


1 1 **Marid**
Character - Spirit




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




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




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




➔ 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




➔ 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



➔ 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



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




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

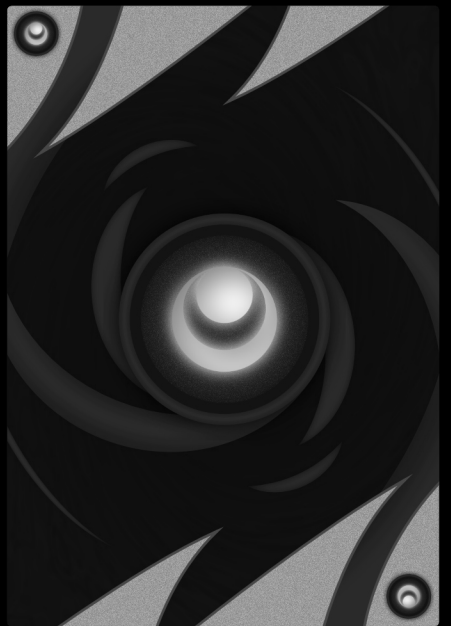
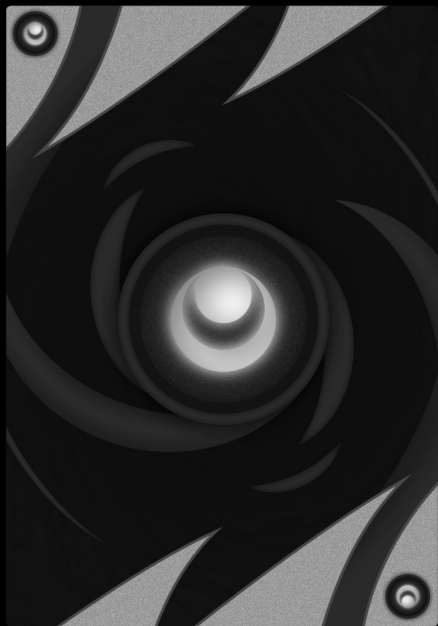
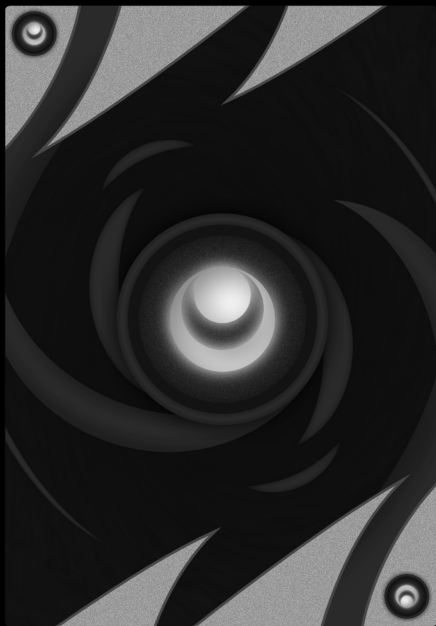
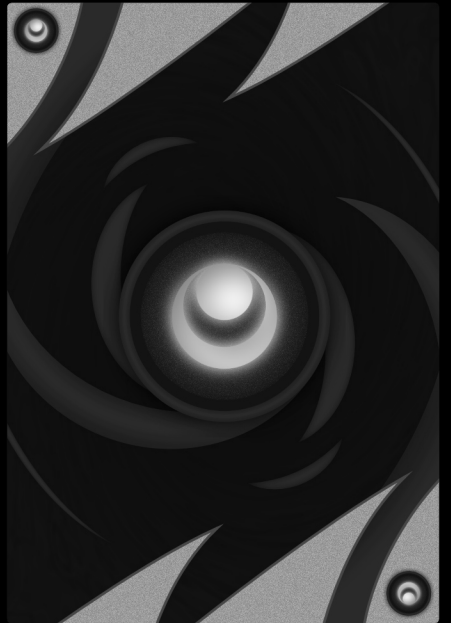
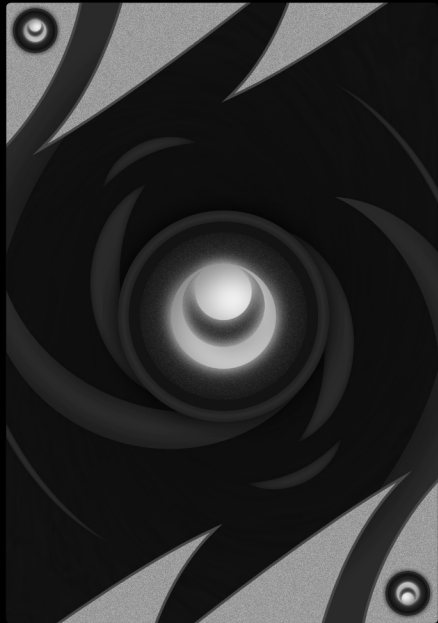
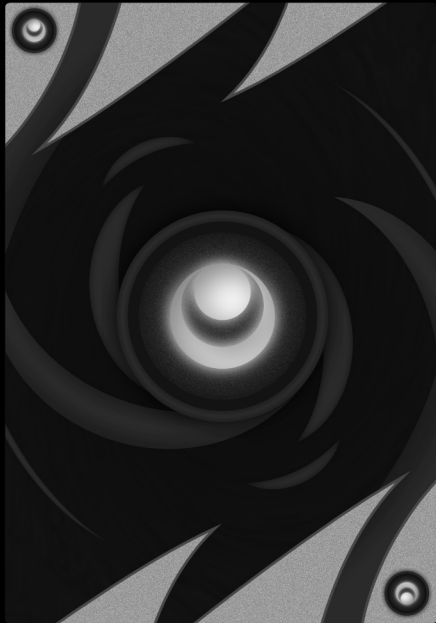
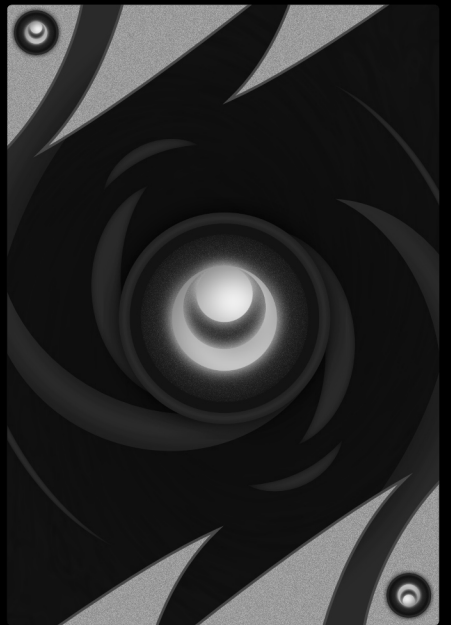
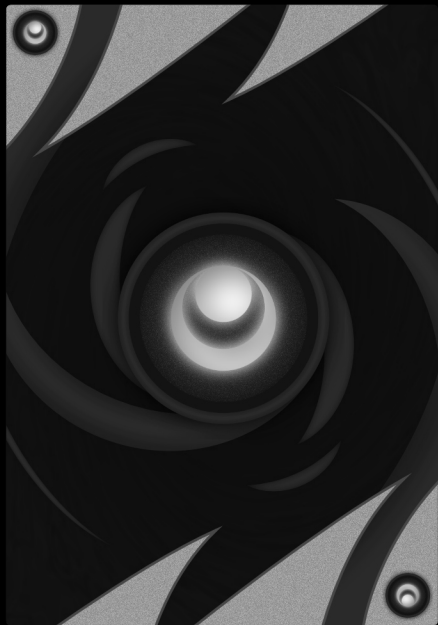
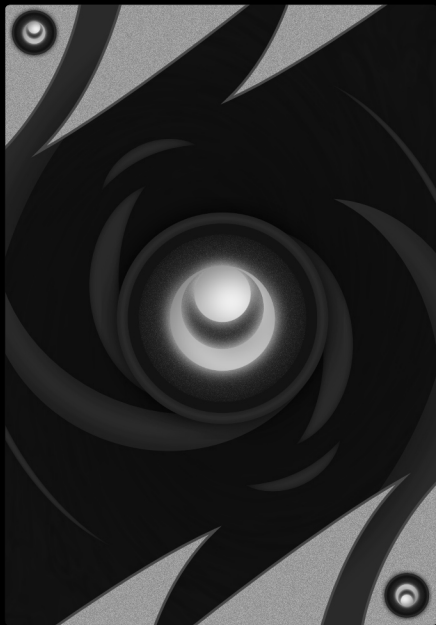


Persistent. (Send me to Reserve at Rest only if I have been Overcome.)


