Sea of Legends

Update Kit
Print & Play

Sea of Legends™ Player Aid

Player Turn

Move and take an action in any order.

Movement

Move up to the number of regions indicated by your Ship's movement as well as any additional modifiers from your tableau.

Player Actions

- **Go on an Adventure**
  Use the *Sea of Legends*™ app to reveal unique rewards and stories.
- **Take a Port Action**
  First, Refresh Crew, then take a Port action at one of the following locations:
  - Tavern – earn gold, find Rumors and Items
  - Shipyard – buy a Ship
  - Hiring Hall – hire Crew
  - Hideout – bury gold
- **Declare a Challenge**
  - Highest Strength wins, attacker wins ties
  - Challenge an NPC, Port, or player

— Notoriety —

Players race to gain 10 or more to win the game.
Here's how you gain :

- Acquire a better ship
- Bury 10 gold
- Claim a relic
- Defeat faction NPCs
- Go on an adventure
- Capture a port
- Employ 10 gold worth of crew

Sea of Legends™ Player Aid

Player Turn

Move and take an action in any order.

Movement

Move up to the number of regions indicated by your Ship's movement as well as any additional modifiers from your tableau.

Player Actions

- Go on an Adventure
  Use the *Sea of Legends*™ app to reveal unique rewards and stories.
- Take a Port Action
  First, Refresh Crew, then take a Port action at one of the following locations:
  - Tavern – earn gold, find Rumors and Items
  - Shipyard – buy a Ship
  - Hiring Hall – hire Crew
  - Hideout – bury gold
- Declare a Challenge
  - Highest Strength wins, attacker wins ties
  - Challenge an NPC, Port, or player

— Notoriety —

Players race to gain 10 or more to win the game.
Here's how you gain :

- Acquire a better ship
- Bury 10 gold
- Claim a relic
- Defeat faction NPCs
- Go on an adventure
- Capture a port
- Employ 10 gold worth of crew

Sea of Legends™ Player Aid

Player Turn

Move and take an action in any order.

Movement

Move up to the number of regions indicated by your Ship's movement as well as any additional modifiers from your tableau.

Player Actions

- Go on an Adventure
  Use the *Sea of Legends*™ app to reveal unique rewards and stories.
- Take a Port Action
  First, Refresh Crew, then take a Port action at one of the following locations:
  - Tavern – earn gold, find Rumors and Items
  - Shipyard – buy a Ship
  - Hiring Hall – hire Crew
  - Hideout – bury gold
- Declare a Challenge
  - Highest Strength wins, attacker wins ties
  - Challenge an NPC, Port, or player

— Notoriety —

Players race to gain 10 or more to win the game.
Here's how you gain :

- Acquire a better ship
- Bury 10 gold
- Claim a relic
- Defeat faction NPCs
- Go on an adventure
- Capture a port
- Employ 10 gold worth of crew

Sea of Legends™ Player Aid

Player Turn

Move and take an action in any order.

Movement

Move up to the number of regions indicated by your Ship's movement as well as any additional modifiers from your tableau.

Player Actions

- Go on an Adventure
  Use the *Sea of Legends*™ app to reveal unique rewards and stories.
- Take a Port Action
  First, Refresh Crew, then take a Port action at one of the following locations:
  - Tavern – earn gold, find Rumors and Items
  - Shipyard – buy a Ship
  - Hiring Hall – hire Crew
  - Hideout – bury gold
- Declare a Challenge
  - Highest Strength wins, attacker wins ties
  - Challenge an NPC, Port, or player

— Notoriety —

Players race to gain 10 or more to win the game.
Here's how you gain :

- Acquire a better ship
- Bury 10 gold
- Claim a relic
- Defeat faction NPCs
- Go on an adventure
- Capture a port
- Employ 10 gold worth of crew

© Guildhall Studios

Sea of Legends

Update Kit
Print & Play

— ROUND ORDER —

PLAYER TURN

Each player takes a turn (see reverse).

FACTION TURN

Controlled by the first player.

1. ACTIVATE FACTION
   - A. ACTIVATE NPC
     - A1. EVALUATE OBJECTIVE
     - A2. MOVE
     - A3. ATTACK
     - A4. SPECIAL ACTIONS
   - B. REPEAT STEPS A1-A4 FOR ALL OTHER NPCS IN ACTIVE FACTION
2. REPEAT STEP 1 FOR ALL OTHER FACTIONS
3. END OF FACTION TURN
   - A. CHECK FOR WINNING PLAYER
   - B. DRAW AN EVENT CARD
   - C. PASS THE FIRST PLAYER TOKEN

REPEAT ROUNDS UNTIL A FACTION OR PLAYER WINS

— WIN THE GAME —

If a Faction achieves its Win Condition during its Faction Turn (see Faction Guides), that Faction and its allies immediately win.

If a player has 10+ ☠ at the end of a round, the player with the most ☠ wins. Tiebreaker: most gold.

— ROUND ORDER —

PLAYER TURN

Each player takes a turn (see reverse).

