Sea of Legends Appendix

Draft (01.25.2022)

## Abilities

#### Captain Abilities

* How does Cesare’s Captain ability, Conversion / Fervor, work?
  + Draw 1 Crew card for each Captain icon assigned. You may hire 1 of the drawn Crew cards. Discard any unselected.
  + Fervor, the upgraded ability, lets you hire up to 2 of the drawn Crew cards. Discard any unselected.
  + You may only activate this ability once per Challenge.
* How does Kahina’s Captain ability, Pilfer / Plunder, work?
  + Draw 1 Tavern card for each Captain icon assigned. You may select 1 of the drawn Items or Rumors to keep. Discard any unselected.
  + Plunder, the upgraded ability, lets you select up to 2 of the drawn Items or Rumors to keep. Discard any unselected.
  + You may only activate this ability once per Challenge.
  + There is an error on Kahina’s Legendary Captain ability Plunder.
    - “up to” is missing.
    - Correct text should read:
      * For every [CI] assigned, draw 1 Tavern card. Then choose up to 2 of the drawn Items or Rumors to keep.
* Can Grimwald use his Captain ability, Grave Robbery / Grave Peril, to activate a Crew ability with Bonus dice? What about a Crew ability with bonus movement or other non-Challenge effects?
  + You may not add dice to your pool once you’ve rolled the dice, so Grimwald may not gain Bonus dice from a Crew in the discard.
  + Likewise, Grimwald may not use Crew in the discard to gain a benefit outside of the current Challenge, so no movement or other non-Challenge effects.

#### Faction Legendary Crew Abilities

* How does Fopberry’s Legendary Crew ability work? Do I always get the Bonus dice?
  + There is an error on Fopberry’s Legendary Crew card.
    - “Exhaust to” is missing.
    - Correct text should read:
      * Exhaust to gain 1 Bonus die for every 2 British Ports.
* How does Gedden’s Legendary Crew ability work?
  + Ability has been readjusted for balance and clarity.
    - Correct text should read:
      * Exhaust to gain 1 Bonus die. Gain 2 additional Bonus dice while in or adjacent to a region with **Alura**.
* How does Ixchelli’s Legendary Crew ability work? Do I always get the Bonus dice?
  + There is an error on Ixchelli’s Legendary Crew card.
    - “Exhaust to” is missing.
    - Ability has been readjusted for balance.
    - Correct text should read:
      * Exhaust to gain 1 Bonus die. Gain 1 additional Bonus die for every 2 **Golden Fruit** under the **Merchant**.

#### Lover/Nemesis Abilities

* How does Datti’s Lover ability Strength in Numbers work? Do I Exhaust his Lover card?
  + There is an error on Datti’s Lover card.
    - Ignore the clause:
      * “Exhaust to”
    - Correct text should read:
      * Gain 1 Bonus die. Gain 1 additional Bonus die for every 2 **Seekers** in play.
* How does Gedden’s Lover ability Stormson’s Might work?
  + - Ability has been readjusted for balance and clarity.
    - Correct text should read:
      * Gain 1 Bonus die. Gain 2 additional Bonus dice while in or adjacent to a region with **Alura**.
* How does Isabella’s Lover ability Call in the Fleet work? I thought we can’t add Bonus dice to the pool after the dice have been rolled?
  + There is an error on Isabella’s Lover card.
    - Ignore the clause:
      * “For every [LoverIcon] assigned,”
    - Ability has been readjusted for balance.
    - Correct text should read:
      * Gain 1 Bonus die for every **Spanish Galleon** in play. Up to 3 dice.
* Ixchelli’s Lover ability Dauntless Defender has been updated.
  + - Ability has been readjusted for balance.
    - Correct text should read:
      * Gain 1 Bonus die. Gain 1 additional Bonus die for every 2 **Golden Fruit** under the **Merchant**.

## Alignment

* Why is there a distinction between Hostile, Neutral, and Allied NPCs? **[p.11]**
  + Each Faction in the game has an alignment in relationship to other Factions and each player. That alignment affects how you interact with the Faction and how they interact with your Captain.
* How do I know if an NPC is Hostile, Neutral, or Allied? **[p.11]**
  + By default, all NPC’s are hostile to players and to NPC’s of other Factions, unless their Faction Guide specifically states otherwise or an Item or Relic changes that alignment.
  + All NPCs are considered allied to NPCs of their own Faction, unless their Faction Guide specifically states otherwise or an Item or Relic changes that status.
* What does it mean to be Hostile with a Faction? **[p.11]**
  + A player cannot move freely through a region occupied by hostile NPCs. If you move into a region with a hostile NPC, you must stop and Challenge them.
  + A player may not take any player action or free action other than a Challenge in a region occupied by hostile NPCs.
  + A player may not pick up or drop Faction Objective tokens while in a region occupied by hostile NPCs.
  + When a player is hostile to a Faction, the NPCs of that Faction may attack that player if they move into the same region.
* What does it mean to be Neutral with a Faction? **[p.12]**
  + A player can move freely through a region occupied by neutral NPCs.
  + A player may take any player action or free action in a region occupied by neutral NPCs. This includes Adventures, Port actions, and Challenging other Captains or hostile NPCs.
  + A player may also pick up or drop Faction Objective tokens while in a region occupied by neutral NPCs.
  + When a player is Neutral to a Faction, the NPCs of that Faction will not attack that player. They will also not consider that player when they Evaluate their Objective, unless that player is holding one of their Faction Objective tokens.
    - For example, if a player is neutral to the Children of Tlaloc but is holding a Summoning Relic token, the Children of Tlaloc NPCs won’t attack that player. BUT the Merfolk Guardians and Tetzahuitl will still move towards that player and take any Summoning Relic tokens from them.
* What does it mean to be allied with a Faction? **[p.12]**
  + When a player is allied with a Faction, that player receives the same benefits as if they were neutral to them.
  + Additionally, if that Faction wins the game, so does the player allied with that Faction.
  + If a player is allied with an NPC Faction, the player will gain the Ally bonus from their allies’ NPC Stat card if participating in a Challenge action in a region occupied by allies.