➔ 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




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




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




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



Sabotage.
Resupply.

☾ Darkness advances on the Companion.

FLD-11-C - Christophe Huet - Altered Confluence

2 1 **Powder Monkey**
Character - Adventurer, Animal



Sabotage.
Resupply.

☾ Darkness advances on the Companion.

FLD-12-C - Christophe Huet - Altered Confluence

2 1 **Powder Monkey**
Character - Adventurer, Animal



Sabotage.
Resupply.

☾ Darkness advances on the Companion.

FLD-13-C - Christophe Huet - Altered Confluence

2 1 **Powder Monkey**
Character - Adventurer, Animal



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



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

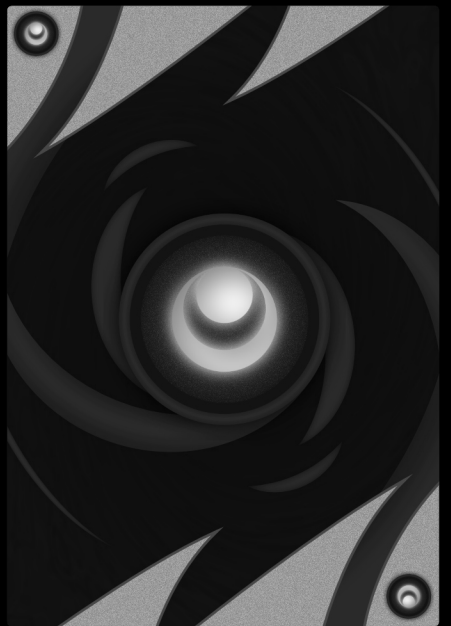
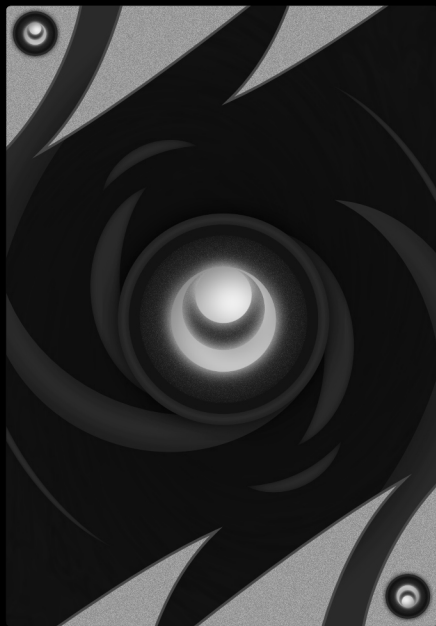
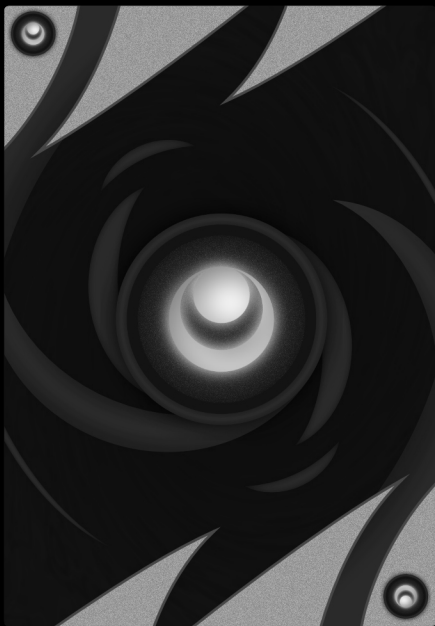
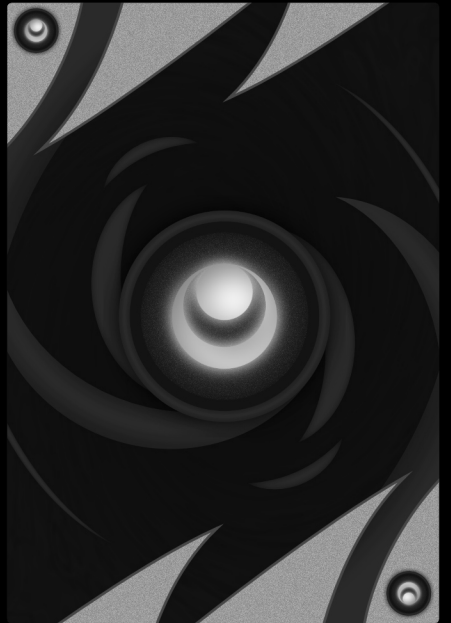
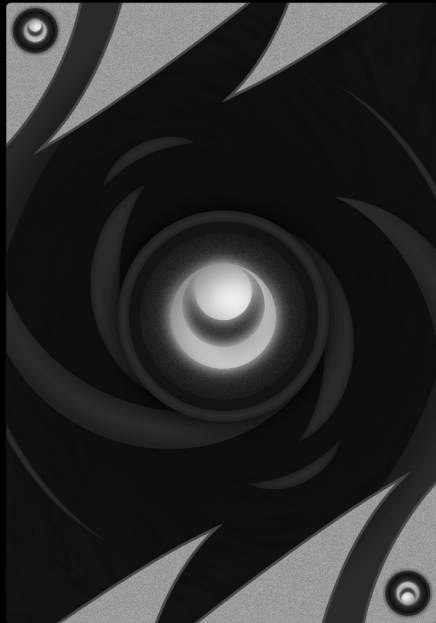
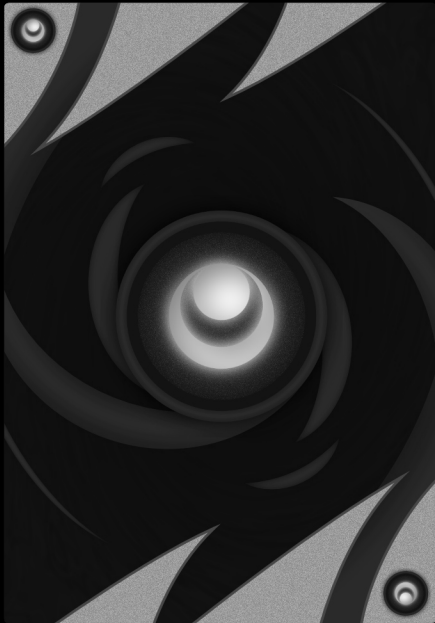
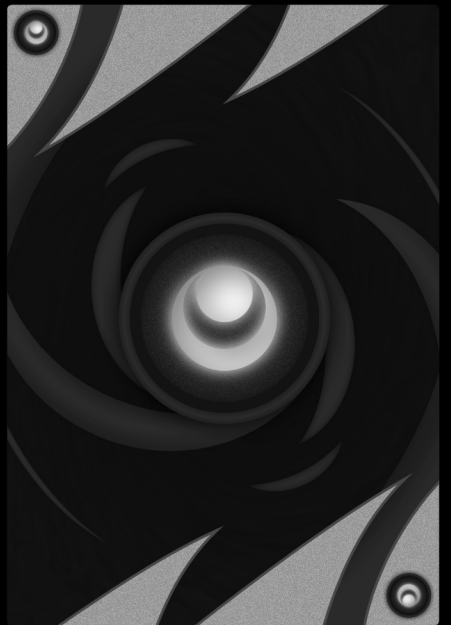
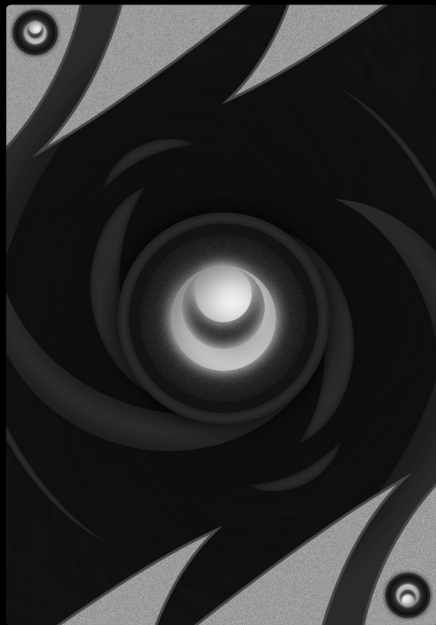
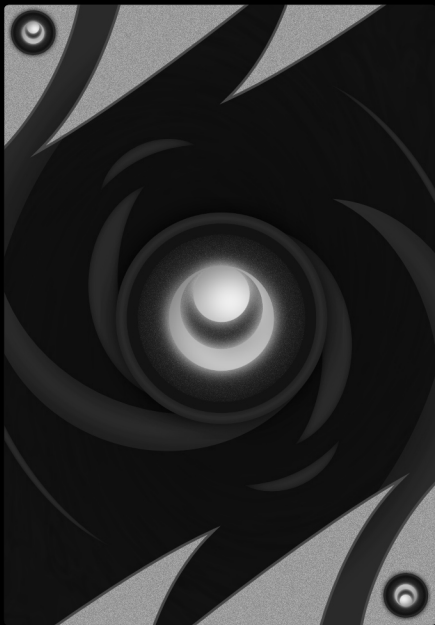