FACTION TURN

Controlled by the first player.

1. ACTIVATE FACTION
   - A. ACTIVATE NPC
     - A1. EVALUATE OBJECTIVE
     - A2. MOVE
     - A3. ATTACK
     - A4. SPECIAL ACTIONS
   - B. REPEAT STEPS A1-A4 FOR ALL OTHER NPCS IN ACTIVE FACTION
2. REPEAT STEP 1 FOR ALL OTHER FACTIONS
3. END OF FACTION TURN
   - A. CHECK FOR WINNING PLAYER
   - B. DRAW AN EVENT CARD
   - C. PASS THE FIRST PLAYER TOKEN

REPEAT ROUNDS UNTIL A FACTION OR PLAYER WINS

— WIN THE GAME —

If a Faction achieves its Win Condition during its Faction Turn (see Faction Guides), that Faction and its allies immediately win.

If a player has 10+ ☠ at the end of a round, the player with the most ☠ wins. Tiebreaker: most gold.

— ROUND ORDER —

PLAYER TURN

Each player takes a turn (see reverse).

FACTION TURN

Controlled by the first player.

1. ACTIVATE FACTION
   - A. ACTIVATE NPC
     - A1. EVALUATE OBJECTIVE
     - A2. MOVE
     - A3. ATTACK
     - A4. SPECIAL ACTIONS
   - B. REPEAT STEPS A1-A4 FOR ALL OTHER NPCS IN ACTIVE FACTION
2. REPEAT STEP 1 FOR ALL OTHER FACTIONS
3. END OF FACTION TURN
   - A. CHECK FOR WINNING PLAYER
   - B. DRAW AN EVENT CARD
   - C. PASS THE FIRST PLAYER TOKEN

REPEAT ROUNDS UNTIL A FACTION OR PLAYER WINS

— WIN THE GAME —

If a Faction achieves its Win Condition during its Faction Turn (see Faction Guides), that Faction and its allies immediately win.

If a player has 10+ ☠ at the end of a round, the player with the most ☠ wins. Tiebreaker: most gold.

— ROUND ORDER —

PLAYER TURN

Each player takes a turn (see reverse).

FACTION TURN

Controlled by the first player.

1. ACTIVATE FACTION
   - A. ACTIVATE NPC
     - A1. EVALUATE OBJECTIVE
     - A2. MOVE
     - A3. ATTACK
     - A4. SPECIAL ACTIONS
   - B. REPEAT STEPS A1-A4 FOR ALL OTHER NPCS IN ACTIVE FACTION
2. REPEAT STEP 1 FOR ALL OTHER FACTIONS
3. END OF FACTION TURN
   - A. CHECK FOR WINNING PLAYER
   - B. DRAW AN EVENT CARD
   - C. PASS THE FIRST PLAYER TOKEN

REPEAT ROUNDS UNTIL A FACTION OR PLAYER WINS

— WIN THE GAME —

If a Faction achieves its Win Condition during its Faction Turn (see Faction Guides), that Faction and its allies immediately win.

If a player has 10+ ☠ at the end of a round, the player with the most ☠ wins. Tiebreaker: most gold.

© GUILDHALL STUDIOS

Sea of Legends

Update Kit
Print & Play

Jack
St. John

FIERY TEMPER
For every assigned, gain 1 **Vengeance** token. You may discard 2 **Vengeance** tokens to gain 1 Strength.

Kahina
Bridgetown

PILFER
For every assigned, draw 1 Tavern card. Then choose 1 of the drawn Items or Rumors to keep.

Ton
Claw Bay

BIG HIT
For every assigned, gain 1 Strength.

Datti
The Crownbreaker
Cartagena

CALL TO ARMS
For every assigned, draw 1 Crew card. Hire 1 drawn Crew for free.

STRENGTH IN NUMBERS
Gain 1 Bonus die. Gain 1 additional Bonus die for every 2 **Seekers** in play.

INSPIRING REVOLT
For every 2 assigned, gain 2 Strength and Refresh a Crew.

TRUE LOVE
Gain 1 while unlocked.

Karimala
The Vizerine
Claw Bay

SOLEMN ORDER
For every assigned, Refresh 1 Crew.

POLITICAL FAVOR
Gain 1 Bonus die. Gain 2 additional Bonus dice while in, or adjacent to, a region with **King Alaran**.

TRIUMPH
For every 2 assigned, gain 4 gold and 1 Strength.

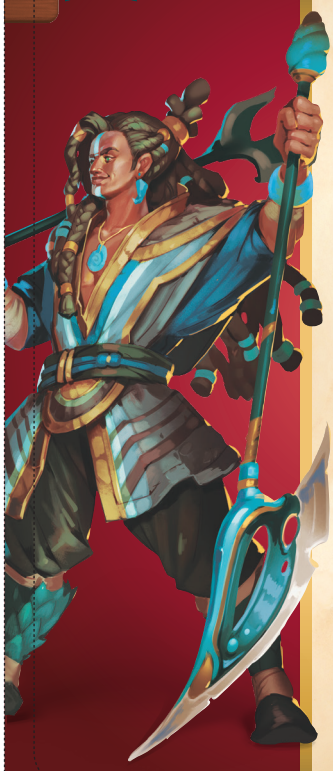
TRUE LOVE
Gain 1 while unlocked.

