9 **Crushing Arm**

CREATURE

ARM

Prey – the least powerful flank creature.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 002 The Keyraken

9 **Crushing Arm**

CREATURE

ARM

Prey – the least powerful flank creature.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 002 The Keyraken

6 **Grappling Tentacle**

CREATURE

TENTACLE

Prey – the most powerful non-flank creature.

Play: Grappling Tentacle captures 3 from you. If the tide is low, Grappling Tentacle captures 6 instead.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 004 The Keyraken

6 **Grappling Tentacle**

CREATURE

TENTACLE

Prey – the most powerful non-flank creature.

Play: Grappling Tentacle captures 3 from you. If the tide is low, Grappling Tentacle captures 6 instead.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 004 The Keyraken

3 **Lashing Tentacle**

CREATURE

TENTACLE

Prey – the most powerful creature.

Skirmish.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 006 The Keyraken

3 **Lashing Tentacle**

CREATURE

TENTACLE

Prey – the most powerful creature.

Skirmish.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 006 The Keyraken

6 **Shield Arm** 3

CREATURE

ARM

Taunt.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 008 The Keyraken

6 **Shield Arm** 3

CREATURE

ARM

Taunt.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 008 The Keyraken

3 **Slippery Arm**

CREATURE

ARM

Elusive.

Reap: If the tide is low, the Keyraken archives 1 adventure card.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 010 The Keyraken

Slippery Arm

3

CREATURE

ARM

Elusive.

Reap: If the tide is low, the Keyraken archives 1 adventure card.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta 010 The Keyraken

Tenacious Arm

3

CREATURE

ARM

Reap: The Keyraken steals 1 from you.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

"We're too slow. Engage the æmber thrusters!"
–Captain Fermi

©2021 FFG

Kevin Sidharta 012 The Keyraken

Tenacious Arm

3

CREATURE

ARM

Reap: The Keyraken steals 1 from you.

Destroyed: Deal 3 to the Keyraken, ignoring armor.

"We're too slow. Engage the æmber thrusters!"
–Captain Fermi

©2021 FFG

Kevin Sidharta 012 The Keyraken

Beast of Dark Legend

ACTION

Play: The Keyraken gains 1 for each of your unforged keys. If the tide is high, the Keyraken archives 1 adventure card.

"Long ago, it was sealed beyond reality. When it returns, our ascension will follow."
–Deep Priest Anikava

©2021 FFG

Kevin Sidharta 014 The Keyraken

Behold Its Grandeur

ACTION

Play: The Keyraken gains 1 for each creature you control that shares a house with one or more of its neighbors, to a maximum of 4.

Radiance emanated from the broken seal, a red light falling upon the gathered faithful.

©2021 FFG

Marc Escachx 015 The Keyraken

Behold Its Grandeur

ACTION

Play: The Keyraken gains 1 for each creature you control that shares a house with one or more of its neighbors, to a maximum of 4.

Radiance emanated from the broken seal, a red light falling upon the gathered faithful.

©2021 FFG

Marc Escachx 015 The Keyraken

Crimson Churning

ACTION

Play: Deal 1 to each of your creatures. If the tide is high, the Keyraken archives 1 adventure card.

"This resonance originated from the Keyraken's seal! It shall crush all who stand before us!"
–Deep Priest Anikava

©2021 FFG

Ilham Zaka 017 The Keyraken

Defend the Keyraken!

ACTION

Play: Ward the Keyraken and each of its creatures.

As the Worldbreaker Cult rallied around its unleashed champion, its numbers grew with amplified menace.

©2021 FFG

Marc Escachx 018 The Keyraken

Defend the Keyraken!

ACTION

Play: Ward the Keyraken and each of its creatures.

As the Worldbreaker Cult rallied around its unleashed champion, its numbers grew with amplified menace.