Sabotage.
Resupply.

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 **Constant Floodwater** 0/0/1 token 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 **Constant Floodwater** 0/0/1 token 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 **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
+2

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

☾ Darkness advances on both Hero and Companion.

FLD-18-R - Célestin Nanteuil - Altered Confluence

3
2

Hippocampus
Character - Animal, Spirit

+2
+1
+2

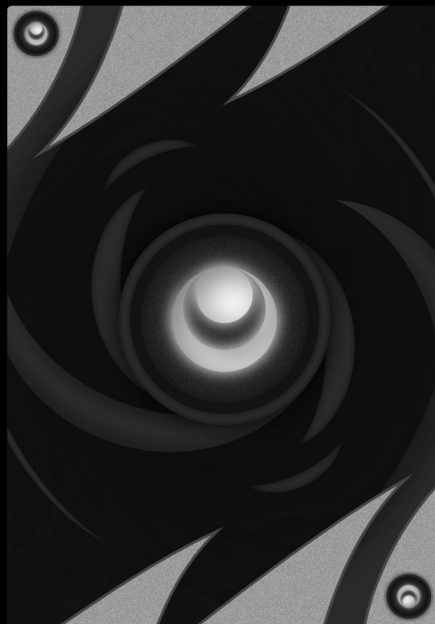
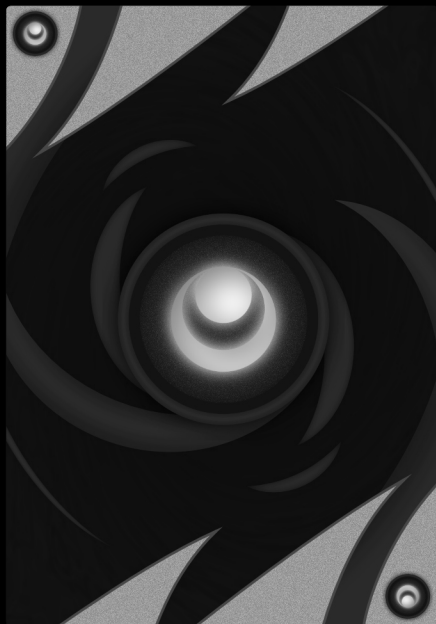
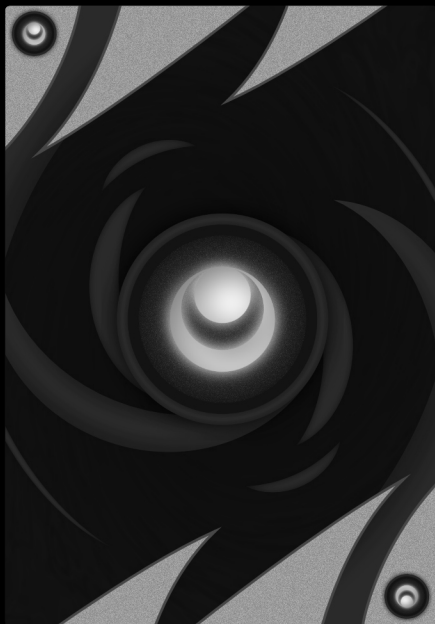
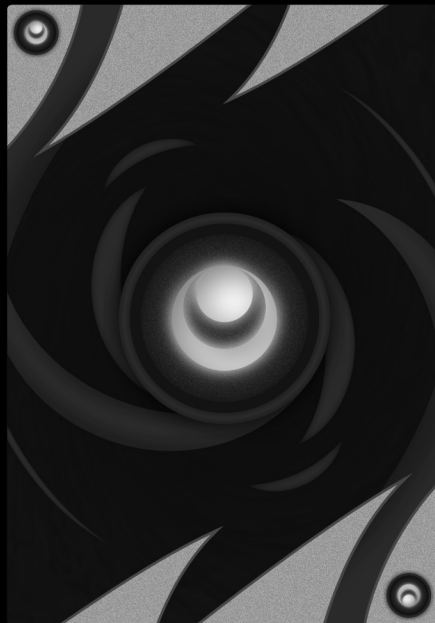
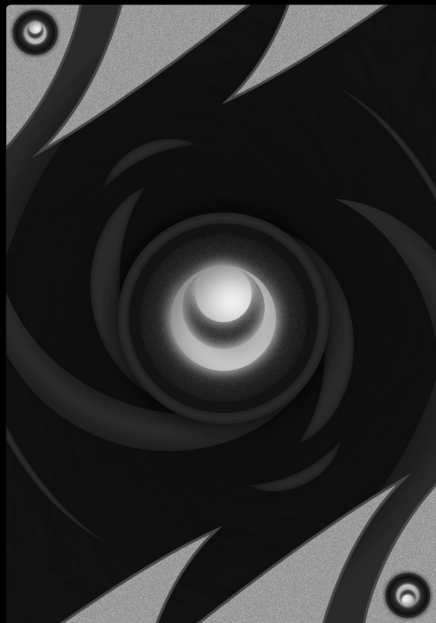
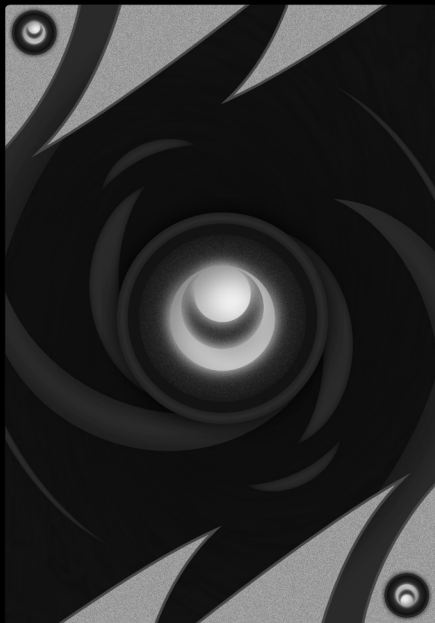
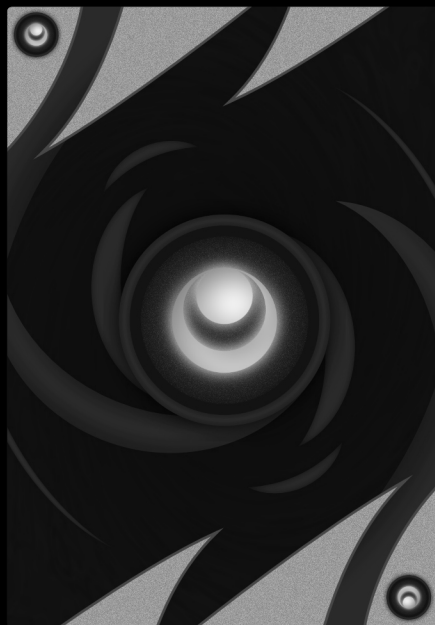
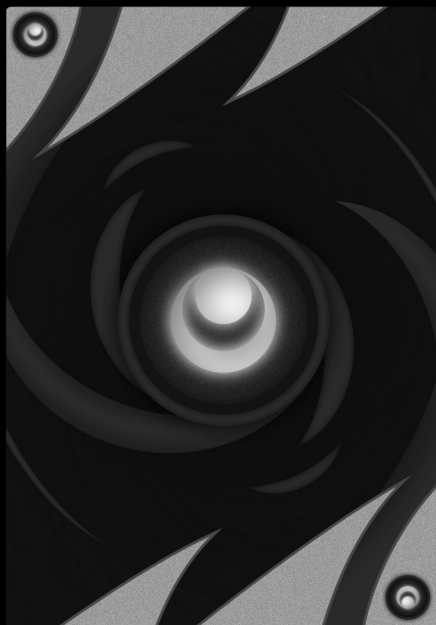
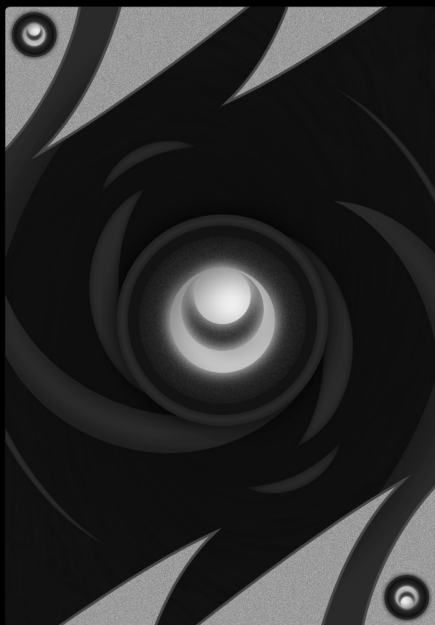
Persistent. (Send me to Reserve at Rest only if I have been Overcome.)