© GUILDHALL STUDIOS

Sea of Legends

Update Kit
Print & Play

Datti
The Crownbreaker



Cartagena

CLEAR AWAY
If you roll 1 or more ⚔, Exhaust 1 Crew.

HIGH ALERT
If you roll 2 or more ⚔, place 1 **Seeker** in a Sea region furthest away from **King Alaran**.

ADVANCE
If you roll 3 or more ⚔, move 1 **Seeker** one region toward **King Alaran**.

Karimala
The Vizerine

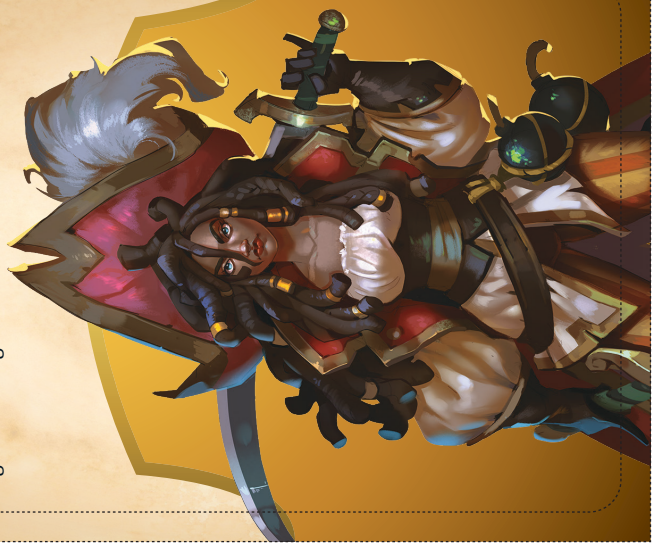
Claw Bay

SOLEMN DECREE
If you roll 1 or more ⚔, Exhaust 1 Crew.

PAY TRIBUTE
If you roll 2 or more ⚔, lose 2 gold for every 🌹 rolled.

GLORIOUS TRIUMPH
If you roll 3 or more ⚔, discard 1 Crew for each **Wound** on **King Alaran**.

Jack
Legendary Captain



BURNING VENGEANCE
For every ⚙ assigned, gain 1 **Vengeance** token. You may discard 1 **Vengeance** token to gain 1 Strength.

Kahina
Legendary Captain

PLUNDER
For every ⚙ assigned, draw 1 Tavern card. Then choose up to 2 of the drawn Items or Rumors to keep.

Ton
Legendary Captain

CRITICAL HIT
For every ⚙ assigned, gain 2 Strength.

© GUILDHALL STUDIOS

Sea of Legends

Update Kit
Print & Play

Isabella
El Capitán

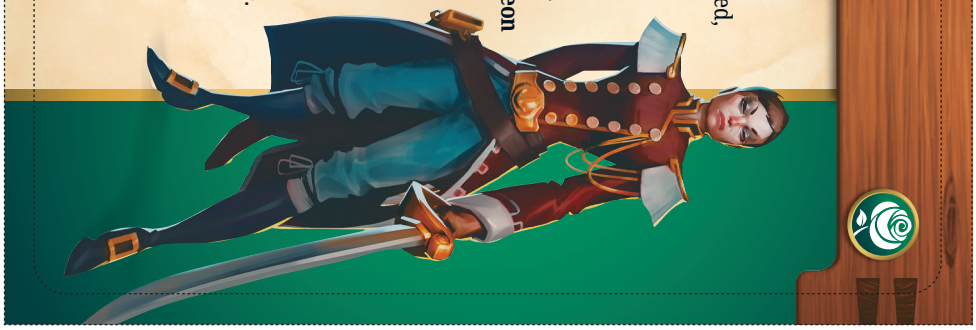
Havana

DIRECT ORDER
For every assigned, Refresh 1 Crew.

CALL IN THE FLEET
Gain 1 Bonus die for every **Spanish Galleon** in play. Up to 3 dice.

CONSCRIPTION
For every assigned, draw 1 Crew card. Hire 1 drawn Crew for free.

TRUE LOVE
Gain 1 while unlocked.



Jules
The High-Flying Felon

Thieves' Landing

FINDERS KEEPERS
For every assigned, draw 1 Tavern card. Choose 1 Item or Rumor to keep.

PROCURE
Once per turn, when you find a Rumor, you may pay 4 gold and immediately claim the Relic.

FEARLESS FLIGHT
For every 2 assigned, gain 4 gold and 1 Strength.

TRUE LOVE
Gain 1 while unlocked.

Maximo
The People's Champ

San Juan

FRIENDLY CHALLENGE
For every assigned, Refresh 1 Crew.

