

1

1

Marid

Character - Spirit

1

0

1

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

Darkness advances on the Companion.

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

1

1

Marid

Character - Spirit

1

0

1

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

Darkness advances on the Companion.

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

1

1

Marid

Character - Spirit

1

0

1

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

Darkness advances on the Companion.

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

2

2

Naiad

Character - Spirit

0

0

1

➔ Create a **Constant Floodwater 0/0/1** token 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

0

0

1

➔ Create a **Constant Floodwater 0/0/1** token 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

0

0

1

➔ Create a **Constant Floodwater 0/0/1** token 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

2

1

0

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 **Constant Floodwater 0/0/1** token in my Expedition.

Darkness advances on the Hero.

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

2

2

Leif Eriksson

Character - Adventurer

2

1

0

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 **Constant Floodwater 0/0/1** token in my Expedition.

Darkness advances on the Hero.

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

2

2

Leif Eriksson

Character - Adventurer

2

1

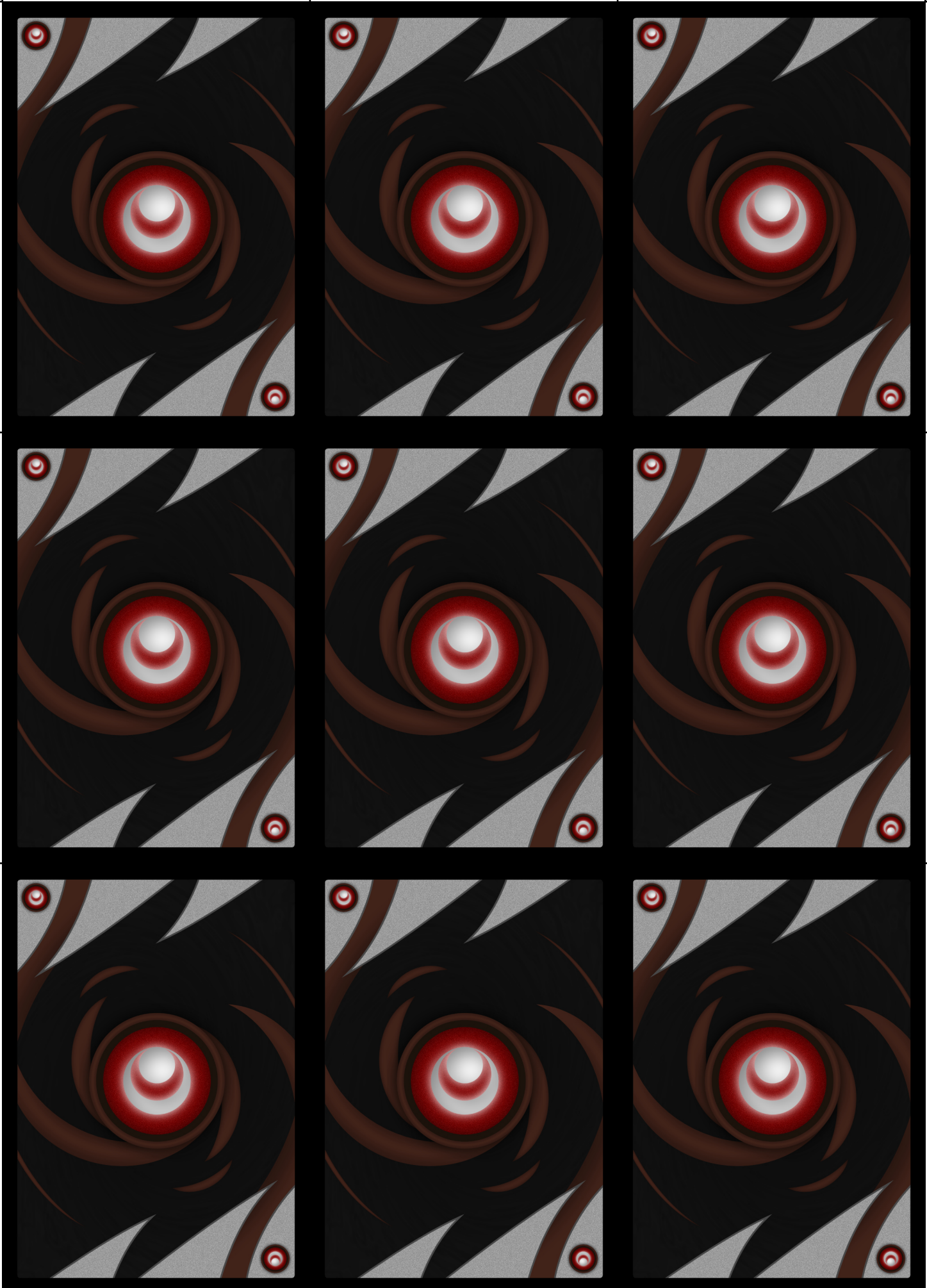
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Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

