



The Vaultbinder

ARTIFACT



RELIC

The Vaultbinder cannot leave play.

🌀 **Omni:** Exhaust a friendly creature of the active house. If you do, raise the tide.

"Only the Vaultbinder can close the seals, but you will never find it!" –Deep Priest Anikava

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BalanceSheet

015

Conspiracy



Deep Prophecy

ACTION

Play: The Conspiracy archives X adventure cards, where X is your current depth.

Ancient Unfathomable artifacts are so powerfully mind-altering that using them is more likely to cause death than enlightenment.

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Erratic Portal

ACTION

 **Play:** Discard the top card of the adventure deck, or the top 3 cards instead if the tide is low. The Conspiracy archives each creature discarded this way.


From beyond the seals came a strange resonance that formed untold numbers of evil twins.

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Fiendish Undercurrents

ACTION

Play: Either deal 2  to each of your team's creatures at your location or your team loses 4 .



"We seem to find new enemies at every turn."

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"We seem to find new enemies at every turn."

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Hypnotic Chant

ACTION

 **Play:** Move to another revealed location that is not deeper. If the tide is high, your team gains 3 .



"Let the waves of resonance fill your mind and pull you down into sleep. You will wake as a whole new you."

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Sabotage

ACTION

Play: If your team controls more creatures at your location than the Conspiracy, exhaust each of your team's creatures at your location.

"So, you were the one sabotaging the Vortexilon!"
—Captain Fermi

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Sabotage

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Play: If your team controls more creatures at your location than the Conspiracy, exhaust each of your team's creatures at your location.


*"So, you were the one sabotaging the Vortexilon!"
—Captain Fermi*

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Sink to the Depths

ACTION

 **Play:** Put your creature with the highest power on the bottom of its owner's deck. If the tide is low, repeat the preceding effect.


*"Three days' fall with no sign of the Cult or its seals.
But I should reach the bottom eventually."*

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Truths Uncovered

ACTION

Play: Put an ignorance counter on each of your non-flank creatures. While a creature has an ignorance counter on it, its text box is considered to be blank (except for traits).

*"Our coming was foretold eons ago."
—Dr. Escotera's evil twin*

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Tomek Larek

♦ 030 ♦

Conspiracy



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Frost Turret

ARTIFACT



WEAPON

Frost Turret enters play ready.

Action: Deal 3  to one of your non-flank creatures, with 1  splash.

"With all these 'surprises' they're leaving us, you'd think the conspirators want to tell us something."

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Riptide Turret

ARTIFACT



WEAPON

Riptide Turret enters play ready.

Action: Discard a random card from your hand.

"Losing only a fraction of your sanity to the riptide is the best-case scenario..."

—Captain Fermi

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Colin Searle

035 ●

Conspiracy



Riptide Turret

ARTIFACT



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©2021 FFG

Colin Searle

036

Conspiracy



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ARTIFACT



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©2021 FFG

Colin Searle

037 ●

Conspiracy



Whirlpool Turret

ARTIFACT



WEAPON

Whirlpool Turret enters play ready.

🌀 **Action:** The Conspiracy gains 1 🎲. If the tide is low, it gains 2 🎲 instead.

*"More traps. We must be on the right track."
—Captain Fermi*

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Colin Searle

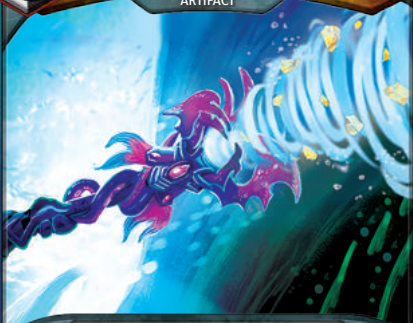
038 ●

Conspiracy



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Evil Twin

6

Deep Priest Anikava

CREATURE

AQUAN

Reap: The Conspiracy archives
1 adventure card.

"Each seal we open unleashes a new resonant frequency, spreading out like ripples and touching the minds of more and more Archons. Soon the whole Crucible will be ours!"