☞ The Flood draws a card.

☞ The Flood creates a **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

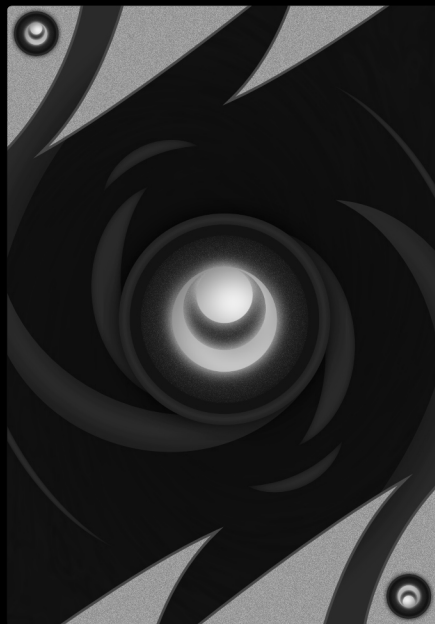
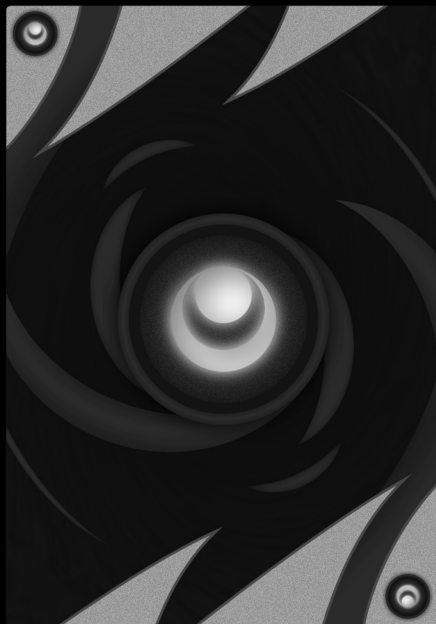
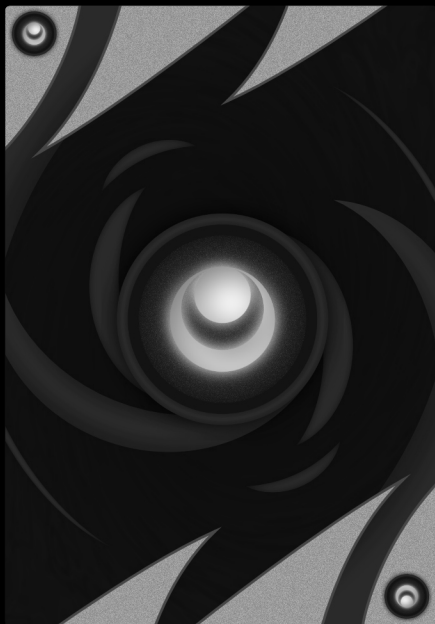
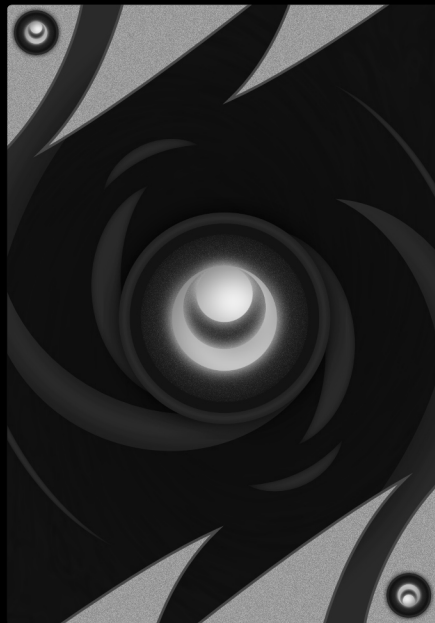
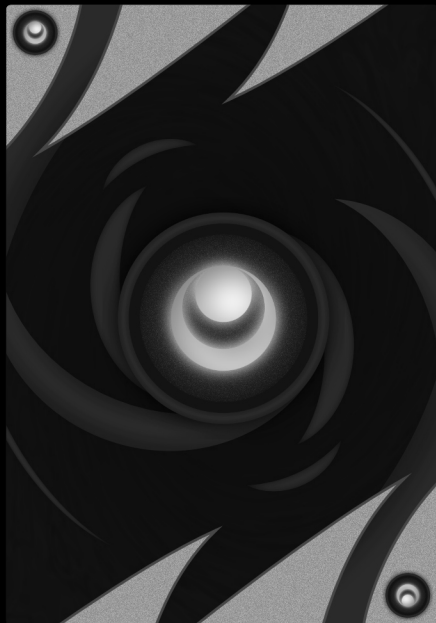
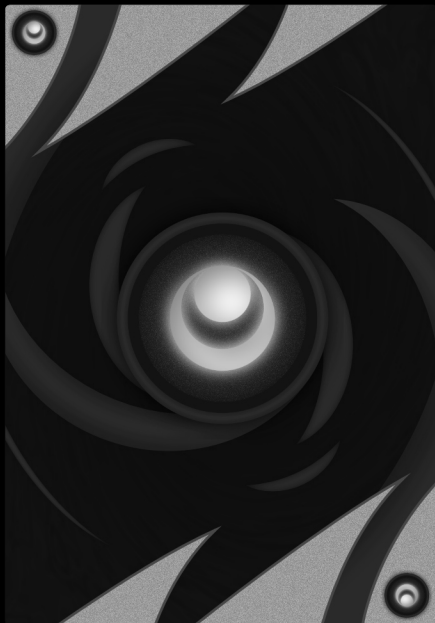
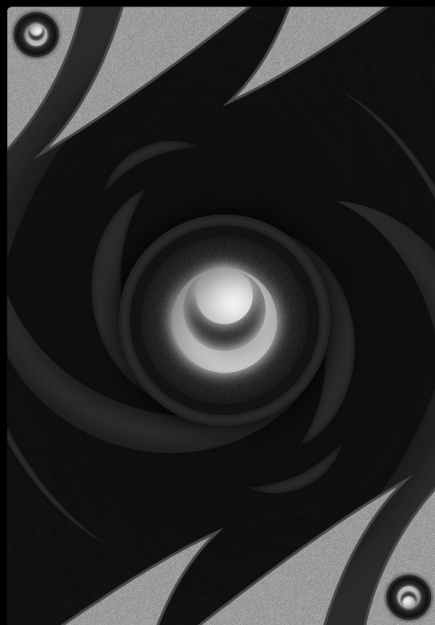
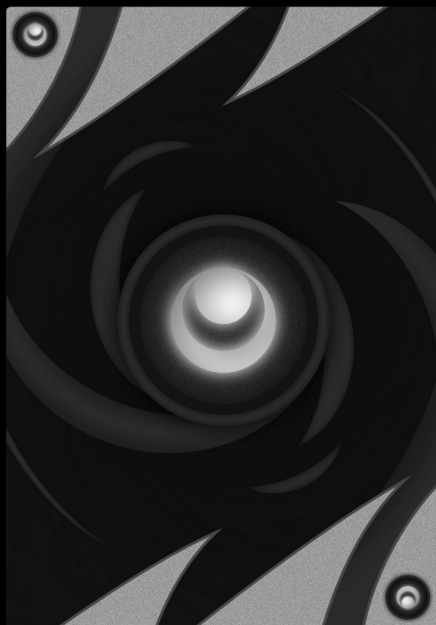
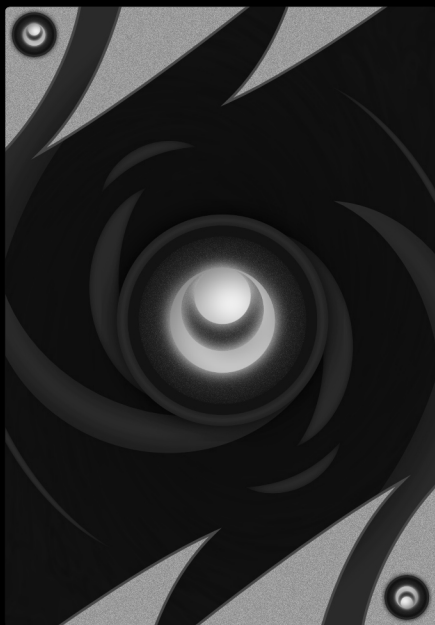
0
0
3