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

Darkness advances on the Hero.

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



2

3

Leif Eriksson

Character - Adventurer

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 **Constant Floodwater 0/0/1** token in my Expedition.

☾ Darkness advances on the Hero.

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

2

3

Leif Eriksson

Character - Adventurer

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 **Constant Floodwater 0/0/1** token in my Expedition.

☾ Darkness advances on the Hero.

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

2

3

Leif Eriksson

Character - Adventurer

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 **Constant Floodwater 0/0/1** token in my Expedition.

☾ Darkness advances on the Hero.

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

2

1

Powder Monkey

Character - Adventurer, Animal

1

1

1

☞ Sabotage.

☞ Resupply.

☾ Darkness advances on the Companion.

FLD-11-C - Christophe Huet - Altered Confluence

2

1

Powder Monkey

Character - Adventurer, Animal

1

1

1

☞ Sabotage.

☞ Resupply.

☾ Darkness advances on the Companion.

FLD-12-C - Christophe Huet - Altered Confluence

2

1

Powder Monkey

Character - Adventurer, Animal

1

1

1

☞ Sabotage.

☞ Resupply.

☾ Darkness advances on the Companion.

FLD-13-C - Christophe Huet - Altered Confluence

2

1

Powder Monkey

Character - Adventurer, Animal

1

1

1

☞ Sabotage.

☞ Resupply.

If I have **Fleeting**, 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

1

Powder Monkey

Character - Adventurer, Animal

1

1

1

☞ Sabotage.

☞ Resupply.