WORK THE CROWD
Gain 3 Bonus dice if you don't have any Exhausted Crew when you roll.

FLEX
For every 2 assigned, gain 3 Strength.

TRUE LOVE
Gain 1 while unlocked.

Param
The Kingmaker

Nassau

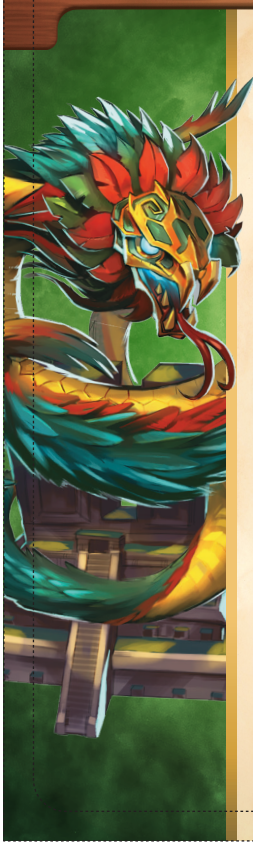
INSPIRE
For every assigned, Refresh 1 Crew.

EMPOWER
Once per Challenge, Exhaust 1 Crew to gain 3 Bonus dice instead of their normal ability.

SHREWD MANEUVER
For every 2 assigned, change the face of any one die.

TRUE LOVE
Gain 1 while unlocked.

Quetzalcoatl
Leader



DIVINE TRIBUTE
If you roll 1 or more , lose 2 gold. Lose 2 additional gold for every **Aztec Gold** you hold.

DIRE EMISSARIES
If you roll 2 or more , place 1 **Champion** in your region.

WRATH OF HEAVEN AND EARTH
If you roll 3 or more , lose 1 Strength for every 2 **Champions** in play.

EMPIRE REBORN
The **Aztecs** win.

© GUILDHALL STUDIOS

Sea of Legends

Update Kit
Print & Play

Param
The Kingmaker

Nassau

OUTWIT
If you roll 1 or more ⚔, lose 2 gold for every ⚙ rolled.

FOIL
If you roll 2 or more ⚔, lose 2 Strength.

ADVISOR'S ADVANTAGE
If you roll 3 or more ⚔, lose 3 gold for every Exhausted Crew.

Sea of Legends™ © Guildhall Studios, LLC

Isabella
El Capitán

Havana

SANCTION
If you roll 1 or more ⚔, Exhaust 1 Crew.

WANTED
If you roll 2 or more ⚔, place 1 **Spanish Galleon** in your region.

EMPIRE'S MIGHT
If you roll 3 or more ⚔, lose 1 Strength for each **Spanish Galleon** in play.

Jules
The High-Flying Felon

Thieves' Landing

TOO SLOW
If you roll 1 or more ⚔, lose 1 Strength.

CLUMSY, CLUMSY
If you roll 2 or more ⚔, lose 3 gold for every 🐌 rolled.

PURLOIN
If you roll 3 or more ⚔, discard an Item or Relic.

Maximo
The People's Champ

San Juan

TRASH TALK
If you roll 1 or more ⚔, Exhaust 1 Crew.

CROWD CONTROL
If you roll 2 or more ⚔, lose 1 Strength for each Exhausted Crew.

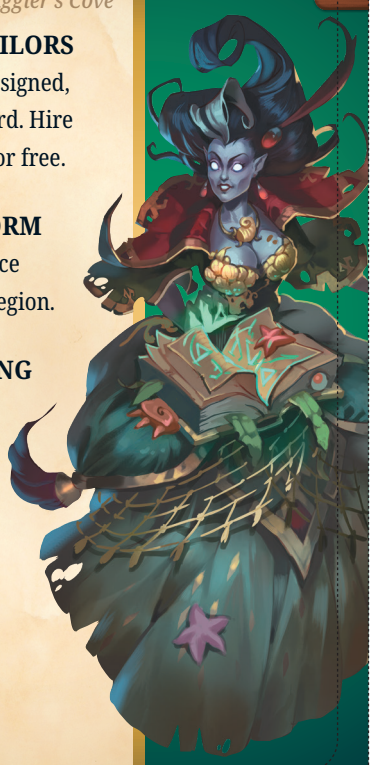
BIG FINISH
If you roll 3 or more ⚔, lose 3 gold for each Exhausted Crew.

Sea of Legends

Update Kit
Print & Play

Morgain
The Bewitching

Smuggler's Cove



FISH FOR SAILORS
For every assigned, draw 1 Crew card. Hire 1 drawn Crew for free.

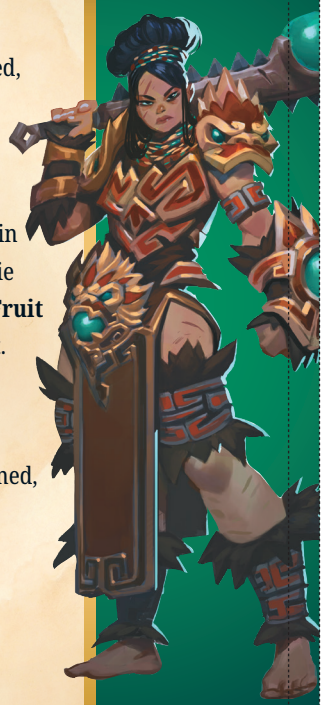
SUDDEN STORM
Gain 3 Bonus dice while in a Sea region.

