

Setup

1. Pick a color and take all components.
2. Place score marker on track.
3. Take the correct number of Agents and place an extra one on the Round 5 space.
 - 2 Players — Take 4 Agents
 - 3 Players — Take 3 Agents
 - 4/5 Players — Take 2 Agents
4. Place Quest, Building, and Intrigue decks on the board.
5. Place 3 Building tiles at the Builders Hall. Place 4 Quest cards face up at Cliffwatch Inn.
6. Give each player 1 Lord card, 2 Quest cards face up, and 2 Intrigue cards face down.
7. Place 3 VP tokens on each space on the Round Track.
8. Pick a starting player.
9. Starting player gets 4 Gold, the next 5 Gold, etc.

Goal of the Game

Be the player with the most victory points at the end of the game.

Sequence of Play

1. Place this rounds VP tokens onto the three Buildings in the Builders' Hall.
2. Resolve any Start of Round effects.
3. If this is the 5th round, all players take their Agent.
4. Starting with the First Player and going clockwise, play one Agent.
5. Once all agents have been played, reassign Agents in Waterdeep Harbor in the order they were played there.

Player's Turn

- Assign an Agent. Place 1 Agent from your pool onto an unoccupied action space of a Building. You cannot skip your turn if you have an Agent to play.
- If all Agents have been played, then reassign the Agents at Waterdeep Harbor.
- Complete Quest. After Assigning or Reassigning an Agent, you may optionally complete one Quest.

Final Scoring

- Each Adventurer in your Tavern - 1 VP
- Every 2 Gold in your Tavern (Rounded down) - 1 VP
- Lord Card ability