1
Swamp Buffalo
2
An Ordinary Beast of ponderous proportions.
The swamp buffalo is an icon of contentment.
Art © Jussi Pylkas

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2
An Ordinary Beast of ponderous proportions.
The swamp buffalo is an icon of contentment.
Art © Jussi Pylkas

4
Sea Serpent
5
An Ordinary Beast that thrives in the deep.
Submerge, Waterbound
Young serpents have been spotted in rivers as far north as the Boreal Forests!
Art © Vincent Pompetti

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Sea Serpent
5
An Ordinary Beast that thrives in the deep.
Submerge, Waterbound
Young serpents have been spotted in rivers as far north as the Boreal Forests!
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SORCERY
CONTESTED REALM
AN EFIRK'S CURIOSA GAME

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3
Guile Sirens
3
Exceptional Mythics with three times the charm.
Submerge
At the start of an opponent's turn, these Sirens charm the closest enemy minion in a cardinal direction. That minion must move towards them if able.
Art © Elvira Shakirova

3
Drown
Ordinary Magic of sudden descent.
Submerge a minion on a Water site. (Minions that are submerged but do not have the Submerge keyword die.)
In the darkening deep they dreamed.
Art © Alan Pollack

3
Deep-sea Mermaids
2
Ordinary Mythics of the mysterious depths.
Submerge
Genesis → Draw a spell from the bottom of your spellbook.
Art © Elvira Shakirova

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Ordinary Mythics of the mysterious depths.
Submerge
Genesis → Draw a spell from the bottom of your spellbook.
Art © Elvira Shakirova

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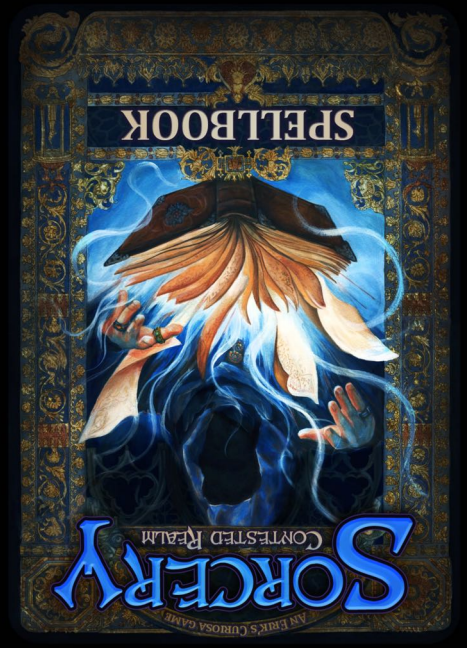
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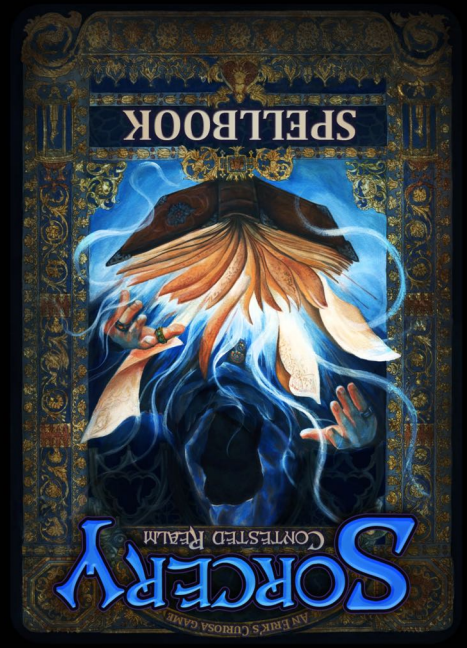
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3
Coral-reef Kelpie
3
An Ordinary Beast of the tidal wilderness.
Submerge
The last free land lies under the sea.
Art © Melissa A. Benson

3
Coral-reef Kelpie
3
An Ordinary Beast of the tidal wilderness.
Submerge
The last free land lies under the sea.
Art © Melissa A. Benson