REPLENISHING WAVE
For every assigned, Refresh 1 Crew and gain 1 gold.

TRUE LOVE
Gain 1 while unlocked.

Ixchelli
The Guardian

Tortuga



SAFEGUARD
For every assigned, gain 1 Strength.

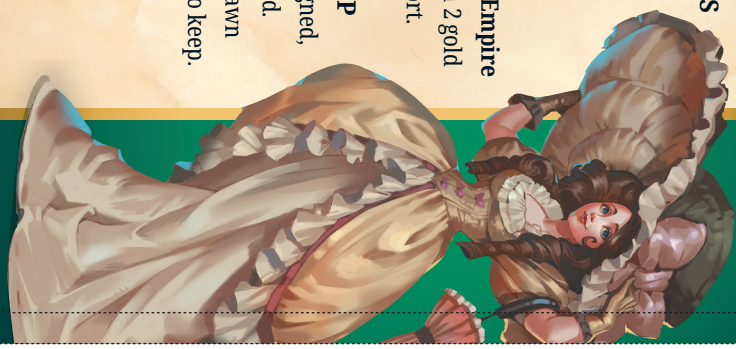
DAUNTLESS DEFENDER
Gain 1 Bonus die. Gain 1 additional Bonus die for every 2 **Golden Fruit** under the **Merchant**.

SENTINEL'S PROWESS
For every 2 assigned, gain 3 Strength.

TRUE LOVE
Gain 1 while unlocked.

Marigold
The Lustrous Lady

St. John



REFRESHMENTS
For every assigned, Refresh 1 Crew.

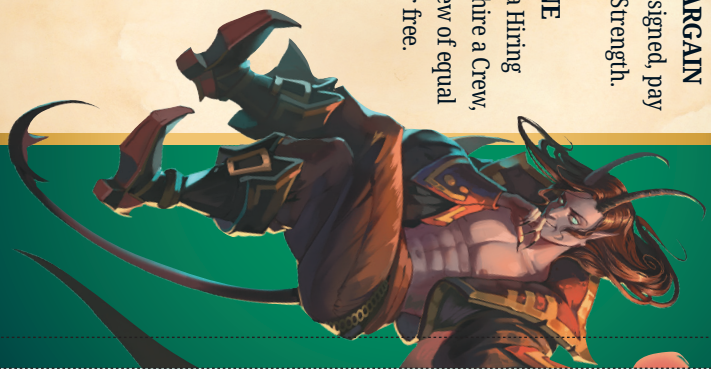
ROYAL FAVOR
When the **British Empire** collects taxes, gain 2 gold for each British Port.

SOLICIT GOSSIP
For every assigned, draw 1 Tavern card. Choose 1 of the drawn Items or Rumors to keep.

TRUE LOVE
Gain 1 while unlocked.

Amon
The Sly Devil

Smuggler's Cove



INFERNAL BARGAIN
For every assigned, pay 2 gold to gain 2 Strength.

TWO FOR ONE
When you take a Hiring Hall action and hire a Crew, hire another Crew of equal or lower cost for free.

CONSULT NOCTURNE
For every 2 assigned, change the face of any one die.

TRUE LOVE
Gain 1 while unlocked.

Gedden
The Gifted

San Juan

FAVORABLE WINDS
For every assigned, gain 2 gold.

STORMSON'S MIGHT
Gain 1 Bonus die. Gain 2 additional Bonus dice while in, or adjacent to, a region with **Alura**.

COLLECT THE MYTHS
For every assigned, draw 1 Tavern card. Choose 1 of the drawn Items or Rumors to keep.

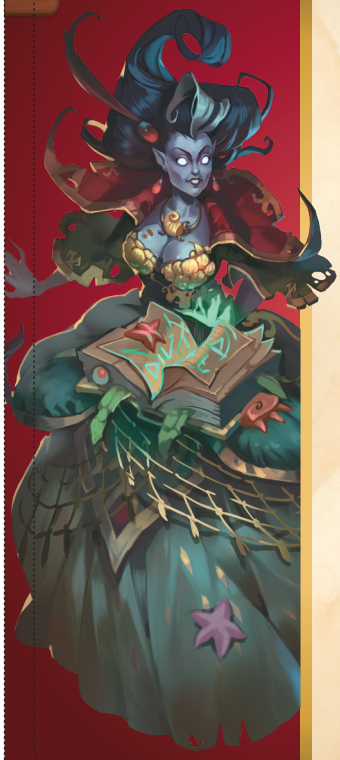
TRUE LOVE
Gain 1 while unlocked.