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.

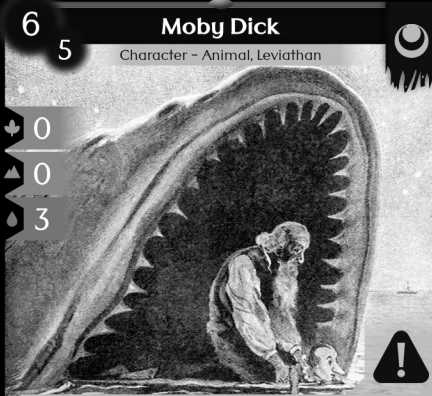
Darkness advances on both Hero and Companion.

FLD-25-C - Carlo Chiosstri - 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

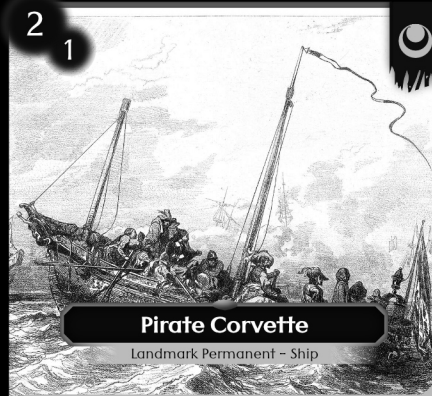
➡ **Sabotage.**

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 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 **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



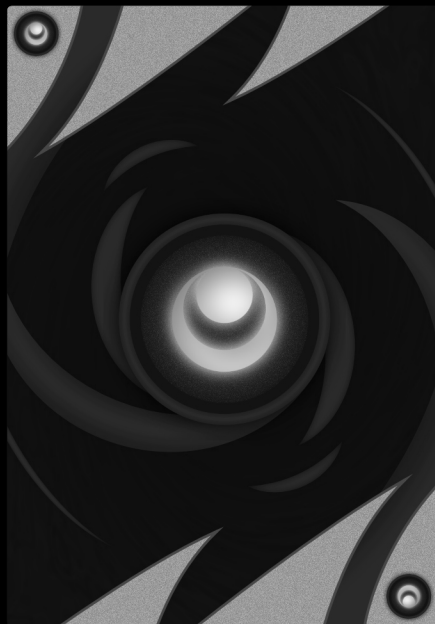
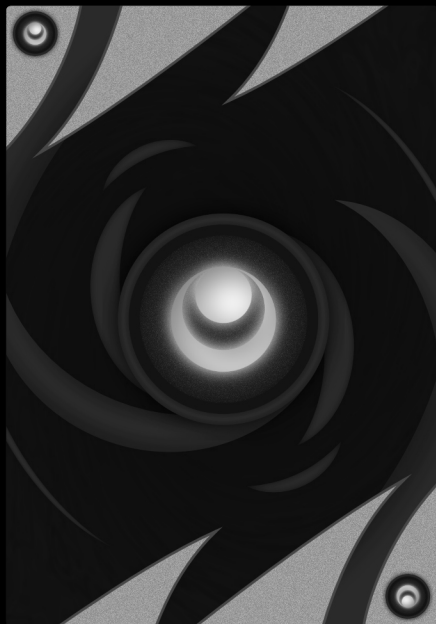
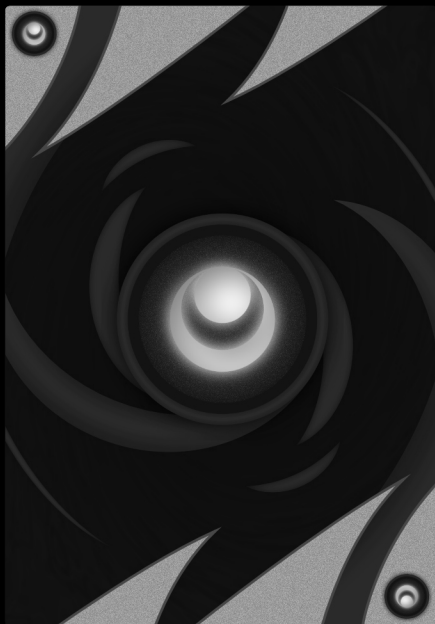
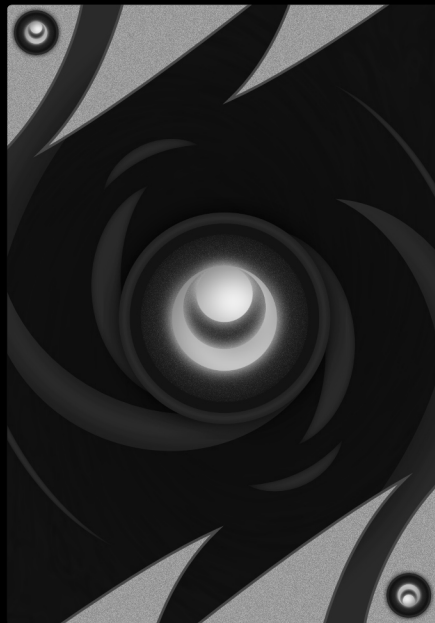
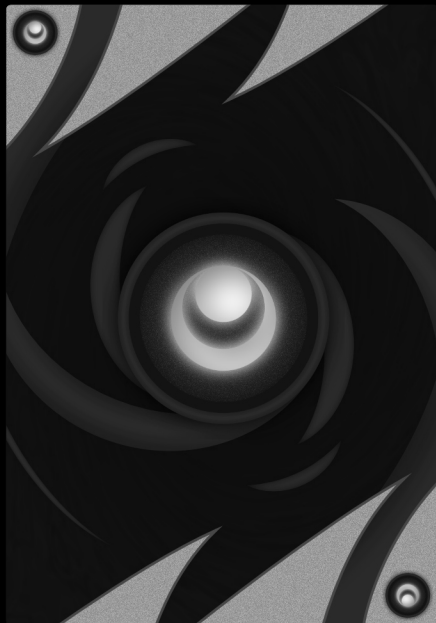
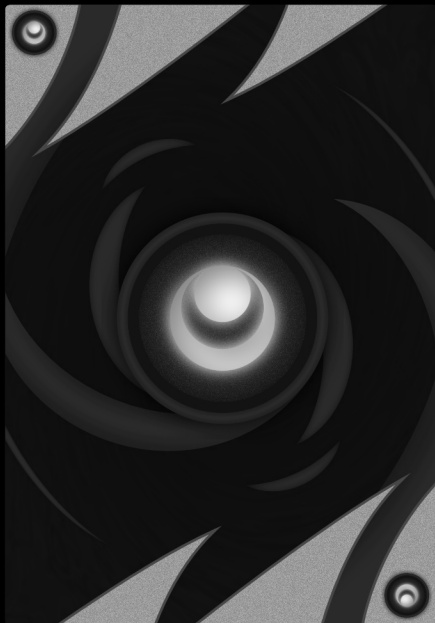
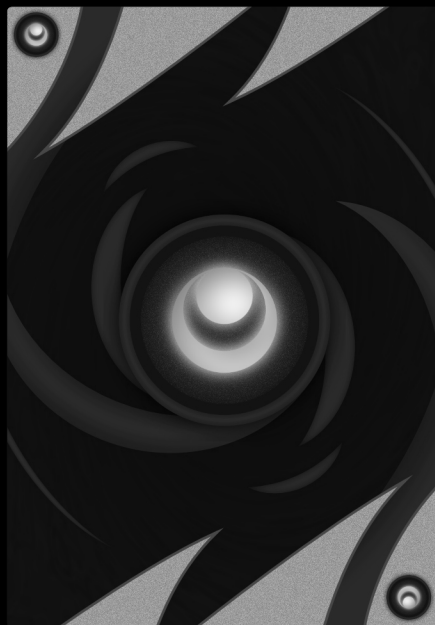
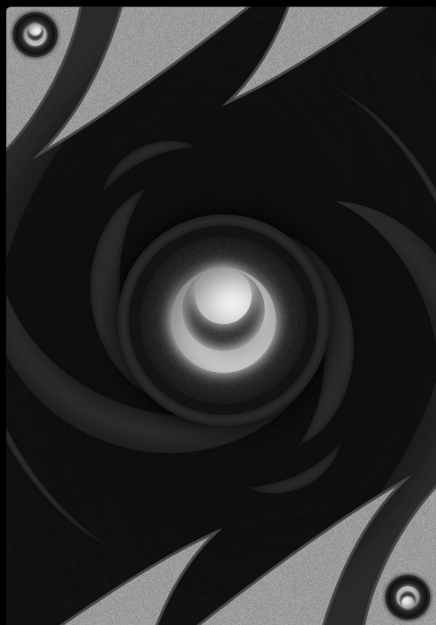
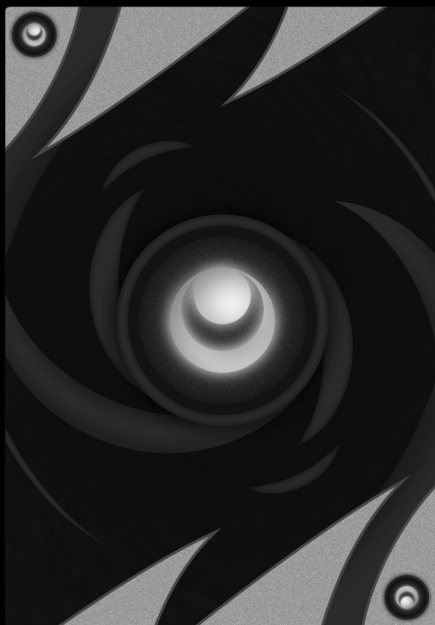
Cooldown.