2
Polar Bears
3
Ordinary Beasts of extreme latitudes.
These Bears can move between sites at the top and bottom edges of the Realm as if they were adjacent.
Art © Melissa A. Benson

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Polar Bears
3
Ordinary Beasts of extreme latitudes.
These Bears can move between sites at the top and bottom edges of the Realm as if they were adjacent.
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2
Swan Maidens
2
Ordinary Mortal Beasts of magnificent grace.
Airborne, Submerge
Upon our souls they dance,
A gentle ballet of hopes and dreams.
Art © Ossi Hiekkala

0
Dodge Roll
Ordinary Quick and nimble Magic.
An ally in harm's way moves to an adjacent location. Cancel attacks, spells or abilities targeting it.
Art © Vincent Pompetti

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Dodge Roll
Ordinary Quick and nimble Magic.
An ally in harm's way moves to an adjacent location. Cancel attacks, spells or abilities targeting it.
Art © Vincent Pompetti

2
Riptide
Ordinay Magic to trap the unwary.
Pull an Avatar or minion to a Water site adjacent to them. Draw a spell.
Art © Marta Molina

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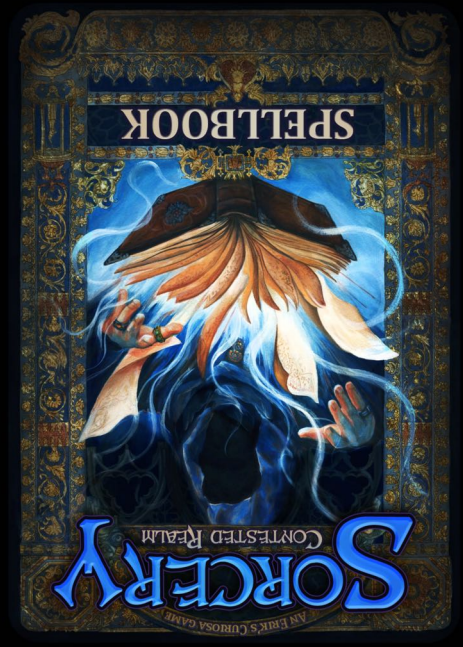
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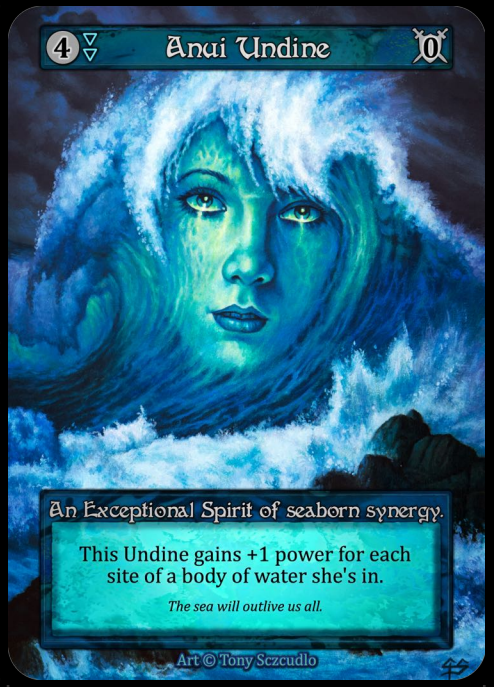
4
Anui Undine
0
An Exceptional Spirit of seaborn synergy.
This Undine gains +1 power for each site of a body of water she's in.
The sea will outlive us all.
Art © Tony Sczcudlo

5
Brobdingnag Bullfrog
3
An Exceptional Beast with a giant appetite.
When this Bullfrog attacks an enemy minion for the first time, it instead swallows that minion and keeps it in its belly until it leaves the Realm.
Art © Michal Nagypál

5
Brobdingnag Bullfrog
3
An Exceptional Beast with a giant appetite.
When this Bullfrog attacks an enemy minion for the first time, it instead swallows that minion and keeps it in its belly until it leaves the Realm.
Art © Michal Nagypál

