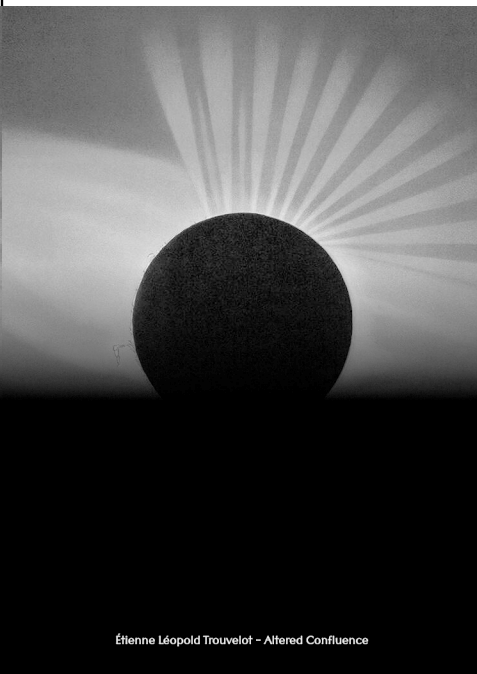
Landmarks

At Noon - If I have 5 or more Mana Orbs, create a **Floodwater 0/0/1 Hazard** token with Eternal facing the Threatened Expedition.

FLD-01-C - Jasper Francis Cropsey - Altered Confluence



Étienne Léopold Trouvelot - Altered Confluence



Étienne Léopold Trouvelot - Altered Confluence

Charybdis

Token Character - Deity

1

1

3

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

(If I leave the Expedition Zone, remove me from the game.)

FLD-42-T - Léon Benett - Altered Confluence

Charybdis

Token Character - Deity

1

1

3

Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

(If I leave the Expedition Zone, remove me from the game.)

FLD-42-T - Léon Benett - Altered Confluence

Floodwater

Token Expedition Permanent - Hazard

0

0

1

Eternal. (During Rest, I don't go to Reserve.)

(If I leave the Expedition Zone, remove me from the game.)

FLD-41-T - Mary Ellen Edwards - Altered Confluence

Floodwater

Token Expedition Permanent - Hazard

0

0

1

Eternal. (During Rest, I don't go to Reserve.)

(If I leave the Expedition Zone, remove me from the game.)

FLD-41-T - Mary Ellen Edwards - Altered Confluence

Floodwater

Token Expedition Permanent - Hazard

0

0

1

Eternal. (During Rest, I don't go to Reserve.)

(If I leave the Expedition Zone, remove me from the game.)

FLD-41-T - Mary Ellen Edwards - Altered Confluence

Floodwater

Token Expedition Permanent - Hazard

0

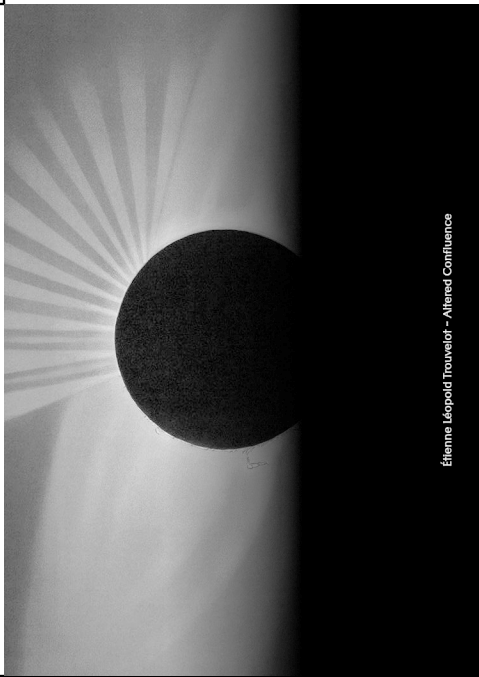
0

1

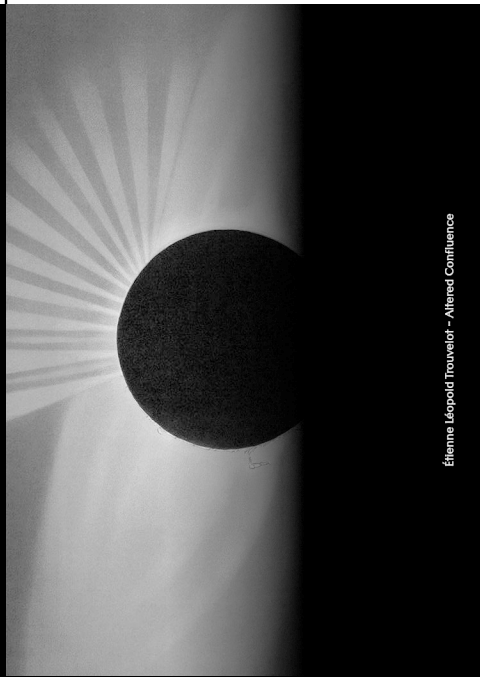
Eternal. (During Rest, I don't go to Reserve.)

(If I leave the Expedition Zone, remove me from the game.)

FLD-41-T - Mary Ellen Edwards - Altered Confluence



Etienne Lippold Trauvelot - Altered Confluence



Etienne Lippold Trauvelot - Altered Confluence

The Flood

Confluence

Reserve

Landmarks

At Noon - If I have 4 or more Mana Orbs, create a **Floodwater 0/0/1 Hazard** token with Eternal facing the Threatened Expedition.

FAN CONTENT

FLD-01-R - Jasper Francis Cropsey - Altered Confluence

0
0
1

Floodwater

Token Expedition Permanent - Hazard

Eternal. (During Rest, I don't go to Reserve.)
(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

FLD-41-T - Mary Ellen Edwards - Altered Confluence

0
0
1

Floodwater

Token Expedition Permanent - Hazard

Eternal. (During Rest, I don't go to Reserve.)
(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

FLD-41-T - Mary Ellen Edwards - Altered Confluence

0
0
1

Floodwater

Token Expedition Permanent - Hazard

Eternal. (During Rest, I don't go to Reserve.)
(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

FLD-41-T - Mary Ellen Edwards - Altered Confluence

0
0
1

Floodwater

Token Expedition Permanent - Hazard

Eternal. (During Rest, I don't go to Reserve.)
(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

FLD-41-T - Mary Ellen Edwards - Altered Confluence

0
0
1

Floodwater

Token Expedition Permanent - Hazard

Eternal. (During Rest, I don't go to Reserve.)
(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

FLD-41-T - Mary Ellen Edwards - Altered Confluence

0
0
1

Floodwater

Token Expedition Permanent - Hazard

Eternal. (During Rest, I don't go to Reserve.)
(If I leave the Expedition Zone, remove me from the game.)

FAN CONTENT

FLD-41-T - Mary Ellen Edwards - Altered Confluence