



SLRS Vortexilon

LOCATION

"This is the finest deep-sea exploration vehicle house Logos ever built, but it will still take days to get all of its systems back online. Go find out who did this, and stop their schemes!"
—Captain Fermi

1

BalanceSheet



◆ 001 ◆

Conspiracy



Krillgarden

LOCATION

 While the tide is high, your creatures gain,
"Reap: Gain 1 .

"No signs of the Vaultbinder here, but there are plenty of local delicacies to sample." –Scout Pete

1

BalanceSheet

◆ 002 ◆

Conspiracy



Bloodreef

LOCATION

🌀 While the tide is high, your creatures gain,
“**Fight:** Gain 1 🎲.”

“There is only one way out of this labyrinth of coral, and it leads right through dangerous hunting grounds.” –Sir Marrows

1

BalanceSheet

◆ 003 ◆

Conspiracy



Sonitorium

LOCATION

☞ While the tide is high, you may play The Vaultbinder as if it were in your hand.

☞ While the tide is low, the Conspiracy's creatures gain, "**Reap:** Archive 1 adventure card."

2

BalanceSheet

◆ 004 ◆

Conspiracy



Hatchery

LOCATION

- ☞ While the tide is high, your creatures enter play ready.
- ☞ While the tide is low, the Conspiracy's creatures enter play ready.

"The scale of Aquan reproduction is deeply unsettling." –Dr. Escotera

2

BalanceSheet


◆ 005 ◆

Conspiracy



Shellmarket

LOCATION

- While the tide is high, resolve each of your bonus icons an additional time.
- While the tide is low, each card the Conspiracy plays gains an  bonus icon.

2

BalanceSheet

◆ 006 ◆

Conspiracy



The Abyss

LOCATION

🌀 At the start of your turn, if the tide is low, destroy your creature with the lowest power.

"The Worldbreaker Cult must be nearby—I feel an eerie, electric potential in the water here." –Senator Bracchus

3

BalanceSheet

◆ 007 ◆

Conspiracy



Runed Altar

LOCATION

☞ While the tide is low, you cannot play more than 2 cards each turn.

Most who try to decipher the glyph's secrets are vexed by their inability to understand. They are the lucky ones.

3

BalanceSheet

◆ 008 ◆

Conspiracy

An underwater scene with several glowing, circular seals on the ocean floor. A large, blue, tentacle-like creature is visible in the background. The scene is dimly lit with blue and purple hues.

Titan's Gate

LOCATION

- While the tide is low, seals cost -2 per player.
- At the start of your turn, if The Vaultbinder is at this location and the tide is high, your team may spend 6 per player to win the game.

Evil light shines from behind the opening seals...

3

BalanceSheet

◆ 009 ◆

Conspiracy