5
Unland Angler
4
An Exceptional Beast lurks and lures.
Submerge, Waterbound
At the start of your opponent's turn, if this Angler is submerged and there are no enemy minions here, a nearby enemy minion must move towards it. Enemy minions here are disabled.
Art © Drew Tucker

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2
Tide Naiads
2
Exceptional Mythics come crashing in.
Submerge
These Naiads can surface anywhere in the body of water they are in.
Art © Jussi Pylkäs

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Tide Naiads
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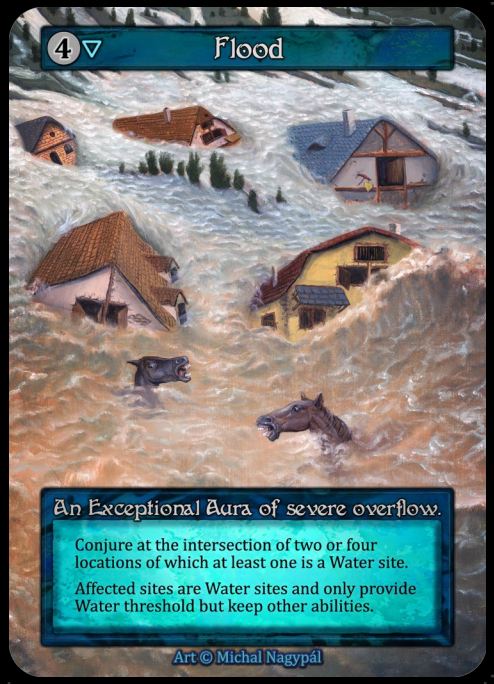
Exceptional Mythics come crashing in.
Submerge
These Naiads can surface anywhere in the body of water they are in.
Art © Jussi Pylkäs

1
Sedge Crabs
2
Exceptional Beasts that scrape and sidle.
Iron Skin
These Crabs can only move sideways.
Art © Ossi Hiekkala


4
Flood
An Exceptional Aura of severe overflow.
Conjure at the intersection of two or four locations of which at least one is a Water site.
Affected sites are Water sites and only provide Water threshold but keep other abilities.
Art © Michal Nagypál

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3
Ice Lance
Exceptional Magic of cold precision.
Deal 3, 2 and 1 damage to Avatars and minions in a line from your Spellcaster.
• 3 2 1
Art © Brian Smith

3
Ice Lance
Exceptional Magic of cold precision.
Deal 3, 2 and 1 damage to Avatars and minions in a line from your Spellcaster.
• 3 2 1
Art © Brian Smith

3
Frost Nova
Exceptional Magic of explosive cold.
Deal Splash Damage around your Spellcaster:
Freeze minions damaged by this Nova until the start of your next turn.
3 3 3
3 • 3
3 3 3
Art © Francesca Baerald

1
Marine Voyage
Exceptional Magic of course correction.
Ship your allies in one body of water any way you like.
Art © Marta Molina

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3
Mega Amoeba
0
An Elite Monster expands its influence.
This Amoeba gains +1 power for each site it's visited. It continues to occupy those sites. (Use markers to keep track of sites that have been visited.)
Art © Brian Smith

7
Diluvian Kraken
8
An Elite Monster of far-reaching terror.
Submerge
Whenever this Kraken surfaces to attack, it may attack all nearby enemy minions simultaneously.
Art © Dan Seagrave

5
Upwelling
Exceptional Magic of fluid undoing.
Return a site near your Spellcaster and everything there to their owner's hand. (Avatars are not returned but are instead moved to the closest site.)
Art © Alan Pollack

7
Wrath of the Sea
Elite Magic of a sudden and mighty deluge.
Sites near water also become Water sites until end of turn. Submerge all minions and relics on Water sites. (Minions without the Submerge ability die if they are submerged.)
Art © Elwira Pawlikowska