## Ally Bonus

* How does the Ally bonus work? **[p. 16]** 
  + All allied NPCs in a region fight together as a single NPC, whether making an attack or being attacked/challenged. To determine their Strength, use the current Strength from the NPC Stat card and add the Ally bonuses of any allied NPCs in the region to the Strength. The Ally bonus is located on the NPC Stat card for each Follower or Leader.
  + In other words, when an NPC shares a region with another allied NPC, increase the Strength of the attacking/defending NPC by the Ally bonus located on the allied NPC's Stat card for each allied NPC in that region.These NPCs will fight together, but will also all be defeated together if they lose the combat.
    - For example, a region has 3 Undead Soldiers that have combined into a Horde. The base Strength for an Undead Soldier is currently 5. If the Undead Soldiers attack or are attacked or Challenged, their Allied Strength is 9 (5 Base Strength + 2 Ally bonus + 2 Ally bonus).
    - If defeated, all 3 Undead Soldiers are removed from the board and the player or NPC defeating them gains 15 gold (5 gold x 3 Undead Soldiers).
* Does an NPC consider any Ally bonus when determining whether it has enough Strength to win an attack? **[p. 19]**
  + Yes. Since all allied NPCs in a region will defend as a single NPC, an NPC will consider the allied Strength of all NPCs in a region when determining who is the strongest NPC, which they must attack. All allied NPCs in a region should be evaluated as if they are a single NPC (players allied with the Faction do not affect the Strength).
* If a player declares a Challenge and there are Allied NPCs in the region, does the player gain the Ally bonus? **[p. 12 and p. 18]**
  + Yes. If a player is allied with an NPC Faction, the player will gain the Ally bonus from their allies’ NPC Stat card when participating in a Challenge action in a region occupied by allies.
  + During step 7. Compare Strength: add the Ally bonus of any allied NPCs to the player’s final Strength score for the Challenge.

## Challenges

* When I declare a Challenge, but there are multiple NPCs in the region, who do I attack? **[p.16]**
  + You must Challenge the strongest hostile NPC in the region.
  + All allied NPCs in a region fight together as a single NPC. To determine their Strength, use the strongest NPC of the Faction for the base Strength and add the Ally bonuses of any allied NPCs in the region to their Strength.
  + Defeating an NPC will remove it and any allied NPCs in the region from the board that contributed to their combined Strength. The winning player claims the rewards indicated on the NPC Stat card for each defeated NPC, plus any gold or Faction Objective tokens held by the NPCs.

## Crew

* How do I Refresh Exhausted Crew? **[p.14]**
  + When you begin any Port action, Refresh all your Exhausted Crew by turning them upright. You may then take the corresponding action for the Port type of the region you are in.
* Can I discard my Starter Crew when required to discard Crew? What about my Legendary Crew?
  + A player can discard their Starter Crew when required to discard Crew. Return discarded Starter Crew to the gamebox.
  + A player can not discard a Legendary Crew unless specifically instructed to do so by an Adventure.
* Can I use a Crew or Legendary Crew card without Exhausting the card?
  + No. All Crew and Legendary Crew must be Exhausted to activate their ability.

## Decks

* Do I create a discard pile for each deck?
  + The Event deck, Crew deck, and Tavern deck should all have separate discard piles next to their respective decks.
  + The Faction decks and Ship deck do not require discard piles and any discarded cards from those decks should be returned to their respective decks.
* What do I do when I need to draw a card from a deck, but there are no more cards in that deck?
  + When you need to draw a card and there are none remaining in the respective deck, shuffle the discard for that deck to create a new deck and then draw a card.

#### Crew deck

* When discarding a Starter Crew, do they go to the Crew discard?
  + No. Starter Crew are returned to the box when they are discarded.
* What do I do with the Crew that I decide not to hire? **[p. 15]**
  + Place any Crew revealed and not hired in the Crew discard.