✋ 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





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-R - Louis Rheod - Altered Confluence

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-R - Louis Rheod - Altered Confluence

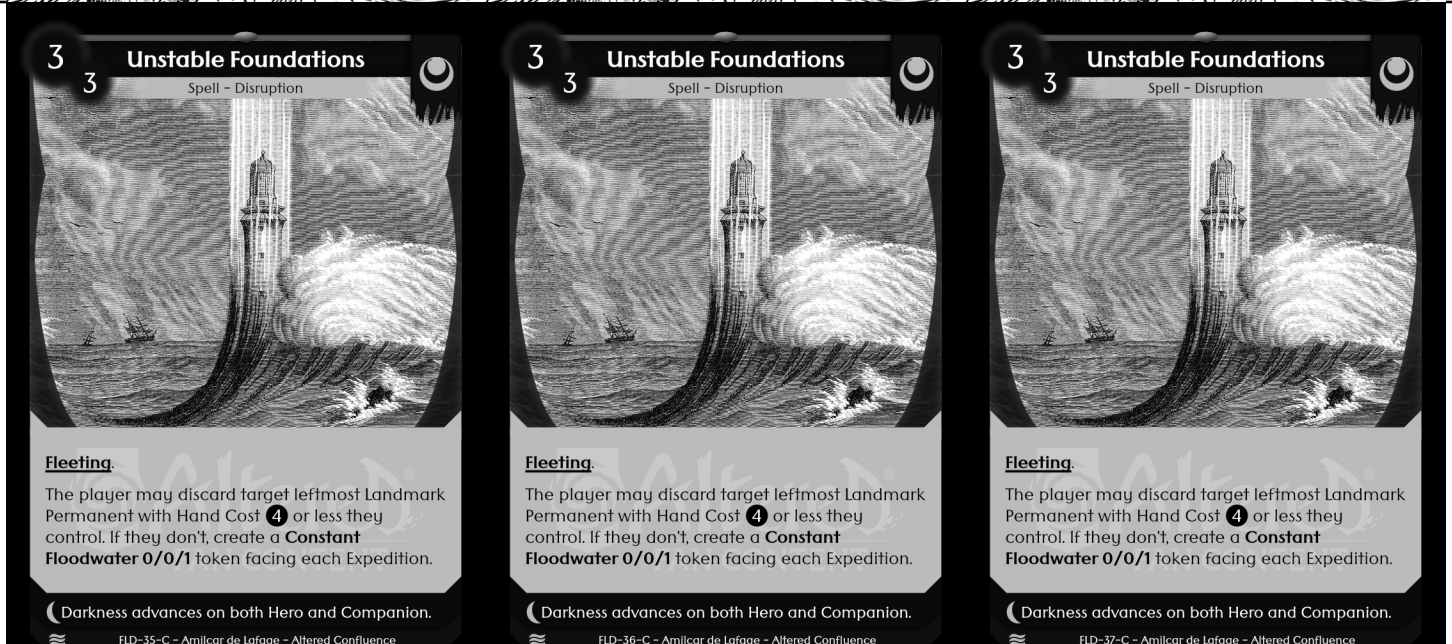
Cooldown.

☞ 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-R - Louis Rheod - Altered Confluence



Fleeing.

The player may discard target leftmost Landmark Permanent with Hand Cost 4 or less they control. If they don't, create a **Constant Floodwater 0/0/1** token facing each Expedition.

☞ Darkness advances on both Hero and Companion.

FLD-35-C - Amilcar de Lafage - Altered Confluence

Fleeing.

The player may discard target leftmost Landmark Permanent with Hand Cost 4 or less they control. If they don't, create a **Constant Floodwater 0/0/1** token facing each Expedition.

☞ Darkness advances on both Hero and Companion.

FLD-36-C - Amilcar de Lafage - Altered Confluence

Fleeing.

The player may discard target leftmost Landmark Permanent with Hand Cost 4 or less they control. If they don't, create a **Constant Floodwater 0/0/1** token facing each Expedition.

☞ Darkness advances on both Hero and Companion.

FLD-37-C - Amilcar de Lafage - Altered Confluence



Fleeing.

The player may send target leftmost Character in a Progressing Expedition to Reserve. If they don't, create two **Constant Floodwater 0/0/1** tokens facing that Expedition.

☞ Darkness advances on the Hero.

FLD-38-C - Clarkson Stanfield - Altered Confluence

Fleeing.

