

AGENT POOL



City Guard Game Play



Setup 2P 4₅ 3P 3₄ 4/5P 2₃ 6P 2

Each player place 1 additional agent on a space near 5th round track

Players receive these agents in 5th round

- Starting Gold : **4 Gold** (each other player receives 1 more gold than the player on his right)
- Deal **1 of the Lord Cards** face down to each player
- Deal **2 of the Quest Cards** face up to each player, then place 4 face up Quest Cards in Cliffwatch Inn
- Deal **2 of the Intrigue Cards** face down to each player

Sequence of Play

- At the start of each round, remove the **3 VP tokens** from the **round track** and place it each on top of the 3 face up **building tiles** in Builder's Hall. Resolve any **start of round** effects
- If this is the **5th round**, each player receive 1 additional agent from the board
- The game ends after **8 rounds**, perform **final scoring**
- Final Scoring** **Tiebreaker : Gold**
 - 1 VP for each Adventurer in Tavern
 - 1 VP for every 2 Gold in Tavern (rounded down)
 - Score bonuses from Lord Card

Actions In A Turn

- Assign an **Agent** from the pool to an empty building tile or the board. You cannot skip turn if you still have an **Agent** available. If you have no **Agent** left to assign, you cannot take a turn (nor complete a **Quest**)
- After** assigning an Agent you may complete **one Quest** / turn. **Completed Quests** are place face down below, A player may place any number of **Active Quests** on the left. Completed **Plot Quests** are placed face up on the right side. If a player has a **Mandatory Quest**, he must complete it first before any **Quest**

Wizard

Cleric

Fighter

Rogue

TAVERN



LORD OF WATERDEE
(Place face down under player mat)

ACTIVE QUEST

COMPLETED PLOT QUEST



AGENT POOL



Gray Hands Game Play

Setup 2P 4, 3P 3, 4/5P 2, 6P 2

Each player place 1 additional agent on a space near 5th round track
Players receive these agents in 5th round

- Starting Gold : **4 Gold** (each other player receives 1 more gold than the player on his right))
- Deal **1 of the Lord Cards** face down to each player
- Deal **2 of the Quest Cards** face up to each player, then place 4 face up Quest Cards in Cliffwatch Inn
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- Wizard
- Cleric
- Fighter
- Rogue

ACTIVE QUEST

COMPLETED PLOT QUEST

TAVERN



COMPLETED QUESTS

(Place face down)

LORD OF WATERDEEP

(Place face down under player mat)

AGENT POOL



Harpers Game Play



Setup 2P 4, 3P 3, 4/5P 2, 6P 2

Each player place 1 additional agent on a space near 5th round track

Players receive these agents in 5th round

- Starting Gold : **4 Gold** (each other player receives 1 more gold than the player on his right)
- Deal **1 of the Lord Cards** face down to each player
- Deal **2 of the Quest Cards** face up to each player, then place 4 face up Quest Cards in Cliffwatch Inn
- Deal **2 of the Intrigue Cards** face down to each player

Sequence of Play

- At the start of each round, remove the **3 VP tokens** from the **round track** and place it each on top of the 3 face up **building tiles** in Builder's Hall. Resolve any **start of round** effects
- If this is the **5th round**, each player receive 1 additional agent from the board
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Wizard

Cleric

Fighter

Rogue

TAVERN

COMPLETED QUESTS

(Place face down)



OF WATERDEEP

(Place face down under player mat)

ACTIVE QUEST

COMPLETED PLOT QUEST

AGENT POOL



Knights of The Shield Game Play



Setup 2P 4, 3P 3, 4/5P 2, 6P 2

Each player place 1 additional agent on a space near 5th round track

Players receive these agents in 5th round

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Wizard

Cleric

Fighter

Rogue

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TAVERN

COMPLETED QUESTS

(Place face down)



ACTIVE QUEST

COMPLETED PLOT QUEST

LORD OF WATERDEEP

(Place face down under player mat)

AGENT POOL



Red Sashes Game Play



Setup 2P 4₅ 3P 3₄ 4/5P 2₃ 6P 2₁

Each player place 1 additional agent on a space near 5th round track

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Wizard

Cleric

Fighter

Rogue

ACTIVE QUEST

COMPLETED PLOT QUEST

TAVERN



LORD OF WATERDEEP
(Place face down under player mat)

AGENT POOL



Silverstars Game Play



Setup 2P 4, 3P 3, 4/5P 2, 6P 2

Each player place 1 additional agent on a space near 5th round track

Players receive these agents in 5th round

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COMPLETED PLOT QUEST

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COMPLETED QUESTS

(Place face down)



LORD OF WATERDEEP

(Place face down under player mat)