#### Event deck

* After resolving an Event card, do I discard it or put it on the bottom of the deck? **[p.21]**
  + Place it in a discard pile next to the Event deck.
  + It can be helpful to spread the discard pile vertically or horizontally to help keep track of how many rounds have passed.
* What do I do when there are no more cards in the Event deck? **[p.20]**
  + If you need to draw an Event card and there are none remaining in the Event deck, shuffle the discard pile to create a new Event deck.

#### Ship deck

* When discarding a Ship, does it go to a discard pile? **[p.15]**
  + Class 1 Starter Ships may be returned to the gamebox.
  + Ship upgrades, Class 2 and Class 3 Ships, should be returned to the Ship deck and are immediately available for use as upgrades by other players.
* Should the Expansion have included another Class 2 Ship?
  + No. There should be 4 Class 2 Ships. In a 5 player game, it is possible that a Class 2 Ship is unavailable for the fifth Captain. Ships are first come, first serve. Once a Class 2 Ship is discarded it may be purchased by another player or a player may skip the Class 2 upgrade and purchase a Class 3 Ship.

#### Tavern deck

* If an ability allows me to draw multiple Tavern cards, what do I do with Tavern cards that I decide not to keep? **[p.15]**
  + Any time a Tavern card is revealed and not kept, place it face up next to the Tavern deck in the Tavern discard pile.
  + If you need to draw a Tavern card and there are none remaining in the Tavern deck, shuffle the Tavern discard pile to create a new deck.

## Factions

### Base Game Factions

#### Atlantean Usurpers

* If there is only one Sea region that is the furthest from King Alaran, do I place all the Seekers there?
  + No. Place the first Seeker in the Sea region furthest from King Alaran. When you place the second Seeker, that spot is no longer valid since it is currently occupied by another Seeker. Place the second Seeker in the next farthest Sea region from King Alaran.
* When placing a Seeker, what if all Sea regions are occupied by players and/or NPCs?
  + Then place the Seeker in the furthest Sea region from King Alaran that is not occupied by another Seeker.
* How do I claim an Atlantean Vault Relic from King Alaran? **[p.28]**
  + If a player starts or ends their turn in King Alaran’s region, they may exchange one or more Trophies to claim an equal number of Atlantean Vault Relics of the player’s choice from King Alaran.
  + This is a free action.
  + If King Alaran is in a region occupied by any hostile NPCs, the player may not exchange a Trophy.
* What happens if King Alaran is defeated?
  + If King Alaran is defeated, the Atlantean Usurpers win the game.

#### British Empire

* Do the Naval Officers always target the strongest port? **[p. 29]**
  + No. Naval Officers will target the nearest Port without a British Flag whose Strength they equal or exceed. If there is more than one, the strongest Port is their Objective.
* Do Naval Officers and/or the Admiral target Ports captured by Neutral or Allied players or Factions?
  + Yes. Naval Officers and the Admiral will target the nearest Port without a British Flag. Even Ports of Neutral or Allied players and/or Factions.
  + Once there, they will not attack a Neutral or Allied player or NPC, but they will remove any existing Flag and place a British Flag.
* Does a Naval Officer stay in the region with a British Flag? **[p. 29]**
  + A Naval Officer in a British Port will not move if they are the only Naval Officer in the region.
  + If there are multiple Naval Officers in a British Port, the Naval Officer will target the nearest Port without a British Flag whose Strength they exceed or equal.
* When I Challenge a Naval Officer in a British Port, am I Challenging the Port? **[p. 29]**
  + Yes. When an NPC attacks or a player Challenges a Naval Officer in a British Port, use the Strength value of either the Naval Officer or the Port, whichever is higher.
  + Challenging a Naval Officer in a British Port counts as challenging a Port for Abilities that require this.
  + If you win the Challenge, you may choose either the 7 gold for the Naval Officer or choose to Capture the Port and all the rewards that entails, including gold, possible Notoriety, and replacing the British Flag with your Captain Flag.
  + Regardless of your chosen Reward, the Naval Officer is removed from the board.
* How does the Admiral’s Barrage ability work? **[p. 30]**
  + Unlike most Faction Leaders, the Admiral has an Ally bonus.
  + The Admiral’s Barrage ability extends that Ally bonus to all Allies of the British Empire in regions adjacent to the Admiral.
* What happens if the Admiral is defeated? **[p.29-30]**
  + If the Admiral is defeated, the player or NPC that defeated the Admiral claims 2 Notoriety as their reward.
  + Once defeated, the Admiral cannot be placed on the board again by the Royal Treasury. However, the Admiral can be placed on the board again if an Adventure instructs a player to place the Admiral.