The player may send target leftmost Character in a Progressing Expedition to Reserve. If they don't, create two **Constant Floodwater 0/0/1** tokens facing that Expedition.

☞ Darkness advances on the Hero.

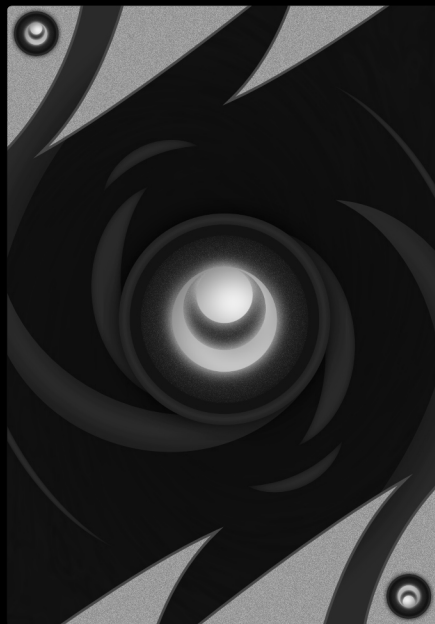
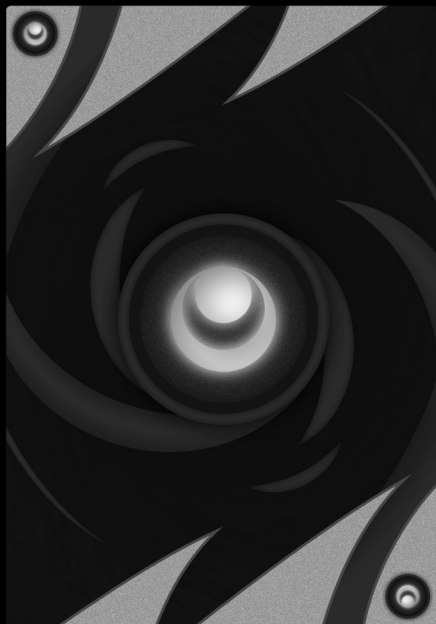
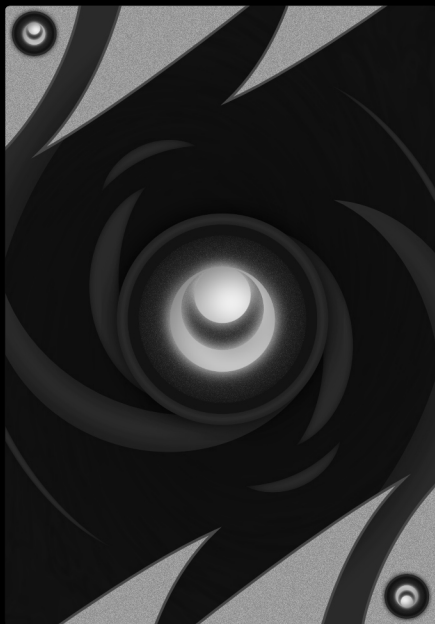
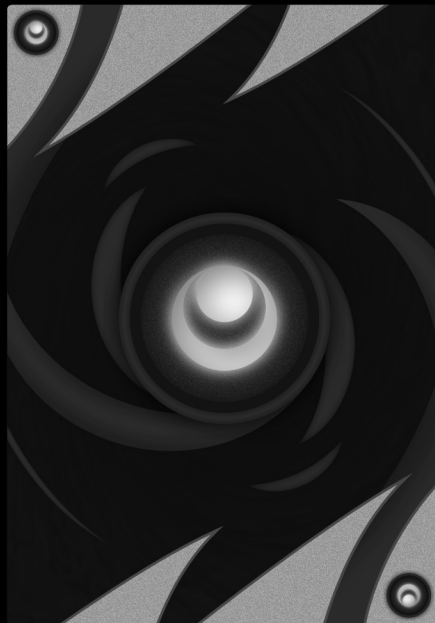
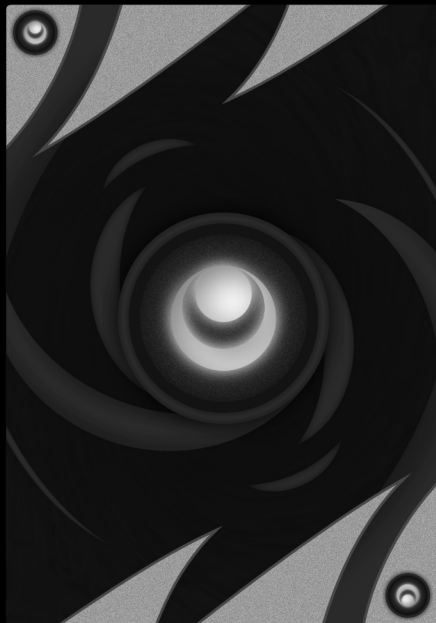
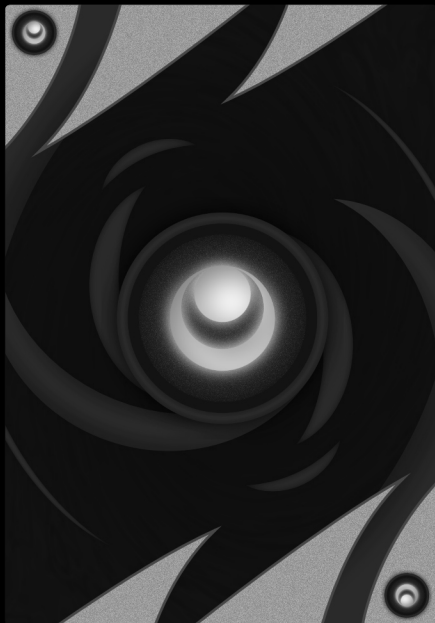
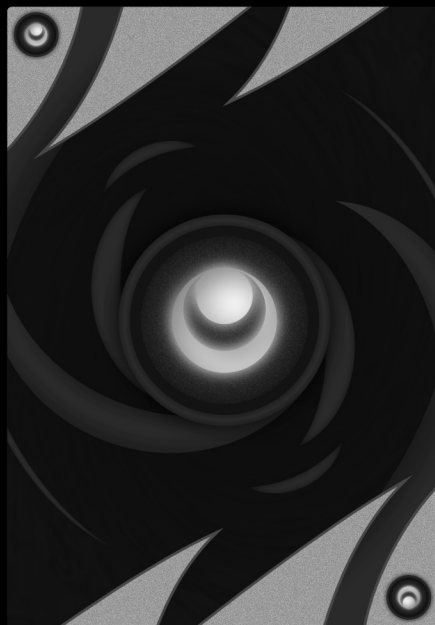
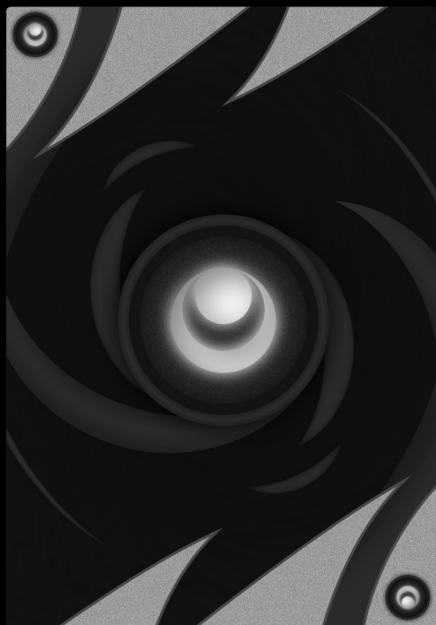
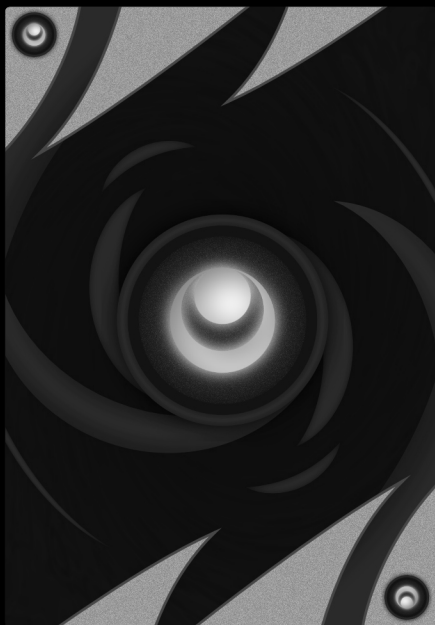
FLD-39-C - Clarkson Stanfield - Altered Confluence

Fleeing.