If I have **Fleeting**, 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

1

Powder Monkey

Character - Adventurer, Animal

1

1

1

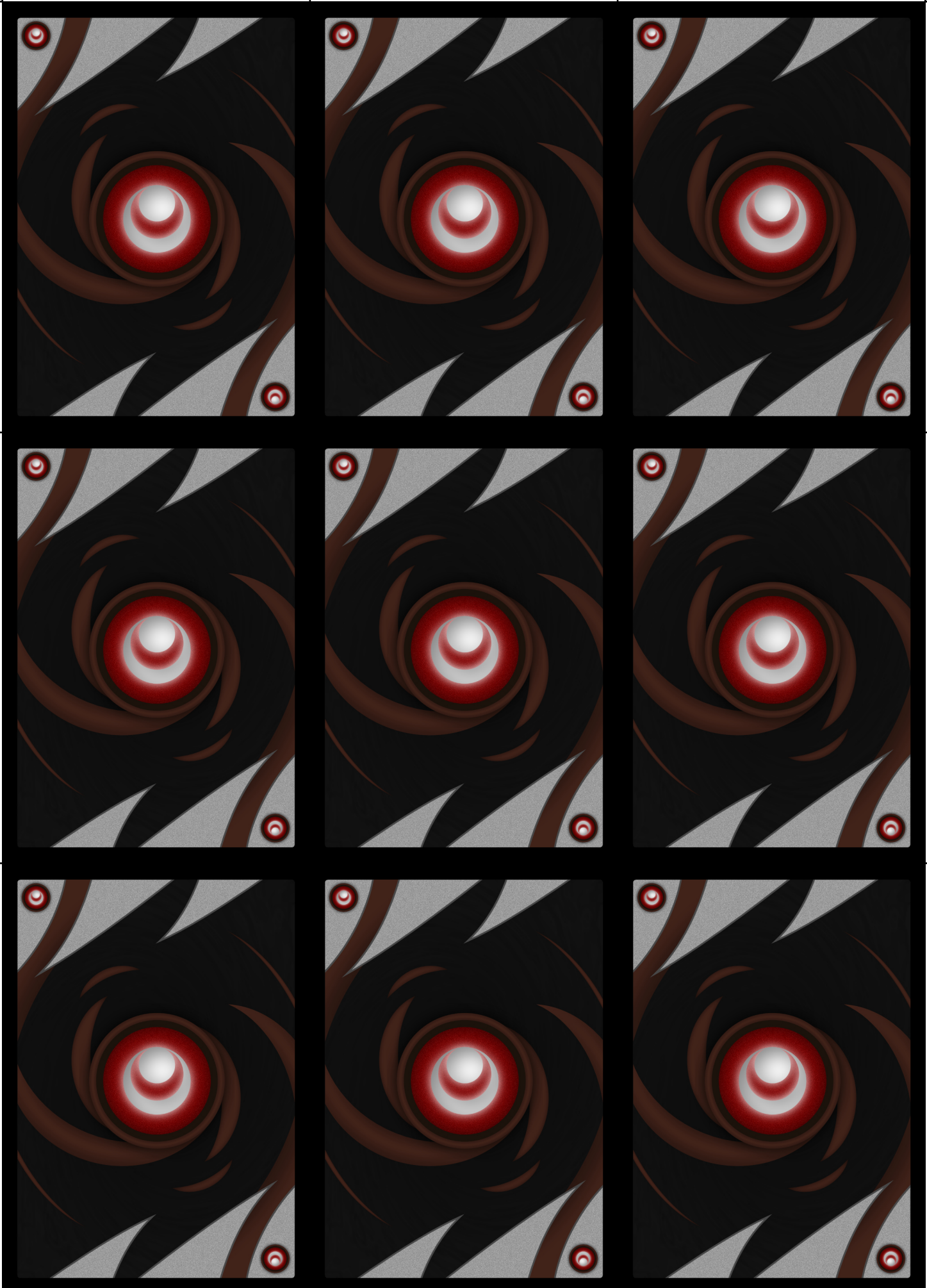
☞ Sabotage.

☞ Resupply.

If I have **Fleeting**, 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

3

2

3

2

Character - Adventurer



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

1

1

1

Hippocampus

Character – Animal, Spirit

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

👤 The Flood draws a card.

🌀 The Flood creates a **Constant Floodwater** 0/0/1 token 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