#### Children of Tlaloc

* Do Merfolk Guardians placed by an Adventure or Event card pick up Summoning Relic tokens in that region immediately?
  + No. Picking up a Summoning Relic token is part of a Merfolk Guardian’s turn. A Merfolk Guardian will not pick up a Summoning Relic token until its Faction Turn.
  + When it is activated on the next Faction Turn, it will not move because the Summoning Relic is in its current region. If there is not a hostile player or hostile NPC in the region, the Merfolk Guardian will pick up the Summoning Relic token during the Special Action phase at the end of its turn.
* What happens if there is already a Merfolk Guardian occupying Tetzahuitll’s region? [**p. 31]**
  + They will not enter the region until there is no longer a Merfolk in Tetzahuitl’s region.
* Can a player pick up or drop a Summoning Relic token? **[p. 31]**
  + Summoning Relic tokens may only be picked up from a region by Merfolk Guardians.
  + A player may not drop a Summoning Relic. If a player has a Summoning Relic, they must follow the special rules on the card for discarding the Summoning Relic.
* When a player gains a Summoning Relic token, do they get a free Relic? **[p.31]**
  + If a player gains a Summoning Relic token, they should also take a Summoning Relic card from the Children of Tlaloc Faction deck.
  + One Summoning Relic card exists for each token on the board, so you may collect more than one during play.
* When a player discards a Summoning Relic to summon Tetzahuitl, do they have to discard all Summoning Relics they hold?
  + No. If a player holds multiple Summoning Relics, they may discard 1 Summoning Relic to place Tetzahuitl in their region. They return the Summoning Relic card to the Children of Tlaloc deck and give Tetzahuitl 1 Summoning Relic token.
* Does Tetzahuitl need 4 Summoning Relics for the Children of Tlaloc to win? **[p.30]**
  + No. Tetzahuitl needs 4+ Relics, including, but not limited to, Summoning Relics.
* Does Tetzahuitl’s Ancient Power ability work with any Relic?
  + Yes. Tetzahuitl gains 1 Strength for each Relic she holds, not just Summoning Relics.
* What happens if Tetzahuitl is defeated?
  + If Tetzahuitl is defeated, the player or NPC that defeated Tetzahuitl claims 1 Notoriety as their reward.
  + Additionally, the player or NPC that defeated Tetzahuitl will take all Summoning Relic tokens and Relics that Tetzahuitl held when she was defeated.
  + A player will earn 1 Notoriety for each Relic and/or Summoning Relic they take from Tetzahuitl while they hold them.
* Once defeated, can Tetzahuitl be placed on the board again?
  + Once defeated, Tetzahuitl can be placed on the board again if a Merfolk Guardian brings a Summoning Relic to Tortuga, if a player discards a Summoning Relic card, or if an Adventure instructs a player to place Tetzahuitl.
* What is Tetzahuitl’s Strength if she is placed on the board by an Adventure?
  + If Tetzahuitl is placed on the board due to an Adventure Result, she will be placed without a Summoning Relic token or other Relic, therefore she will have her base Strength 10.

#### Dread Tide

* When more than one Undead Soldiers are in the same region, do I activate them together? **[p. 33]**
  + Yes. When an Undead Soldier occupies a region with another Undead Soldier, they are United and act as a single NPC for all purposes: activation, Objective evaluation, move, attack, and special action.
  + When three or more Undead Soldiers occupy a region, a Horde is immediately formed. Additional Undead Soldiers will act as a second NPC until they form a Horde of their own.
* When 2 or more Undead Soldiers Unite in a turn, do they get to act still? **[p. 33]**
  + When an Undead Soldier occupies a region with another Undead Soldier, they immediately Unite to become a single NPC for all purposes: activation, Objective evaluation, move, attack, and special action.
  + The United Undead Soldiers will complete all steps of their activation that have not yet been completed by the Undead Soldier that was initially activated.
    - For example: if 1 Undead Soldier moves into a region with another Undead Soldier, they immediately Unite and are treated as 1 NPC. They can now make an attack if there is a hostile player or NPC in the region, but the second Undead Soldier can no longer be activated to move because it is already considered part of an NPC that has moved this Faction Turn.
  + If a Horde or Skeletal Colossus is formed after moving into a region, they do not get an additional movement. However, they could immediately attack and/or Infest in that region.
* What happens if the Skeletal Colossus is defeated?
  + If the Skeletal Colossus is defeated, the player or NPC that defeated the Skeletal Colossus claims 2 Notoriety as their reward.
* Once defeated, can the Skeletal Colossus be placed on the board again?
  + Once defeated, the Skeletal Colossus will be placed on the board again as soon as an existing Horde is activated to move or when a new Horde forms.
  + Additionally, the Skeletal Colossus can be placed on the board again if an Adventure instructs a player to place the Skeletal Colossus.

### Expansion Factions

#### Aztecs

* What does it mean to treat Quetzalcoatl as a Nemesis? **[p. 35]**
  + Quetzalcoatl acts like an additional Nemesis when a player, regardless of alignment, is in a region that matches the type Quetzalcoatl occupies (Port or Sea).
  + Each time he gains an Aztec Gold, he unlocks a new ability in descending order.
* What happens if Quetzalcoatl is defeated? **[p.35]**
  + If Quetzalcoatl is defeated, the player or NPC that defeated Quetzalcoatl claims 1 Notoriety as their reward.
  + Additionally, the player or NPC that defeated Quetzalcoatl will take all Aztec Gold tokens that Quetzalcoatl held when he was defeated.
  + A player will earn 1 Notoriety for each Aztec Gold they take from Quetzalcoatl while they hold them.
* Once defeated, can Quetzalcoatl be placed on the board again?
  + Once defeated, Quetzalcoatl may be placed on the board again if a Champion brings an Aztec Gold to Claw Bay, or if an Event card or Adventure instructs a player to place Quetzalcoatl.