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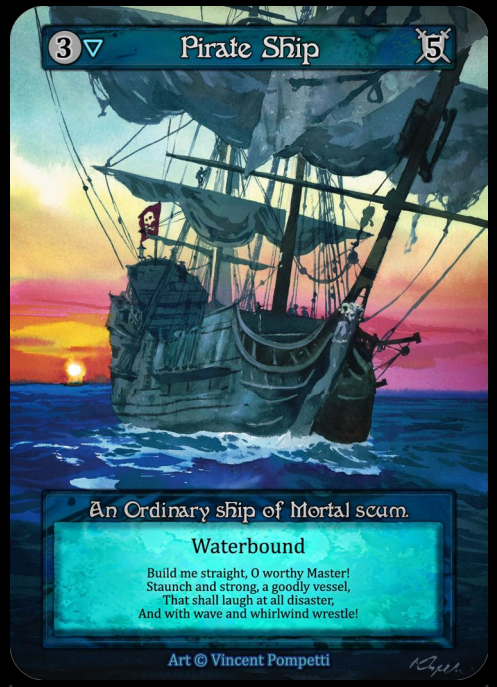
7
Mother Nature
3
A Unique Mythic of divine fecundity.
Immobile
Once per turn, when you summon a minion nearby, draw a spell.
Art © Séverine Pineaux


3
Pirate Ship
5
An Ordinary ship of Mortal scum.
Waterbound
Build me straight, O worthy Master!
Staunch and strong, a goodly vessel,
That shall laugh at all disaster,
And with wave and whirlwind wrestle!
Art © Vincent Pompetti

2
Sunken Treasure
Long lost Exceptional Relics waiting to be found.
Your opponent chooses one of your Water sites as this Treasure enters play. Submerge it there.
When the bearer of this Treasure surfaces, its controller draws 2 spells. Sacrifice this Treasure.
Art © Jeff A. Menges

4
Yokai Kappas
3
Exceptional Demons of fluid trickery.
Iron Skin
The site these Kappas occupy is also a Water site.
Art © Gadu Duaso

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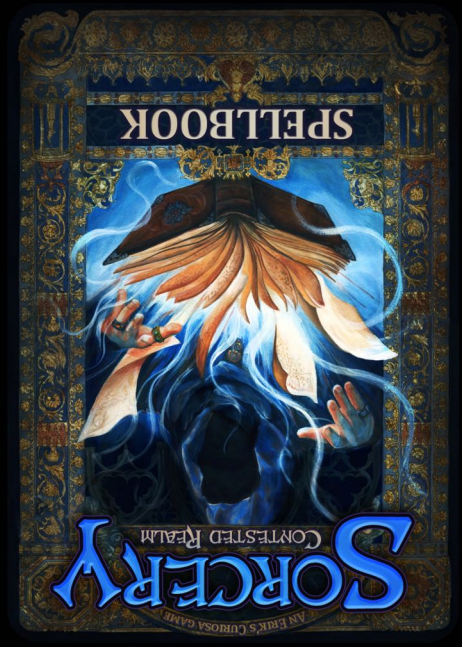
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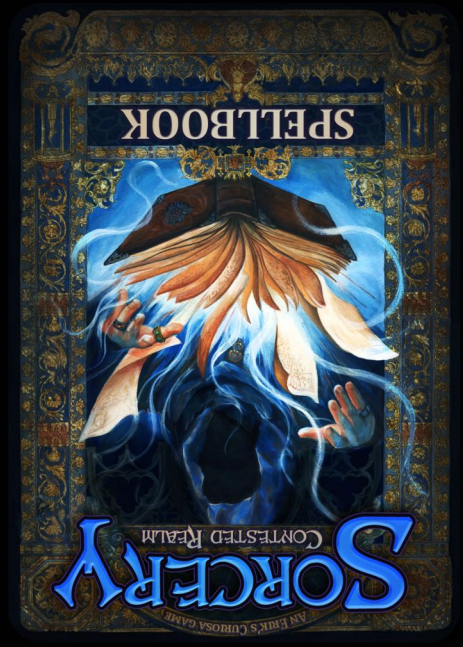
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Art © Matt Tames
Autumn River – An Ordinary Site of refreshing Water.
Genesis → Look at your top spellbook card. You may put it at the bottom.