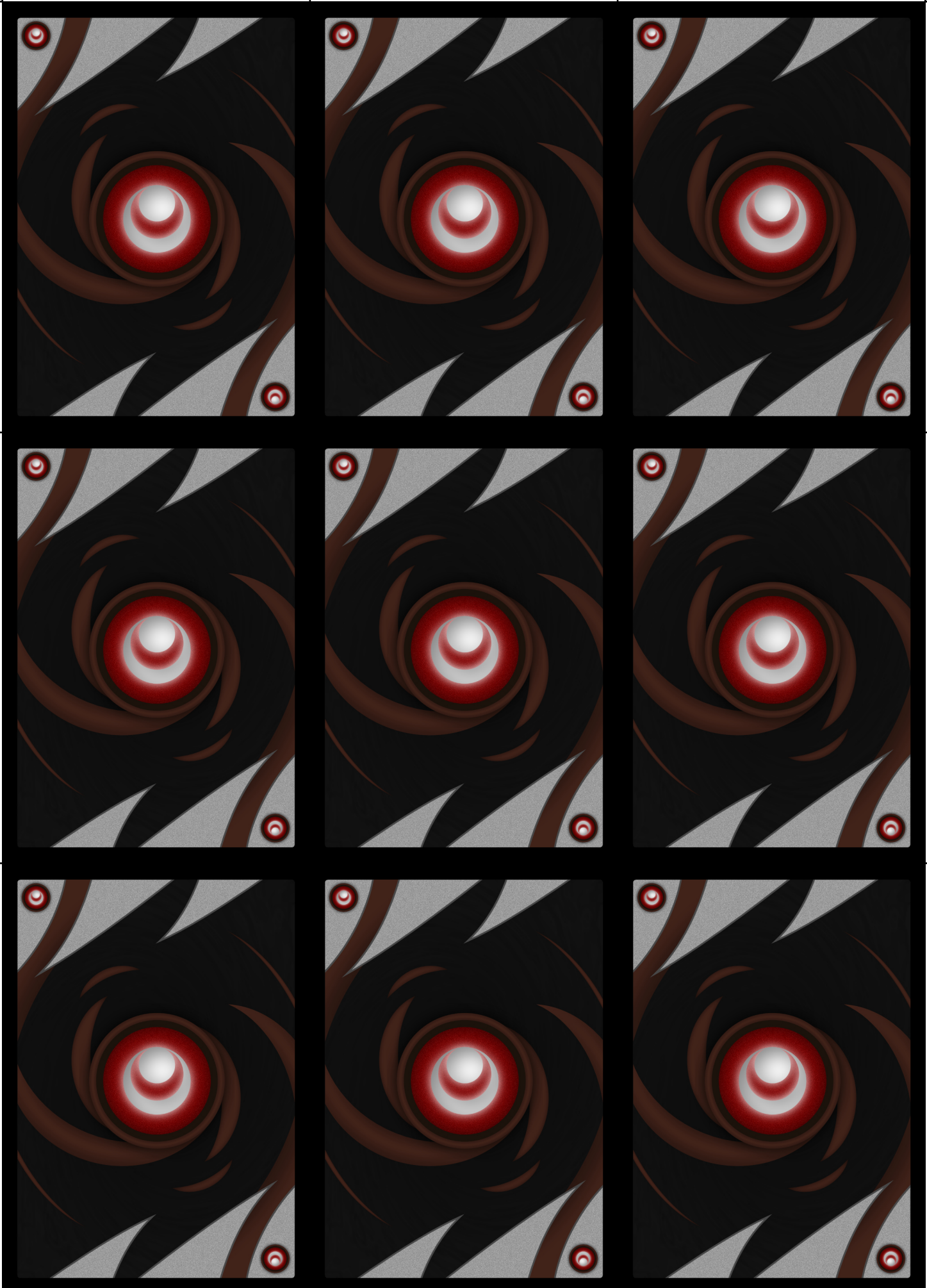
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Persistent. *(Send me to Reserve at Rest only if I have been Overcome.)*

- ✋ The Flood draws a card.
- 🌊 The Flood creates a **Constant Floodwater 0/0/1** token 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 **Persistent Charybdis 1/1/3** token 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 **Persistent Charybdis 1/1/3** token 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

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-25-C - Carlo Chiostri - 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 Lepoittevin - 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 Lepoittevin - 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 Birket 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 Birket 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 Birket Foster - Altered Confluence

2

1

Rising Tide

Spell - Boon

Cooldown.

☞ The Flood and the player both draw a card.

Create a **Constant Floodwater 0/0/1** token 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 **Constant Floodwater 0/0/1** token facing a Progressing Expedition.

☾ Darkness advances on the Companion.