#### Ordo Nocturnus

* When the fifth Temple is placed by an Initiate, will Nocturne move during that Faction Turn? **[p. 37]**
  + No. When the fifth Temple is built, place Nocturne in that region. Nocturne will then Consume the Temple and any Initiates in the region.
  + He will not take any other action this Faction Turn.
* What is Nocturne’s Strength if he is placed on the board by an Adventure?
  + If Nocturne is placed on the board due to an Adventure Result, he will be placed without a Consumed Temple token, therefore he will have his base Strength 8.
* What happens if Nocturne is defeated?
  + If Nocturne is defeated, the player or NPC that defeated Nocturne claims 1 Notoriety as their reward.
  + Additionally, the player or NPC that defeated Nocturne will earn 1 Notoriety for each Temple Nocturne Consumed. This is tracked by Temple tokens placed on Nocturne’s NPC Stat card.
  + Finally, all Temple tokens placed on Nocturne’s NPC Stat card are returned to the supply and may be placed again to summon Nocturne.
* Once defeated, can Nocturne be placed on the board again?
  + Once defeated, Nocturne may be placed on the board again if an Initiate places a fifth Temple in a Port region.
  + Additionally, Nocturne may be placed on the board again if an Adventure instructs a player to place Nocturne.

#### Sea Coven

* What is Alura’s Strength if she is placed on the board by an Adventure?
  + If Alura is placed on the board due to an Adventure Result, she will be placed without a Soul Shard token, therefore she will have her base Strength 9.
* Will Spanish Galleons still target Sea Elementals if their Strength is greater than or equal to a Sea Elemental, even if the Spanish Galleon can't attack the Sea Elementals due to Mesmerize? **[p. 38]**
  + Spanish Galleons can’t attack Sea Elementals, and will not consider them as valid targets when evaluating their Objectives.
* When a Sea Elemental attacks a Spanish Galleon, but has a lower strength than the Spanish Galleon, is the Sea Elemental defeated? **[p. 38]**
  + No. After a successful attack against a Spanish Galleon (regardless of its Strength), both miniatures are moved together one region closer to Alura if she is on the board.
* What happens if Alura is defeated?
  + If Alura is defeated, the player or NPC that defeated Alura claims 1 Notoriety as their reward.
  + Additionally, the player or NPC that defeated Alura will earn 1 Notoriety for each Soul Shard Alura holds.
  + Finally, all Soul Shard tokens held by Alura are returned to the supply.
* Once defeated, can Alura be placed on the board again?
  + Once defeated, Alura may be placed on the board again if an Event card is revealed with the instruction: “If not in play, place Alura in Smuggler’s Cove.”
  + Additionally, Alura may be placed on the board again if an Adventure instructs a player to place Alura.

#### Sentinels of Mukul

* What happens if an NPC other than a Spanish Galleon gains 1 or more Golden Fruit tokens? **[p. 39]**
  + An NPC that gains a Golden Fruit from another NPC they defeat will hold the Golden Fruit until they are defeated by a player or NPC.
* How does the Golden Fruit trigger for Batz work? When is he placed? **[p. 40]**
  + If Batz is not in play (on the board), Batz is placed in Cartagena when at the end of a Trade there is 1 or more Golden Fruit under the Merchant in a 1–2 player game, or when at the end of a Trade there are 3 or more Golden Fruits under the Merchant in a 3 or more player game.
* Does Batz take an action when he is placed?
  + No. Batz will not take an action immediately when placed, but he may act during the same Faction Turn.
  + If Batz is placed during a player turn, via a Trade with the Merchant or by an Adventure, he will take an action when the Sentinels of Mukul are activated during the Faction Turn.
  + If Batz is placed during the Faction Turn when a Spanish Galleon Trades with the Merchant, Batz will take an action during that Faction Turn if the Sentinels of Mukul have not yet been activated. If they have already been activated, Batz will take his first action in the next Faction Turn.
* What happens if Batz is defeated?
  + If Batz is defeated, the player or NPC that defeated Batz claims 2 Notoriety as their reward.
  + Additionally, the player or NPC that defeated Batz will take all the Golden Fruit tokens that Batz held when he was defeated.
* Once defeated, can Batz be placed on the board again?
  + Once defeated, Batz may be placed on the board again if the Golden Fruit threshold at the Merchant is passed again. Either because he was originally placed by an Adventure or because Batz took all the Golden Fruit from the Merchant and more Golden Fruit have been Traded to the Merchant.
  + Additionally, Batz may be placed on the board again if an Adventure instructs a player to place Batz.