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Autumn River – An Ordinary Site of refreshing Water.
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Art © Drew Tucker
Leviathan Island – An Elite Site of Monstrous proportions.
: This Island can defend itself with a power of 12 until defeated once.

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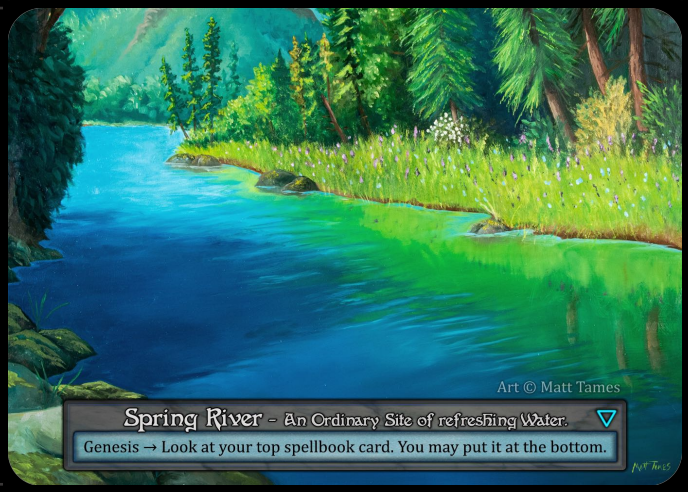
Art © Matt Tames
Spring River – An Ordinary Site of refreshing Water.
Genesis → Look at your top spellbook card. You may put it at the bottom.

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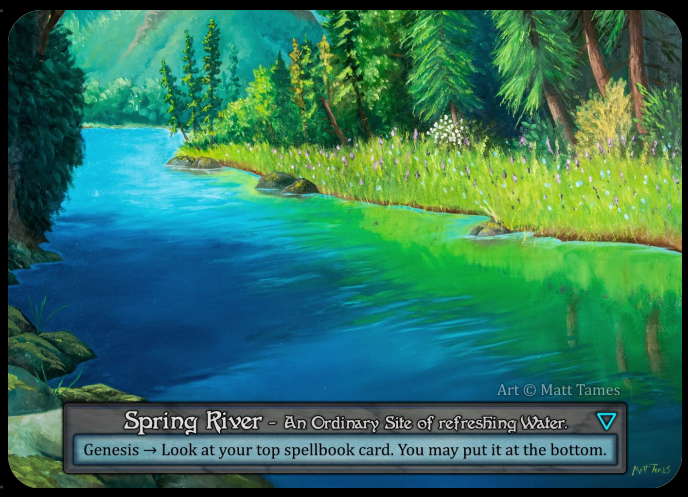
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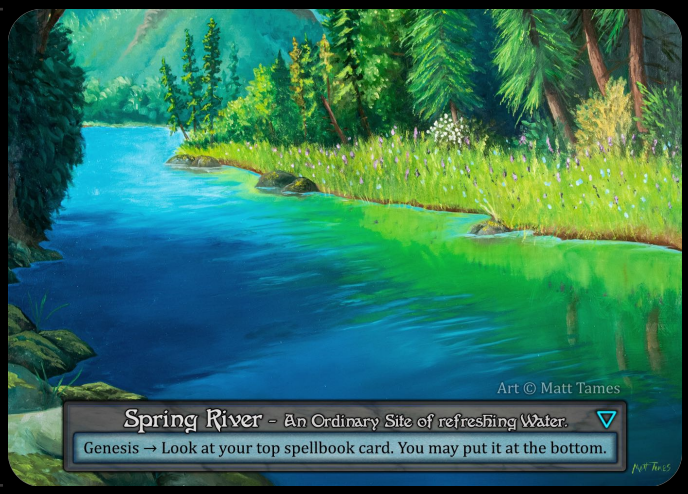
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Spring River – An Ordinary Site of refreshing Water.
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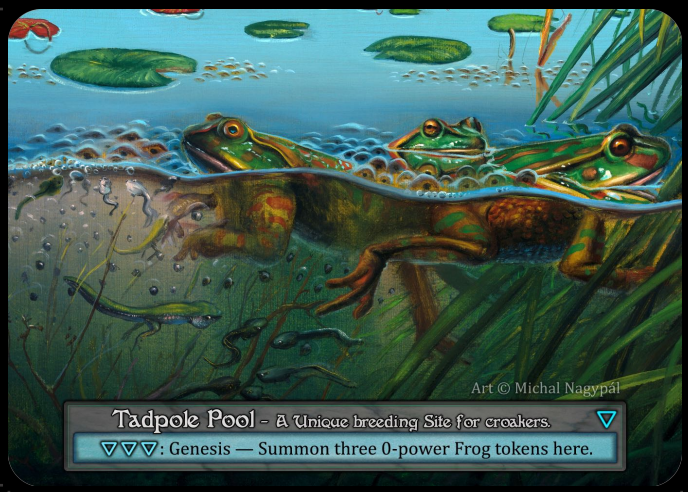
Art © Michal Nagypál
Tadpole Pool – A Unique breeding Site for croakers.
▽▽▽: Genesis — Summon three 0-power Frog tokens here.