FLD-33-C - Louis Rhead - Altered Confluence

2

1

Rising Tide

Spell - Boon

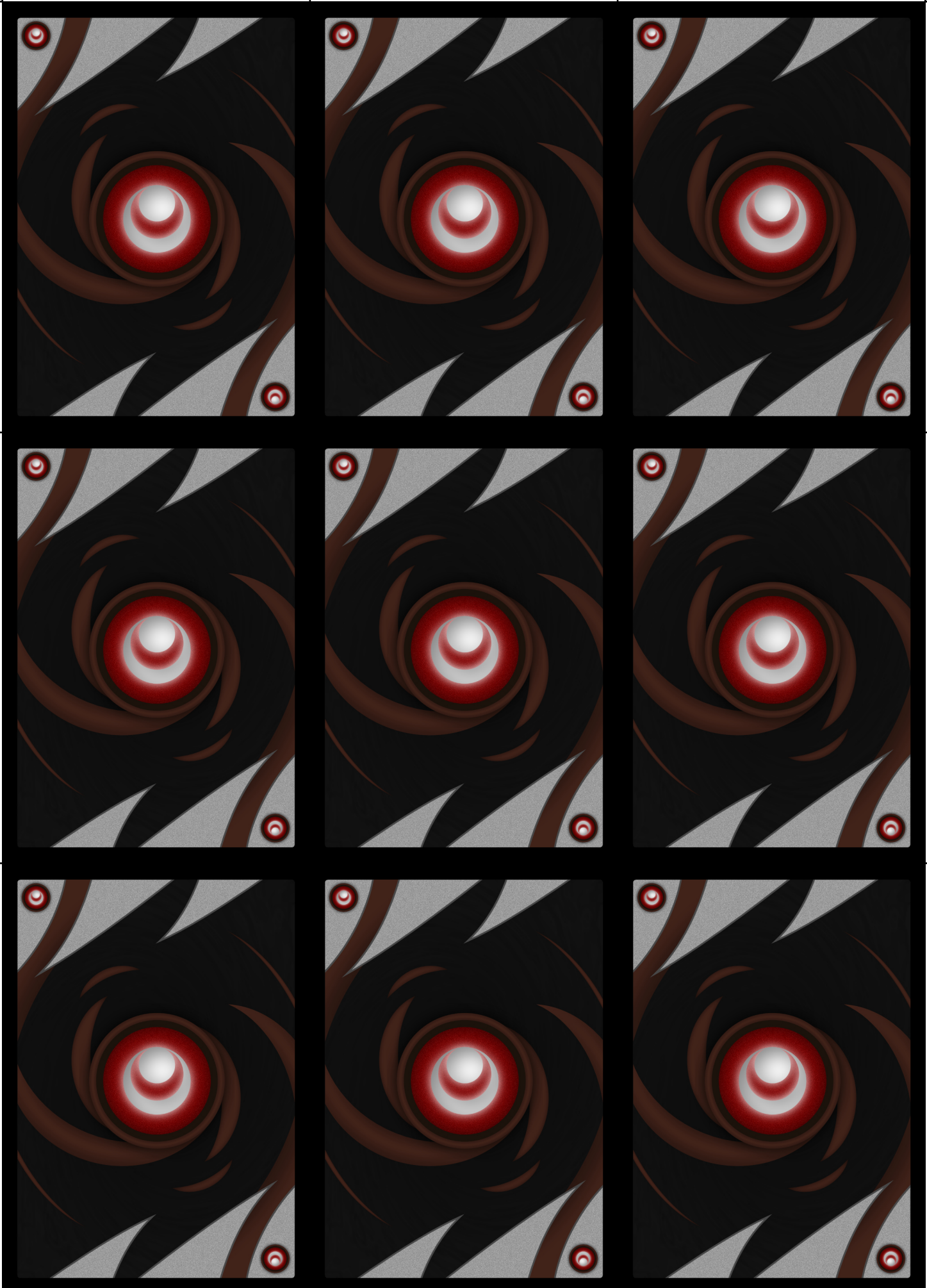
Cooldown.

☞ The Flood and the player both draw a card.