#### Skystalkers

* Can I have more than 1 Harpy Egg?
  + Yes. However, only your first Harpy Egg gets an Egg Tracker card and Egg Tracker token. Additional Harpy Eggs are worth 1 Notoriety each while held.
* When do I get the points for holding the Harpy Egg?
  + Harpy Eggs are worth 1 Notoriety each while held. **[p. 41]**
  + When you first gain a Harpy Egg, you get an Egg Tracker card and Egg Tracker token at the end of that round. For each additional round that you hold a Harpy Egg, advance the Egg Tracker token 1 position. When you choose to drop any and all Harpy Eggs you hold, you gain any Notoriety designated on your Harpy Egg card.
  + If you lose your Harpy Eggs before dropping them, you do not gain any Notoriety from the Harpy Egg card and you lose 1 Notoriety for each Harpy Egg no longer held.
* Can a player take a Harpy Egg if they win a Challenge with a player carrying one?
  + Yes. A player may take a Harpy Egg instead of taking half the loser’s gold or a Relic.
  + If it was the player’s only Harpy Egg, their Harpy Egg card and Egg Tracker token are returned to the supply.
  + The Harpy Egg card and accumulated Notoriety from the Egg Tracker token are not transferable. They are lost and the new player will take their own Harpy Egg card and Egg Tracker token if they did not previously have one.
* What happens if the Harpy is defeated?
  + If the Harpy is defeated, the player or NPC that defeated the Harpy claims 1 Notoriety as their reward.
  + Additionally, the player or NPC that defeated the Harpy will take all Harpy Egg tokens that the Harpy held when she was defeated.
  + A player will earn 1 Notoriety for each Harpy Egg they take from the Harpy while they hold them.
* Once defeated, can the Harpy be placed on the board again?
  + Once defeated, the Harpy may be placed on the board again if an Event card is revealed with the instruction: “If not in play, place the Harpy in a Sea region.”
  + Additionally, if not in play, the Harpy can be placed on the board again if a player picks up a Harpy Egg from a region. Place the Harpy in that region immediately.
  + Finally, the Harpy may be placed on the board again if an Adventure instructs a player to place the Harpy.

## Fleeing

* What does it mean to “flee to an adjacent region”?
  + Usually, when a player is defeated by an NPC, that player must flee the region where the attack took place. A player that must flee chooses an adjacent region to place their Captain mini.
* Can you flee into a region with an NPC? What about a hostile NPC?
  + A player can flee into a region with an NPC, even a hostile NPC. While fleeing, a player is not required to challenge any NPC, nor may they choose to challenge (a player cannot declare a challenge when it is not their turn).
* Will a hostile NPC attack a player that flees into their region?
  + Once all defeated players have fled and the active NPCs turn has been fully resolved, any NPC that has not yet been activated must still take its turn. A player that previously fled may be attacked by additional NPCs in the current Faction Turn dependent upon each NPCs objective(s).
* Can a player be attacked, and thus flee, more than once during the Faction turn?
  + Yes. Any NPCs that have not yet taken an action during the Faction turn may potentially attack a player that has previously been attacked in the Faction turn.

## Forts & Flags

* What are Forts and Faction Flags and how do I place them? **[p.10-11]**
  + Forts tokens indicate a Faction has a strong presence in a Port. They are only placed or removed when instructed by Adventures in the app.
  + Flag tokens indicate a player or Faction controls a Port and may be placed or removed as the Result of some Adventures. When placing a Flag, remove any previous Flag in the Port region.
* Can a player be attacked or Challenged while in a Port region with a Fort? **[p. 11]**
  + Yes. A Port region with a Fort token cannot be the target of a Challenge or attack, but it does not prevent other types of attacks or Challenges from happening in the region.

## Hideout

* When taking a Hideout action, can I bury more than 10 gold? **[p.16]**
  + Yes. When you take a Hideout action, you may bury gold in multiples of 10 as a single action. Every 10 gold buried earns you 1 Notoriety.
  + Place the Notoriety on your Captain card and return all buried gold back to the supply.

## Lover/Nemesis

* What does it mean to “unlock a Lover/Nemesis next ability?” **[p.6]**
  + When instructed to unlock the next ability for your Lover or Nemesis, move the Favor or Malice token on their card down one space to unlock their next ability.
* What does it mean to "remove a Nemesis' last ability”? **[p.7]**
  + When instructed to remove your Nemesis’ last ability, move the Malice token up one space on the Nemesis card to remove an ability.
  + A Nemesis can lose their first ability. When instructed to remove their last ability, remove the Malice token from the Nemesis card. That Nemesis will no longer affect the player until their abilities are unlocked again.
* During a Challenge, if I change some of the Nemesis icons to other icons, but can’t change all of them, what happens?
  + You always resolve your Nemesis abilities last. You will only suffer a penalty for the Nemesis icons that still remain after you manipulate your dice.

#### Faction Lover/Nemesis

* Do I shuffle the Faction Lover/Nemesis cards in with the other Lover/Nemesis cards before choosing a Lover and Nemesis?
  + No. Faction Lover/Nemesis cards for the two Factions selected for the current game should be set aside with the other Faction components.
  + Faction Lover/Nemesis cards from unused Factions should remain in the box with other unused Faction components.
* How do I get Faction Lover/Nemesis cards into play if they are not included during setup? **[p. 8]**
  + Faction Lover/Nemesis cards may be brought into play through the Adventures in the Sea of Legends app. An Adventure will indicate when you gain (or discard) Faction Lovers/Nemeses.