©2021 FFG

Marc Escachx 018 The Keyraken

Devour Whole

ACTION

Play: For the remainder of the turn, the Keyraken gains skirmish and "prey – the least powerful creature." It fights, then readies. (*It will fight again when it is used.*)

"Awfully roomy in here…"
–Scout Pete

©2021 FFG

bimawithpencil | 020 ● | The Keyraken

Devour Whole

ACTION

Play: For the remainder of the turn, the Keyraken gains skirmish and "prey – the least powerful creature." It fights, then readies. (*It will fight again when it is used.*)

"Awfully roomy in here…"
–Scout Pete

©2021 FFG

bimawithpencil | 020 ● | The Keyraken

Devour Whole

ACTION

Play: For the remainder of the turn, the Keyraken gains skirmish and "prey – the least powerful creature." It fights, then readies. (*It will fight again when it is used.*)

"Awfully roomy in here…"
–Scout Pete

©2021 FFG

bimawithpencil | 020 ● | The Keyraken

Drag to Your Doom

ACTION

Play: Purge your most powerful creature. If the tide is high, you may lower the tide instead.

"An extradimensional digestive system that can transmute the power of æmber? Fascinating… I should have put sensors on the crew." –Dr. Escotera

©2021 FFG

Alexandre Leoni | 023 ★ | The Keyraken

Emergence

ACTION

Play: Destroy 1 of your artifacts and exhaust 3 of your creatures.

"Only destroying the beast can stop it now. I wish it were not so."
–Sir Marrows

©2021 FFG

Chris Bjors | 024 ◆ | The Keyraken

Emergence

ACTION

Play: Destroy 1 of your artifacts and exhaust 3 of your creatures.

"Only destroying the beast can stop it now. I wish it were not so."
–Sir Marrows

©2021 FFG

Chris Bjors | 024 ◆ | The Keyraken

Into the Abyss

ACTION

Play: Discard your hand and draw 4 cards. If the tide is high, you may lower the tide instead.

"The cult threatens to destroy even the most innocent life. We cannot allow that to come to pass."
–Imperial Zora, Archon

©2021 FFG

Marko Fiedler | 026 ★ | The Keyraken

Left in Its Wake

ACTION

Play: Exhaust your most powerful creature and each creature you control that shares a house with it. If the tide is high, the Keyraken archives 1 adventure card.

"I thought we were just going for a scenic dive!"
–Dive Officer Tero

©2021 FFG

Marko Fiedler | 027 ★ | The Keyraken

Preternatural Will

ACTION

Play: If the tide is low, heal 6 damage from the Keyraken. If the tide is high, you gain 3 chains.

At its thought, entire oceans shift.

©2021 FFG

Tomek Larek | 028 ● | The Keyraken

Preternatural Will

ACTION

Play: If the tide is low, heal 6 damage from the Keyraken. If the tide is high, you gain 3 chains.

At its thought, entire oceans shift.

©2021 FFG

Tomek Larek | 028 ● | The Keyraken

Preternatural Will

ACTION

Play: If the tide is low, heal 6 damage from the Keyraken. If the tide is high, you gain 3 chains.

At its thought, entire oceans shift.

©2021 FFG

Tomek Larek | 028 ● | The Keyraken

Race to the Surface

ACTION

Play: For each time the Keyraken has advanced this game, it archives 1 adventure card. Draw that many cards (*from your own deck*).

"It's already destroyed the observatory–you don't think Bellatorus Castra is next?" –Senator Bracchus

©2021 FFG

Borja Pindado | 031 ● | The Keyraken

Race to the Surface

ACTION

Play: For each time the Keyraken has advanced this game, it archives 1 adventure card. Draw that many cards (*from your own deck*).

"It's already destroyed the observatory–you don't think Bellatorus Castra is next?" –Senator Bracchus

©2021 FFG

Borja Pindado | 031 ● | The Keyraken

Race to the Surface

ACTION

Play: For each time the Keyraken has advanced this game, it archives 1 adventure card. Draw that many cards (*from your own deck*).

"It's already destroyed the observatory–you don't think Bellatorus Castra is next?" –Senator Bracchus

©2021 FFG

Borja Pindado | 031 ● | The Keyraken

The Evil in the Ranks

ACTION

Play: Deal 3 to each of your flank creatures. If the tide is high, the Keyraken archives 1 adventure card.

"Why do you stand in the way of our coming dominion?" –Mikkron, Worldbreaker Zealot

©2021 FFG

Alexandre Leoni | 034 ★ | The Keyraken

Tidal Trouble

ACTION

Play: Stun your most powerful creature and each creature that shares a house with it. If the tide is high, you may lower the tide instead.