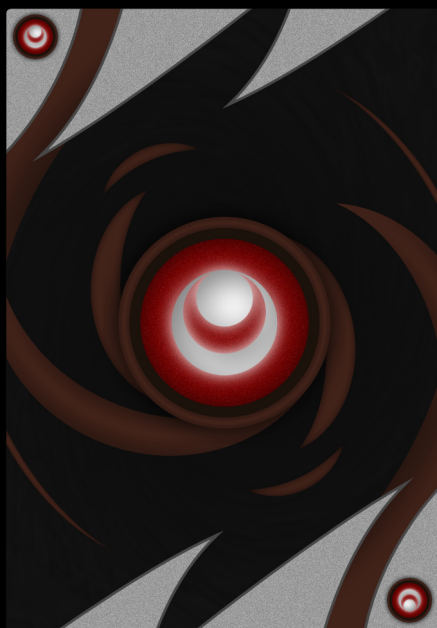
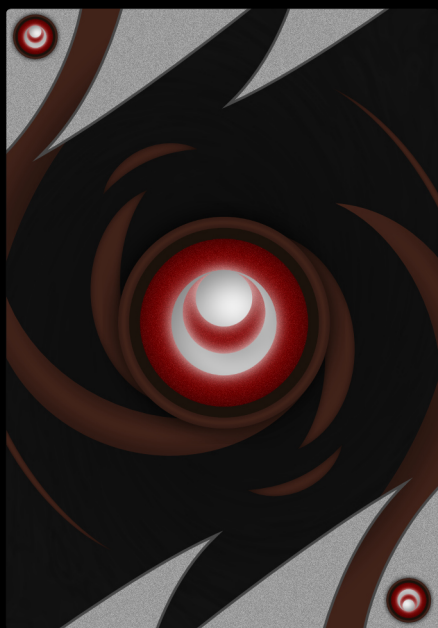
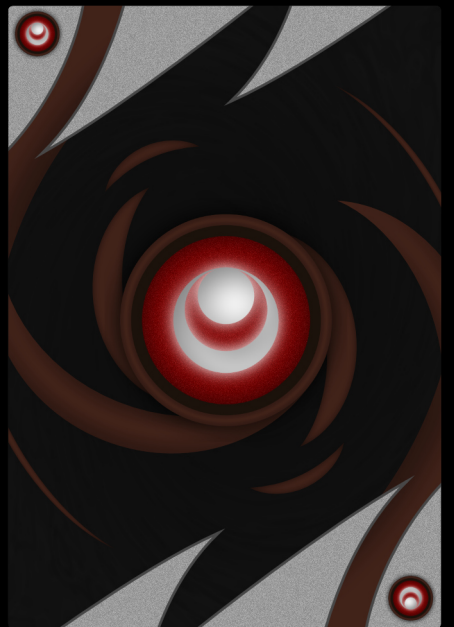
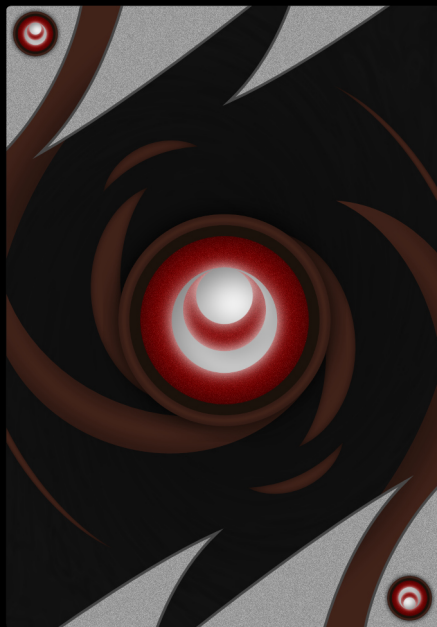
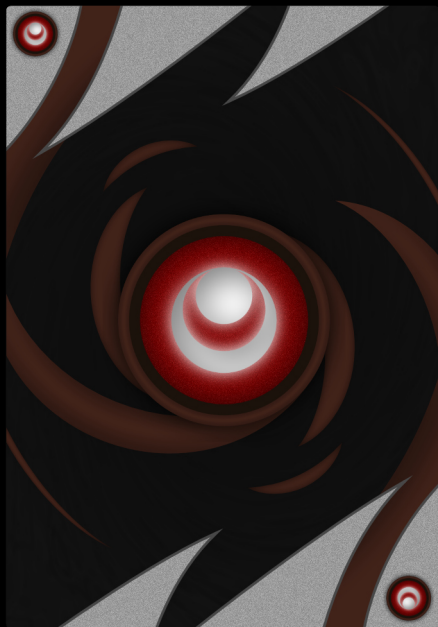
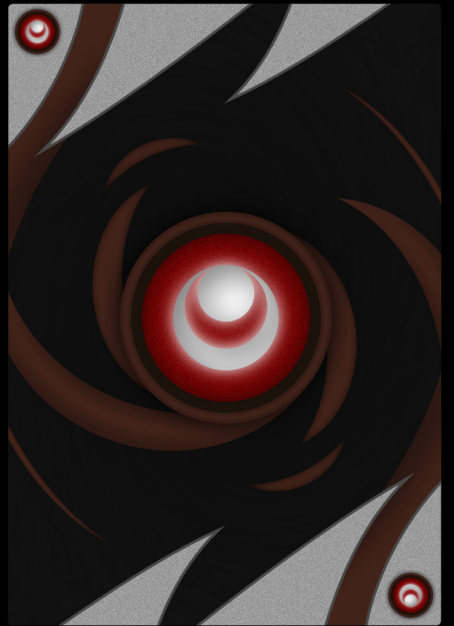
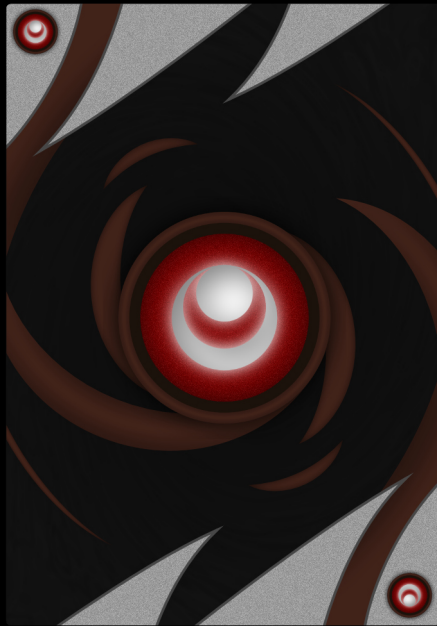
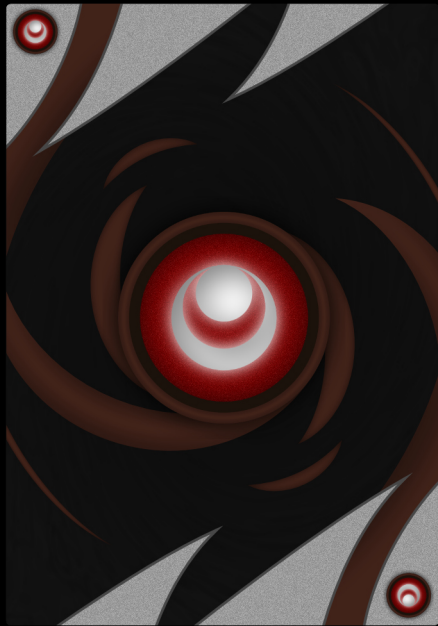
Create a **Constant Floodwater 0/0/1** token facing a Progressing Expedition.