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Konstantin Porubov

041 ♦

Conspiracy



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Konstantin Porubov

♦ 042 ♦

Conspiracy



Evil Twin


4

Dr. Escotera

CREATURE

CYBORG • SCIENTIST

Prey – the rightmost creature with 3 power or lower.

Play: Your team loses  equal to the depth of your location.

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Bogdan Tauciuc

♦ 043 ♦

Conspiracy



Evil Twin

4

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©2021 FFG

Bogdan Tauciuc

044 ♦

Conspiracy



Evil Twin

5

Fuzzy Gruen

CREATURE

BEAST

Prey – the creature with the lowest power.

Fight: The Conspiracy gains 1 🍌.

*"6 arms = 300% Hugging Power."
–Dr. Escotera*

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Adam Vehige

045 ●

Conspiracy



Evil Twin

5

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Adam Vehige

046 ●

Conspiracy



Evil Twin

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Adam Vehige

047 ●

Conspiracy



Evil Twin

Murkens

CREATURE

ELF • THIEF

Prey – the creature with the highest power.
Skirmish.

Play: If your team controls more creatures at your location than the Conspiracy, the Conspiracy archives 1 card.

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Evil Twin

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Evil Twin

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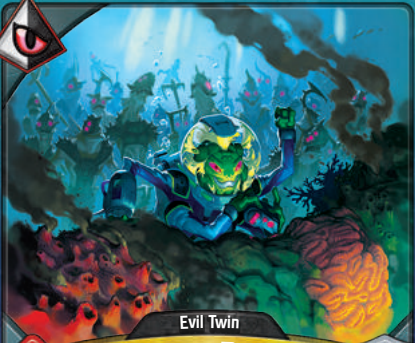
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Bogdan Tauciuc

050 ●

Conspiracy



Evil Twin

4

Scout Pete

CREATURE

ALIEN

Reap: Move a Conspiracy artifact from a shallower location to Scout Pete's location.

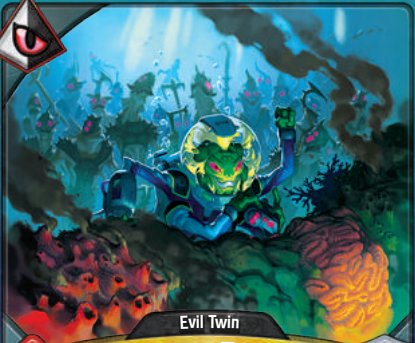
"The road is too dangerous. We need to go through the razor-coral forest and across Stingray Bay."

© 2021 FFG

Marko Fiedler

051

Conspiracy



Evil Twin

4

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ALIEN

Reap: Move a Conspiracy artifact from a shallower location to Scout Pete's location.

"The road is too dangerous. We need to go through the razor-coral forest and across Stingray Bay."

© 2021 FFG

Marko Fiedler

552

Conspiracy



Evil Twin

4

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© 2021 FFG

Marko Fiedler

553

Conspiracy



Evil Twin



4

Senator Bracchus

CREATURE

DINOSAUR • POLITICIAN

Elusive.

Seals at this location cost -1  for each  on Senator Bracchus.

Reap: Exalt Senator Bracchus and your least powerful creature.

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Tomek Larek

♦ 054 ♦

Conspiracy



Evil Twin



4

Senator Bracchus

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DINOSAUR • POLITICIAN

Elusive.

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Tomek Larek

 055 

Conspiracy



Evil Twin

4

Sir Marrows

CREATURE

2

HUMAN • KNIGHT

Prey – the leftmost creature with 5 power or lower.

After 1 of your team's creatures reaps at Sir Marrows's location, give Sir Marrows a +1 power counter.

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Evil Twin

4

Sir Marrows

CREATURE

2

HUMAN • KNIGHT

Prey – the leftmost creature with 5 power or lower.

After 1 of your team's creatures reaps at Sir Marrows's location, give Sir Marrows a +1 power counter.

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