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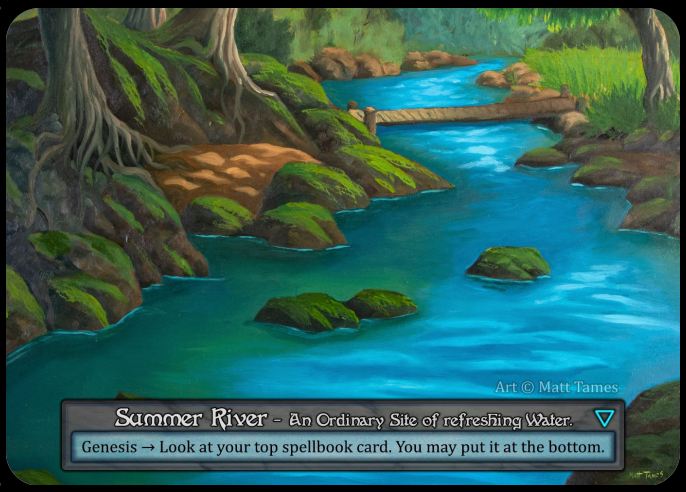
Art © Matt Tames
Summer River – An Ordinary Site of refreshing Water.
Genesis → Look at your top spellbook card. You may put it at the bottom.

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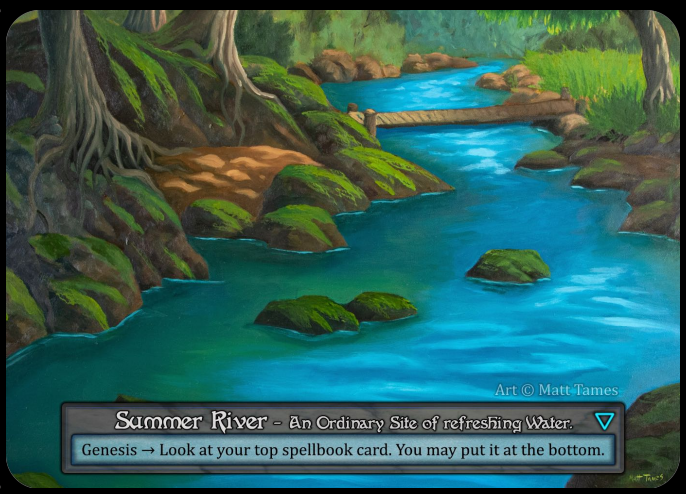
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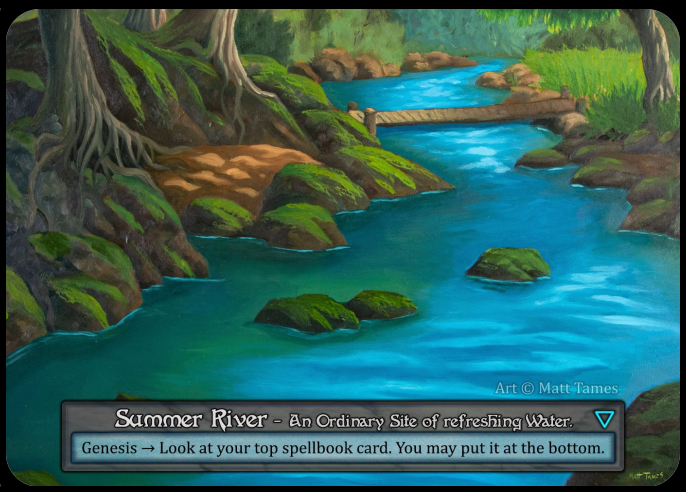
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Genesis → Look at your top spellbook card. You may put it at the bottom.

