

URSULA
VILLAIN GUIDE



Ursula's Objective

Start your turn with the Trident and the Crown at Ursula's Lair.



Important: To win, the Trident and the Crown must be on your side of the Board.



Special Setup

Place a Lock Token on The Palace, as that location is locked at the beginning of the game.

Changing Form



Ursula's Realm has a locked location, but it functions differently than in other Villains' Realms. The Lock Token is never removed from Ursula's Realm.

Each time you play Change Form, the Lock Token is moved between The Palace and Ursula's Lair, unlocking one location and locking the other.



Both locations have useful actions, so choosing when to play Change Form is very important.

The Trident

When you play the Trident, immediately find King Triton and play him to the same location. Then move the Trident to the other side of the Board and attach it to King Triton.



When King Triton is defeated, the Trident is returned to your side of the Board at the location King Triton was defeated.

Binding Contracts



Ursula is unique in that she does not have a Vanquish action in her Realm. Instead, Ursula defeats Heroes by using Binding Contracts.

When you play a Binding Contract, attach it to a Hero. (Binding Contracts are one of the rare instances where an Item from the Villain deck can be attached to a Hero.)



Example: When you move this Hero to The Shore, they are defeated.

Each Binding Contract is tied to a location in Ursula's Realm. A Hero with a Binding Contract attached to them is defeated when they are moved to the location specified on the card.

Discard the Hero to your Fate discard pile and discard the Binding Contract to your Villain discard pile.