© GUILDHALL STUDIOS

Sea of Legends

Update Kit
Print & Play

Morgain
The Bewitching



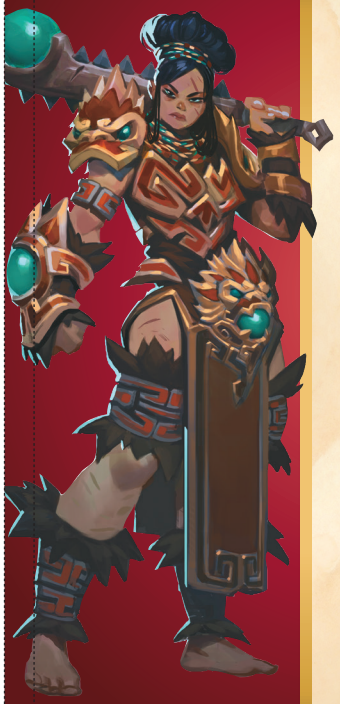
Smuggler's Cove

TORRENTIAL DOWNPOUR
If you roll 1 or more ⚷, lose 1 Strength.

SOGGY-BREECH CURSE
If you roll 2 or more ⚷, Exhaust 1 Crew or Exhaust 3 Crew while in a Sea region.

GOLDEN BETRAYAL
If you roll 3 or more ⚷, lose 2 gold for each Exhausted Crew.

Ixchelli
The Guardian



Tortuga

SUNDER
If you roll 1 or more ⚷, lose 1 Strength.

RETURN TO NATURE
If you roll 2 or more ⚷, turn 1 Tavern Relic back into a Rumor.

HUNT TRESPASSERS
If you roll 3 or more ⚷, Exhaust 2 Crew or discard 1 Crew for each **Golden Fruit** you hold instead.

Marigold
The Lustrous Lady

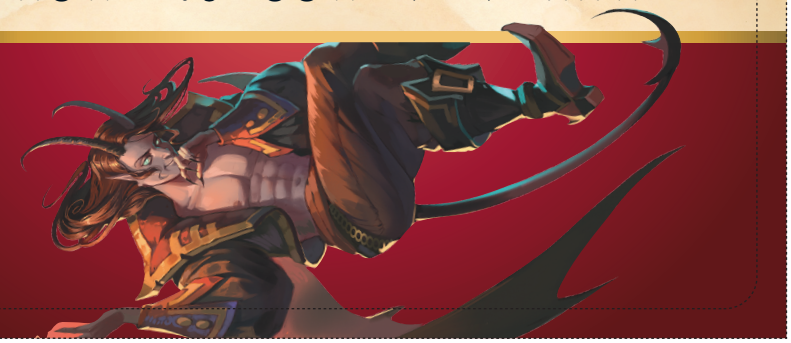
St. John

LADIES FIRST
If you roll 1 or more ⚷, lose 1 gold for each British Port.

ROYAL DECREE
If you roll 2 or more ⚷, pay 4 gold to the **Royal Treasury**.

REQUISITION
If you roll 3 or more ⚷, discard an Item or Relic.

Amon
The Sly Devil



Smuggler's Cove

INFERNAL CURSE
If you roll 1 or more ⚷, lose 1 gold for every rolled.

CHARM OFFENSIVE
If you roll 2 or more ⚷, lose 1 gold for each Crew or discard 1 Crew.

NOCTURNE'S DISDAIN
If you roll 3 or more ⚷, lose 3 Strength.

Gedden
The Gifted

San Juan

ODIOUS WIND
If you roll 1 or more ⚷, lose 1 gold for every rolled.

STORMSON'S WRATH
If you roll 2 or more ⚷, lose 1 Strength for every **Soul Shard** collected by **Alura**.

FADE INTO MYTH
If you roll 3 or more ⚷, turn 1 Tavern Relic back into a Rumor.

© GUILDHALL STUDIOS

Sea of Legends

Update Kit
Print & Play

Merfolk Guardian
Follower

1 **Evaluate Objective:** Hold **Summoning Relic**?
- Yes → Is **Tetzahuitl** in play?
  - Yes → Recklessly target **Tetzahuitl**.
  - No → Recklessly target **Tortuga**.
- No → Recklessly target not held by allied NPC.

2 **Move:** Objective in this region?
- Yes → Will not move.
- No → Will move Recklessly.

3 **Attack:** Hostile NPC/Player in this region?
- Yes → **Attack**; Give all , Exhaust 1 Crew + Flee.
- No → No Attack.

4 **Special Action:** No hostile NPC/Player in region:
- **Recover** : Take all from neutral/allied Players. Pick up all .
- Hold : Tetzahuitl in region? **Return**: Give all to her. OR; In **Tortuga** and **Tetzahuitl** not in play? Summon **Tetzahuitl**.

Solitary: Ignore any region with another **Merfolk Guardian** unless no other valid Objective.

Undead Soldier
Follower

When 3 Undead Soldiers are in the same region, flip card and finish turn with the Skeletal Colossus Stat card + Objective Aid.