## Movement

* If I didn’t use all of my movement during my turn, can I take an action, and then use the rest of my movement? **[p. 13]**
  + No. You may only move once per turn. You may move before or after you take your player action, but all movement must be completed at once.

## Notoriety

* Some cards say “+1 Notoriety while held”, what does this mean? **[p. 12]**
  + Some Notoriety depends on employing Crew members, holding Relics, or unlocking a Lover’s True Love ability.
  + When you gain Notoriety from one of these sources, place a Notoriety token beside the relevant Crew, relic, or Lover card. If you lose these cards or abilities, your Notoriety will decrease.
* How much Notoriety do I gain for Crew hired? **[p.15]**
  + A player gains 1 Notoriety for every 10 gold worth of Crew employed
  + A player should add up the gold values for each member of their Crew. From 0-9 gold value equals 0 Notoriety. From 10-19 gold value equals 1 Notoriety. From 20-29 gold value equals 2 Notoriety, and so on.
* Do you lose Notoriety if your crew is not worth 10 gold anymore? **[p. 12]**
  + Yes. Like holding a Relic, you only maintain the Notoriety for having 10 gold worth of Crew while you have 10+ gold value in Crew. If you dip below 10 gold in Crew, you will lose 1 Notoriety immediately.
* Do I lose the Notoriety from my Class 2 (II) ship if I purchase a Class 3 (III) ship?
  + No. If you purchase a Class 3 ship and currently have a Class 2 ship, you keep the Notoriety from the Class 2 ship (even though you discard and return your Class 2 ship to the Ship deck) in addition to the Notoriety from the Class 3 ship. Consider it a little bonus for making your name aboard this trusty vessel.
* Do I lose Notoriety if my Captain Flag is removed from a Port that granted me Notoriety (Tortuga, Havana, or San Juan)?
  + No. You do not lose Notoriety if you lose control of a Port.

## NPCs

* Can an NPC gain Notoriety tokens? **[p. 19]**
  + Yes. An NPC may gain Notoriety tokens when defeating another NPC whose reward includes Notoriety and/or an NPC that holds one or more Notoriety tokens. The winning NPC gains all rewards indicated on the NPC Stat card for each defeated NPC along with any gold, Notoriety, or Faction Objective tokens the defeated NPCs hold. Stack all these rewards under the winning NPC.
  + These Notoriety tokens will transfer with all other rewards if the NPC is defeated by a player or other NPC.
* What happens to rewards stacked under an NPC if they are removed from the board outside of losing a Challenge or Attack? For example, after a Seeker Wounds King Alaran, it says the Seeker is removed from play. What happens to any rewards they hold? **[p.11]**
  + If an NPC is removed from the board without being defeated:
    - return all Notoriety and gold held by the removed NPC back to the supply.
    - place all other Faction Objective tokens held by the removed NPC on the board in the region where the NPC was before being removed.
  + All Faction Objective tokens on the board follow the normal Faction Guide rules for interaction.

#### NPC Strength

* What level do the NPC Stat cards start at the beginning of the game? **[p. 7]**
  + Place an NPC Strength token on the first level (the topmost semi-circle) of each NPC Stat card. Note: the 1st and 2nd Level have the same stats on all NPCs.
* How do I “increase the level” of a Faction? **[p. 20]**
  + Move the NPC Strength token down 1 space on the relevant NPC Stat card.

#### NPC Combat

* If an NPC with a Region Attack is defeated by a stronger NPC, what happens to any weaker NPCs in the region?
  + If the NPC with the Region Attack is defeated by a stronger NPC, players and other NPCs in the same region are unaffected by the Region Attack.
* What happens when an NPC is defeated? **[p.18]**
  + When an NPC is defeated by a player or another NPC, the defeated NPC is removed from the board and returned to the supply.
* What happens when an NPC defeats an NPC?. **[p. 19]**
  + If an NPC is defeated by another NPC, they are removed from the board along with all allied NPCs in the region. The winning NPC gains all rewards indicated on the NPC Stat card for each defeated NPC along with any gold, Notoriety, or other Faction Objective tokens the defeated NPCs hold. Stack all these rewards under the winning NPC.

#### NPC Objectives & Movement

* Do NPCs without an Objective have to move, or can they stay in the region they are already in? **[p. 19]**
  + Each NPC must move during their turn, unless their Objective dictates otherwise.
  + If they have no current Objective, the first player controlling the NPCs during the Faction Turn chooses an adjacent region to move them to.
* If an NPC begins their turn in a region with 1 or more hostile players or hostile NPCs, do they have to attack them?
  + Similar to a player, an NPC can leave a region with hostile players and/or hostile NPCs without making an attack. This depends on the NPCs objective. NPCs evaluate their objectives and if they can accomplish their objective without moving they will do so. So if the hostile players, NPCs, or the region aren’t part of the NPC’s objective, it will move from the region.
* When moving NPCs, do I have to anticipate how their allies will move and attack?
  + Each NPC will activate, evaluate its objective(s), move, attack, and use its special action(s) independently of their allies unless their rules specify otherwise.