☾ 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 **Constant Floodwater 0/0/1** token 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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

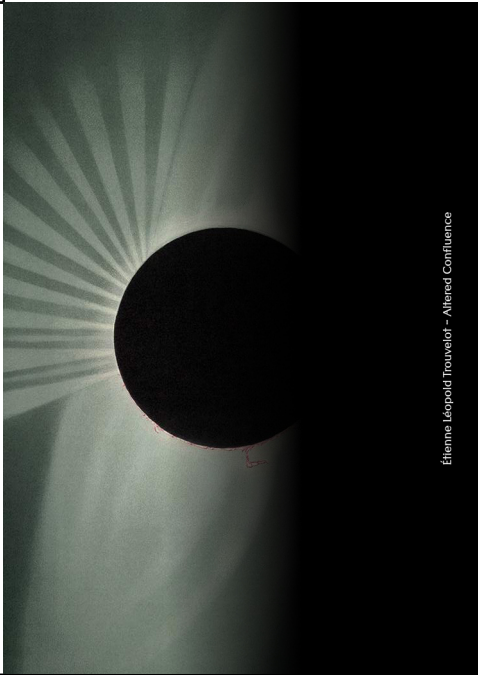
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1

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

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

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



Etienne Leopold Trouvelot - Altered Confluence



Etienne Leopold Trouvelot - Altered Confluence

The Flood

Confluence

Reserve

Landmarks

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

FAN CONTENT

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

0

0

1

Floodwater

Token Expedition Permanent - Hazard

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

(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

Constant. (I am not sent to Reserve at Rest, even when Overcome.)

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

FAN CONTENT

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