




9

Crushing Arm

CREATURE

ARM

Prey – the least powerful flank creature.

Destroyed: Deal 3  to the Keyraken, ignoring armor.

©2021 FFG




9

Crushing Arm

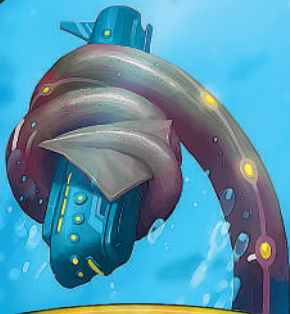
CREATURE

ARM

Prey – the least powerful flank creature.

Destroyed: Deal 3  to the Keyraken, ignoring armor.

©2021 FFG






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.

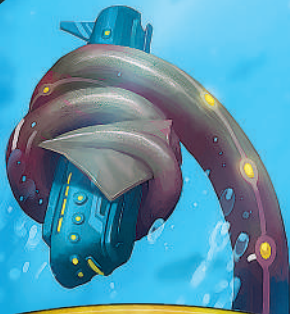
Destroyed: Deal 3  to the Keyraken, ignoring armor.

©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

005 ♦

The Keyraken



3

Lashing Tentacle

CREATURE

TENTACLE

Prey – the most powerful creature.
Skirmish.

Destroyed: Deal 3  to the Keyraken, ignoring armor.

©2021 FFG




3

Lashing Tentacle

CREATURE

TENTACLE

Prey – the most powerful creature.
Skirmish.

Destroyed: Deal 3  to the Keyraken, ignoring armor.

©2021 FFG



6


Shield Arm

CREATURE

ARM

3

Taunt.

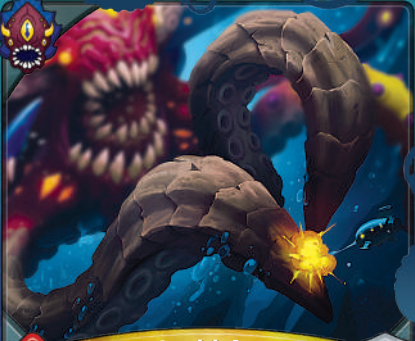
Destroyed: Deal 3  to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta

008 ♦

The Keyraken



6


Shield Arm

CREATURE

3

ARM

Taunt.

Destroyed: Deal 3  to the Keyraken, ignoring armor.

©2021 FFG

Kevin Sidharta

009 ♦

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



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

011 ♦

The Keyraken





3

Tenacious Arm

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





3

Tenacious Arm

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



013

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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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



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

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

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

Whirlpool 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 Eddie*

©2021 FFG

Whirlpool 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 Eddie*

©2021 FFG

Chris Bjors

043 ♦

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

045 ♦

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