#### NPC Placement

* Can NPC Leaders be placed again after they are defeated?
  + Unless specifically stated otherwise, Leaders can be returned to the board after they are defeated. Even when stated otherwise, if the app instructs you to place them, they are placed back on the board. See **Factions** above.
* An Adventure result instructed me to remove an NPC from the board, do I also get the reward and any tokens it was carrying as if I had defeated it? **[p.11]**
  + No, you do not get any rewards from the NPC when an Adventure result instructs you to remove an NPC from the board.
  + Return all Notoriety and gold held by the removed NPC back to the supply.
  + Place all other tokens held by the removed NPC on the board in the region where the NPC was before being removed.
  + All tokens on the board will follow the normal Faction Guide rules for interaction.
* When an Adventure instructs me to place an NPC on the board, do I get to fight it as a part of this turn?
  + No, your action for this turn was going on an Adventure.
* Where do Faction NPCs start on the board?
  + The only Faction that starts with an NPC mini on the board is the Spanish Armada. All other Faction NPCs will be placed from Event cards, some abilities (from NPCs, Items, and/or Relics), or by Adventures in the app.

## Ports

* What rewards do I get for successfully Challenging a Port? **[p.18]**
  + When you successfully Challenge a port, you capture that Port and receive the number of gold indicated in the yellow flag and/or the amount of Notoriety indicated in the red flag. In addition, place one of your Captain Flags on the Port region and remove any other flags.
* What does the icon on the board with a skull & crossbones on a red flag found on Havana, San Juan, and Tortuga indicate? **[p.18]**
  + That is a Notoriety reward for capturing one of those Ports.
  + When a player successfully captures one of those Ports, they earn the Notoriety indicated by the number on the red Notoriety flag.
* What do I get for placing my Captain Flag on a Port region? **[p. 11]**
  + As long as your Captain Flag is on that Port, you get +2 gold at the end of each of your turns, including the turn the Port is captured.
* If an NPC or player removes my Captain Flag from a Port, and I successfully Challenge that Port, do I get the Port rewards again?
  + Every time you successfully Challenge a Port that is not already yours, you capture that Port and receive all the rewards indicated by the flags of that Port, even if you had previously captured that Port.
  + You may Challenge a Port that is currently yours in order to remove special Faction tokens, such as Temples or Infestation tokens, but successfully Challenging a Port that is already yours does not grant you the Port rewards again.
* Can other players Challenge a Port that currently has my Captain flag there?
  + Yes. When they successfully Challenge the port, they capture that port and receive all the Port rewards, then they remove your Captain Flag and replace it with theirs.
* Can I take a player action (Adventure, Port, Challenge) in a region with a captured Port? **[p.11]**
  + Players may take a port action in a Port controlled by another player.
  + Players may not take a Port action in a Faction controlled Fort unless they are allies.

## Relics

* How do I claim a Relic from a Rumor? **[p.15]**
  + A player may claim a Relic mentioned in a Rumor if they start or end their turn in the named region. This is a free action. However, if the Relic is in a region occupied by any hostile NPCs, the player may not claim any Relics in that region until no hostile NPCs remain in the region.
  + If a player successfully Challenges a hostile NPC, and no hostile NPCs remain in the region, the player may immediately claim any and all Relics from Rumors they hold.

## Tokens

* How can I pick up or drop tokens? **[p. 11]**
  + Some Factions have special rules that introduce Faction Objective tokens into play that players and Faction NPCs may interact with during their turn. Faction Objective tokens and their specific interactions are explained in the Faction Guides (starting on page 26 of the rulebook).
  + Interacting with a Faction Objective token is a Free Action for a player. However, a player may not take a free action in a region occupied by a hostile NPC.
* What tokens may be picked up or dropped?
  + Players may pick up or drop Atlantean Trophy tokens, Aztec Gold tokens, Golden Fruit tokens, and Harpy Egg tokens (see the Faction Guides beginning on page 26 of the rulebook for details).

#### NPCs and Faction Objective Tokens

* Can an NPC pick up a Faction Objective token if there are one or more players and/or hostile NPCs in the region?
  + No, an NPC must be in a region without any hostile players or hostile NPCs to be able to pick up tokens.
* When does an NPC pick up a Faction Objective token or Relic during its turn?
  + An NPC picks up Faction Objective tokens and/or relics during the Special Actions phase of its turn. They must complete any necessary move and attack actions for their turn first.
* If an NPC Leader is defeated, does it lose its accumulated tokens toward its victory condition? For example, if Alura or Nocturne are defeated, if they return to play, do they still have the Soul Shards or Temples that they had gathered?
  + If an NPC Leader gathers a token that players and other NPCs cannot take when defeating the Leader, those tokens are removed and returned to the supply when that Leader is defeated. If they are returned to the board, they must begin to gather those tokens again.