1 **Evaluate Objective:** Recklessly target **Undead Soldier** in another region.

2 **Move:** Will move Recklessly.

3 **Attack:** Hostile NPC/Player in this region?
- Yes → **Attack**; Lose 5 gold + Flee.
- No → No Attack.

4 **Special Action:** None.

United: Up to 3 **Undead Soldiers** in the same region activate as 1 NPC.

Horde: 3 United **Undead Soldiers**. Use **Skeletal Colossus** Stat card + Objective Aid.

Spanish Galleon
Follower

1 **Evaluate Objective:** Is there a Captured Port the **Spanish Galleon** can **Dominate**?
- Yes → Cautiously target Port to **Dominate**.
- No → Cautiously target NPC/Player.

2 **Move:** Objective in this region?
- Yes → Will not move.
- No → Will move Cautiously.

3 **Attack:** Hostile NPC/Player in this region?
- Yes → **Region Attack;** Exhaust 1 Crew + Flee.
- No → No Attack.

4 **Special Action:**
- **Dominate:** If in a Captured Port whose Strength they equal or exceed, remove any non-Spanish Flag.

Seeker
Follower

King Alaran must be activated before Seekers during the Atlantean Usurpers Faction Turn.

1 **Evaluate Objective:** Target **King Alaran**.

2 **Move:** Objective in this region?
- Yes → Will not move.
- No → Will move Recklessly.

3 **Attack:** Hostile NPC/Player in this region?
- Yes → **Attack**; Exhaust 1 Crew.
- No → No Attack.

4 **Special Action:** Either:
- **Hunt:** If they attacked another Faction's NPC/Player, place **Seeker** 1 region closer to **King Alaran**.

OR
- **Wound:** If they attacked **King Alaran**, place a on **King Alaran** Stat card. Remove **Seeker** from play.

Solitary: Ignore any region with another **Seeker** unless there is no other path to **King Alaran**.

Naval Officer
Follower

1 **Evaluate Objective:** Only **Naval Officer** in a British Port?
- Yes → Target this region. Will **Defend**.
- No → Cautiously target strongest Port they can **Capture**.

2 **Move:** Objective in this region?
- Yes → Will not move.
- No → Will move Cautiously.

3 **Attack:** Hostile NPC/Player in this region?
- Yes → **Region Attack;** Lose 5 gold + Flee.
- No → No Attack.

4 **Special Action:**
- **Capture:** If in a non-British Port whose Strength they equal or exceed, remove any non-British Flag and place a British Flag.

Taxes: After last British NPC completes their turn, place 2 gold per British Port on the Royal Treasury.

© Guildhall Studios

Sea of Legends

Update Kit
Print & Play

Tetzahuitl
Leader

Win Condition: Children of Tlaloc win if **Tetzahuitl** holds 4 **Summoning Relics**.

1. **Evaluate Objective:** Recklessly target NPC/Player/Region that holds the most **Summoning Relics**.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack;** Give all , Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Recover** : Take all from neutral/allied Players/**Merfolk Guardians**. Pick up all .

Skeletal Colossus
Leader

Win Condition: Dread Tide wins if 5 Ports are **Infested**.

If able, replace Horde with Skeletal Colossus miniature. Other Hordes use Skeletal Colossus Stat card + Objective Aid.

1. **Evaluate Objective:** Recklessly target Port without an **Infestation** .
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack**; Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Infest**: If in a Port region without , place .

Infested Port: Port region with . Players may not take a Port Action at an Infested Port. Players can remove by capturing the Infested Port.

King Alaran
Leader

Win Condition: Atlantean Usurpers win if King Alaran is defeated.

Pacifist: Neutral to other Factions and Players.

1. **Evaluate Objective:** Cautiously target region furthest from nearest **Seeker** without a **Seeker**.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Cautiously.
3. **Attack:** No Attack.
4. **Special Action:** None.

Atlantean Vault: While in **King Alaran's** region, if there are no hostile NPCs, a Player may exchange a **Trophy** for an **Atlantean Vault Relic** as a Free Action.

Admiral
Leader

Win Condition: British Empire wins if the **Royal Treasury** has 40+ gold.

1. **Evaluate Objective:** Recklessly target strongest Port to **Capture**.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack;** Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Capture:** If in a non-British Port whose Strength he equals or exceeds, remove any non-British Flag and place a British Flag.

Taxes: After last British NPC completes their turn, place 2 gold per British Port on the Royal Treasury.

© Guildhall Studios

Sea of Legends

Update Kit
Print & Play

Sentinel
Follower

1. **Evaluate Objective:** Hold **Golden Fruit**?
   - Yes: Cautiously target **Hidden City**.
   - No: Cautiously target not held by allied NPC.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Cautiously.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Attack**; Give all, Exhaust 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:** No hostile NPC/Player in region:
   - **Recover**: Take all from neutral/allied Players. Pick up all.
   - **Hold**: In **Cartagena**? **Return**: Place all held beneath.

Calm Harpy
Leader

Win Condition: Skystalkers win if the **Harpy** holds 4+ **Harpy Eggs**.