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Art © Dan Seagrave
Maelström – A Unique Site of ineluctable malevolence.
▽▽: Genesis → Pull Avatars and minions one step towards this site.

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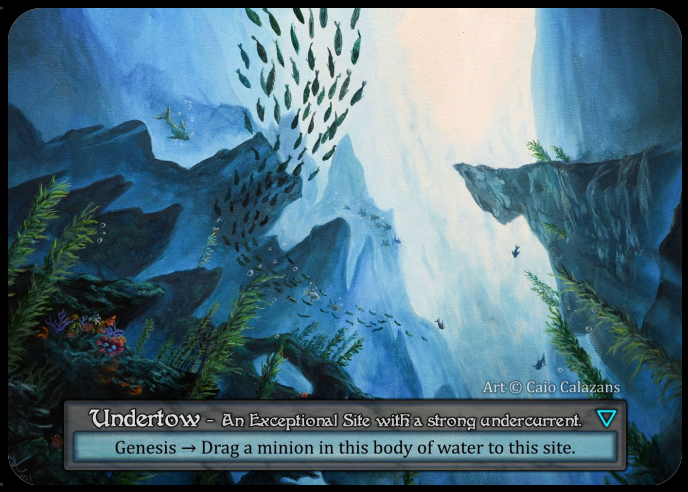
Art © Caio Calazans
Undertow – An Exceptional Site with a strong undercurrent.
Genesis → Drag a minion in this body of water to this site.

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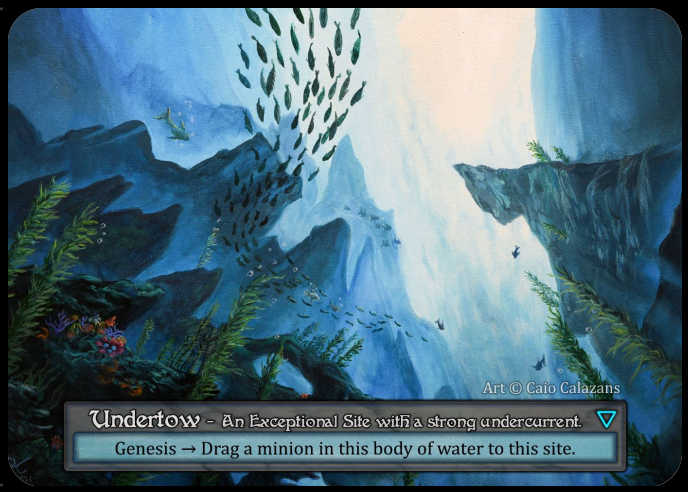
Art © Caio Calazans
Undertow – An Exceptional Site with a strong undercurrent.
Genesis → Drag a minion in this body of water to this site.

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Art © Caio Calazans
Floodplain – An Exceptional Site of an overwhelming flow.
The site directly in front of this Floodplain is also a Water site.

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Art © Caio Calazans
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The site directly in front of this Floodplain is also a Water site.