As the Keyraken feasted on the observatory's æmber stores, it exploded in size.

©2021 FFG

Ghais Ramadhani | 035 ★ | The Keyraken

Tide Down

ACTION

Play: Put 1 of your creatures on the bottom of your deck. If the tide is high, the Keyraken archives 1 adventure card.

"Welcome to your new home, shorecrawler." –Mikkron, Worldbreaker Zealot

©2021 FFG

Alexandre Leoni | 036 ★ | The Keyraken

Zealot's Revelation

ACTION

Play: Shuffle the adventure discard pile into the adventure deck, then the Keyraken archives 3 adventure cards. If the tide is high, you may lower the tide instead.

©2021 FFG

David Auden Nash | 037 ★ | The Keyraken

Ascending Jet

ARTIFACT

POWER

Action: Give the Keyraken's creature with the lowest power three +1 power counters. If that creature has 9 or more power, destroy Ascending Jet and lower the tide.

In the wake of the Worldbreaker Cult's chief arcanists, the current buoyed the Keyraken's ascent.

©2021 FFG

Hans Krill | 038 ◆ | The Keyraken

Ascending Jet

ARTIFACT

POWER

Action: Give the Keyraken's creature with the lowest power three +1 power counters. If that creature has 9 or more power, destroy Ascending Jet and lower the tide.

In the wake of the Worldbreaker Cult's chief arcanists, the current buoyed the Keyraken's ascent.

©2021 FFG

Hans Krill | 038 ◆ | The Keyraken

Swift Current

ARTIFACT

POWER

Action: The Keyraken's creature with the highest power captures 1 from you. If you have no , destroy Swift Current and lower the tide.

"Try to keep up!"
–Deep Priest Anikava

©2021 FFG

Alexandre Leoni | 040 ◆ | The Keyraken

Swift Current

ARTIFACT

POWER

Action: The Keyraken's creature with the highest power captures 1 from you. If you have no , destroy Swift Current and lower the tide.

"Try to keep up!"
–Deep Priest Anikava

©2021 FFG

Alexandre Leoni | 040 ◆ | The Keyraken

Whirpool Eddy

ARTIFACT

POWER

Action: Stun and exhaust 1 of your creatures that is not already stunned. If all of your creatures are stunned, destroy Whirlpool Eddy and lower the tide.

"Where are you going? The monster is up there!"
–Whirlpool Eddy

©2021 FFG

Chris Bjors | 042 ◆ | The Keyraken

Whirpool Eddy

ARTIFACT

POWER

Action: Stun and exhaust 1 of your creatures that is not already stunned. If all of your creatures are stunned, destroy Whirlpool Eddy and lower the tide.

"Where are you going? The monster is up there!"
–Whirlpool Eddy

©2021 FFG

Chris Bjors | 042 ◆ | The Keyraken

Primordial

UPGRADE

The Keyraken gains, "**Reap:** Archive 1 adventure card."

After a player forges a key, destroy Primordial.

After absorbing æmber for millennia, the Keyraken became a force of nature.

©2021 FFG

Brian Adriel | 044 ◆ | The Keyraken

Primordial

UPGRADE

The Keyraken gains, "**Reap:** Archive 1 adventure card."

After a player forges a key, destroy Primordial.

After absorbing æmber for millennia, the Keyraken became a force of nature.

©2021 FFG

Brian Adriel | 044 ◆ | The Keyraken

Titanic Maw

UPGRADE

The Keyraken gains skirmish, "prey – the most powerful creature," and "**Fight:** Deal 3 to each neighbor of the creature the Keyraken fights."

At the end of the Keyraken's turn, if you control no creatures, destroy Titanic Maw.

©2021 FFG

Radial Studio | 046 ★ | The Keyraken

High Tide
(The tide is high.)
The cost for the Keyraken to advance is 6 per player.
After the Keyraken advances, lower the tide.
As long as the Keyraken must fight the current, perhaps there is a chance.
©2021 FFG
Monstre
The Keyraken

Low Tide
(The tide is low.)
The cost for the Keyraken to advance is 3 per player.
Omni: Your team loses a total of 2 per player as a group. If you do, raise the tide.
©2021 FFG
Monstre
The Keyraken