Calm: Neutral to other Factions and Players. If any NPC/Player holds , flip Harpy Stat and Objective Aid to Enraged Harpy.

1. **Evaluate Objective:** Recklessly target .
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** No Attack.
4. **Special Action:**
   - **Recover**: Pick up all in region.

Champion
Follower

1. **Evaluate Objective:** Hold **Aztec Gold**?
   - Yes: Is **Quetzalcoatl** in play?
     - Yes: Recklessly target **Quetzalcoatl**.
     - No: Recklessly target **Claw Bay**.
   - No: Recklessly target not held by allied NPC.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Attack**; Give all, Lose 5 gold + Flee.
   - No: No Attack.
4. **Special Action:** No hostile NPC/Player in region:
   - **Recover**: Take all from neutral/allied Players. Pick up all.
   - **Hold**: In **Tortuga** and **Quetzalcoatl** not in play? **Summon Quetzalcoatl**.

Solitary: Ignore any region with another **Champion** unless no other valid Objective.

Initiate
Follower

1. **Evaluate Objective:** Only **Initiate** in Port region with a **Temple**?
   - Yes: Target this region. Will **Tend**.
   - No: Recklessly target weakest Port without . Will **Build**.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack: Subtle.** No Attack.
4. **Special Action:** Either:
   - **Tend:** Place an **Initiate** in this region.

   OR
   - **Build:** If in a Port region without , place . If this is the 5th in play, **Summon Nocturne**. He activates immediately.

Solitary: Ignore any region with another **Initiate** unless no other valid Objective.

Subtle: Ignore hostile NPCs/Players when 1. Evaluate Objective, 2. Move, 3. Attack, and 4. Special Action.

Sea Elemental
Follower

1. **Evaluate Objective:** Recklessly target **Spanish Galleon**/Player.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack;** Exhaust 1 Crew.
   - No: No Attack.
4. **Special Action:**
   - **Drag**: After a successful Attack, place **Sea Elemental** and **Spanish Galleon**/Player 1 region closer to **Alura**.

Mesmerize: Spanish Galleons ignore and cannot attack or defeat **Sea Elementals**.

© Guildhall Studios

Sea of Legends

Update Kit
Print & Play

Batz
Leader

Win Condition: Sentinels of Mukul win if the **Hidden City** has 4+ **Golden Fruit** beneath it.

1. **Evaluate Objective:** Hold more **Golden Fruit** than any NPC/Player/**Merchant**?
   - Yes: Recklessly target **Hidden City**.
   - No: Recklessly target NPC/Player/ with most .
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack**; Give all , Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Recover** : Take all from neutral/allied Players/**Sentinels**. Pick up all .
   - In **Nassau**? Take all beneath .
   - **Hold** : In **Cartagena**? **Return**: Place all held beneath .

Enraged Harpy
Leader

Win Condition: Skystalkers win if the **Harpy** holds 4+ **Harpy Eggs**.

Enraged: Hostile to other Factions and Players. If no NPC/Player holds , flip Harpy Stat and Objective Aid to Calm Harpy.

1. **Evaluate Objective:** Recklessly target NPC/Player that holds **Harpy Egg** .
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: **Windspeed**. Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack**; Give all , Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:** **Reclaim** : Take all from neutral/allied Players in region.

***Windspeed:** Roll 1 Bonus die to determine movement

1 = 1 Move | or **= 2 Move** | **= 3 Move**

Quetzalcoatl
Leader

Win Condition: Aztecs win if Quetzalcoatl holds 4+ Aztec Gold.

1. **Evaluate Objective:** Recklessly target NPC/Player that holds the most **Aztec Gold** .
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack**; Take all , Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Reclaim** : Take all held by neutral/allied Players/**Champions** in region.

Nemesis: Players treat Quetzalcoatl as a Nemesis, and are affected by his curses, if they are in his region type: Port or Sea.

Nocturne
Leader

Win Condition: Ordo Nocturnus wins if Nocturne has 4 Temples on his Stat card.

1. **Evaluate Objective:** Recklessly target strongest Port with a **Temple** .
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack**; Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Consume:** If in Port with , remove + all **Initiates**. Place on **Nocturne's** Stat card.

Alura
Leader

Win Condition: Sea Coven win if **Alura** has 4+ **Soul Shards** on her Stat card.

Sea Elementals must be activated before Alura during the Sea Coven Faction Turn.

1. **Evaluate Objective:** Recklessly target **Spanish Galleon**/Player.
2. **Move:** Objective in this region?
   - Yes: Will not move.
   - No: Will move Recklessly.
3. **Attack:** Hostile NPC/Player in this region?
   - Yes: **Region Attack**; Discard 1 Crew + Flee.
   - No: No Attack.
4. **Special Action:**
   - **Devour Souls:** Gain 1 **Soul Shard** per **Spanish Galleon**/Player defeated. Place gained on **Alura's** Stat card.

© GUILDHALL STUDIOS