The player may send target leftmost Character in a Progressing Expedition to Reserve. If they don't, create two **Constant Floodwater 0/0/1** tokens facing that Expedition.

☞ Darkness advances on the Hero.

FLD-40-C - Clarkson Stanfield - 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.

FAN CONTENT

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

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

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

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

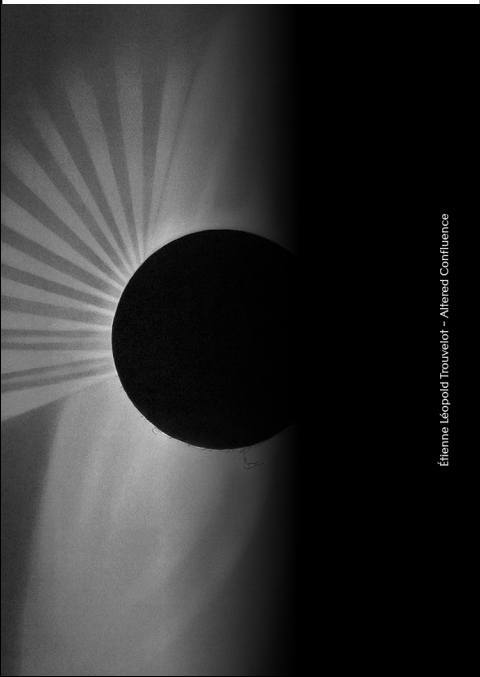
Token Expedition Permanent - Hazard

Constant. (I am not sent to Reserve at Rest, even when Overcome.)
(If I leave the Expedition Zone, remove me from the game.)

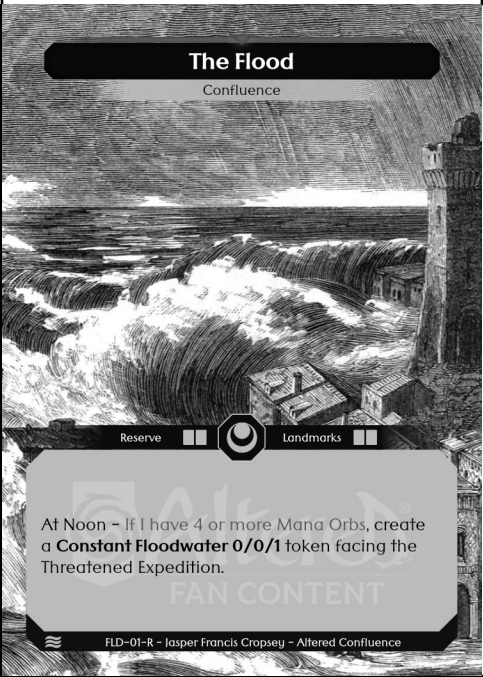
FLD-41-T - Mary Ellen Edwards - Altered Confluence



Etienne Leopold Trouvelot - Altered Confluence



Etienne Leopold Trouvelot - Altered Confluence



The Flood

Confluence

Reserve

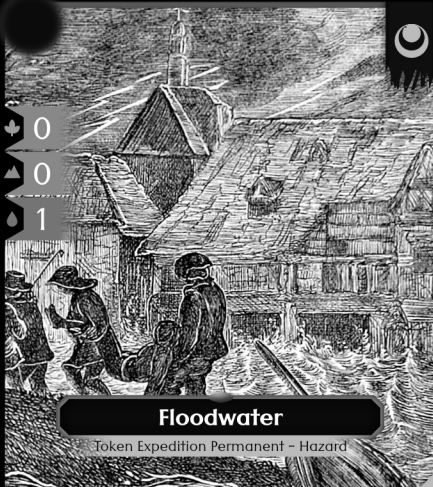


Landmarks

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



Floodwater

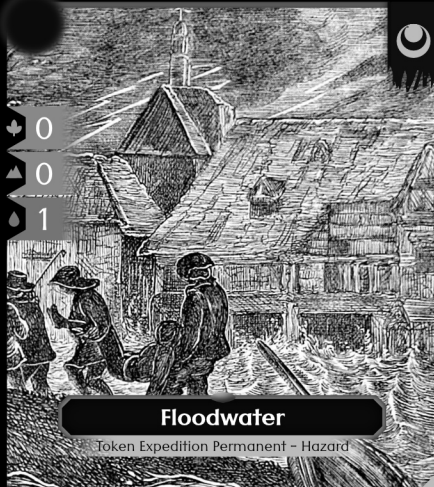
Token Expedition Permanent - Hazard

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

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



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



Floodwater

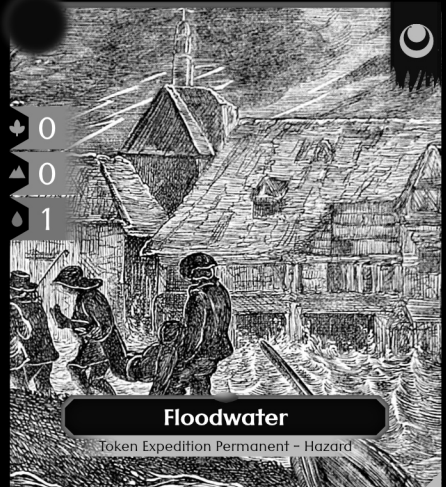
Token Expedition Permanent - Hazard

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

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



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



Floodwater

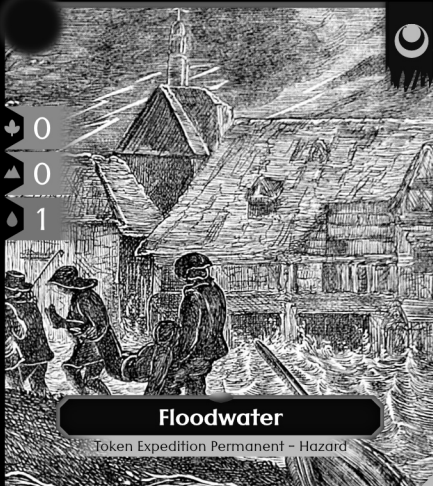
Token Expedition Permanent - Hazard

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

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



Floodwater

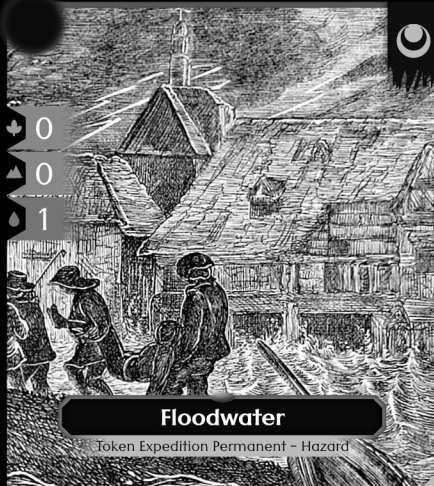
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(If I leave the Expedition Zone, remove me from the game.)



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



Floodwater

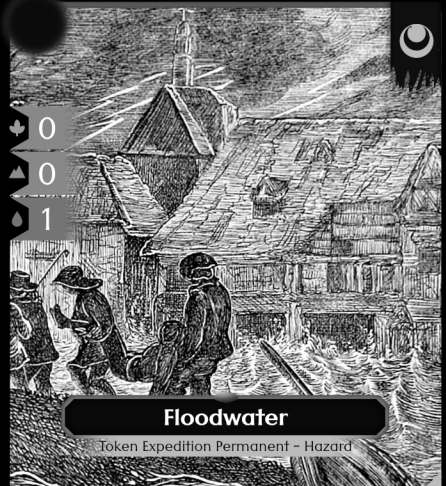
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(If I leave the Expedition Zone, remove me from the game.)



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



Floodwater

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



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