

AGE 12+

LORDS OF WATERDEEP™

SCOUNDRELS OF SKULLPORT

BOARD GAME EXPANSION



DUNGEONS & DRAGONS®

RULEBOOK

TABLE OF CONTENTS

Introduction	3
Storage Diagram	3
New Rules	
Expansion Game Boards	4
Placing Resources on Action Spaces	4
Adventurer Caravans	5
Six-Player Games	5
Optional Rule: Long Game	5
Optional Rule: Using Two Modules	5
Undermountain	6
Setup	6
Skullport	7
Setup	7
The Corruption Track	7
Taking Corruption	8
Returning Corruption	8
Removing Corruption	8
Ending the Game	8
Appendix 1: New Buildings	9
Appendix 2: New Faction (Gray Hands)	14
Appendix 3: Clarifications	14
Rules Reference	Back Cover



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INTRODUCTION

Welcome back to Waterdeep, the City of Splendors!

Scoundrels of Skullport™ is the first expansion set for the Lords of Waterdeep™ board game. This expansion contains two new game modules, *Undermountain* and *Skullport*, each of which can be added to the base game to expand and alter the experience.

Each module includes new Lord, Quest, and Intrigue cards, as well as new Buildings, related to the location represented by the module. Additionally, when using at least one module, you can play with up to six players at a time!

UNDERMOUNTAIN

Undermountain is a vast and multileveled dungeon beneath Mount Waterdeep that once served the crazed wizard Halaster as a site for magical experiments. Now it is a labyrinthine maze with few refuges for weary adventurers.

The *Undermountain* module focuses on new quests with great demands and greater rewards.

SKULLPORT

Skullport—also known as the Port of Shadow—is nestled in the heart of *Undermountain*, deep below the streets of Waterdeep. It is a haven for nefarious crimes, underhanded deals, and back-alley murders. Those who visit *Skullport* do so at their own peril, for around every corner are new ways to make people disappear.

The *Skullport* module focuses on a new resource, Corruption, and the risks associated with being corrupt.

GAME COMPONENTS

3 game boards

Rulebook

Storage tray

1 player mat (Gray Hands)

37 wooden pieces:

1 score marker (gray)

11 Agents (6 gray, 1 of each other player color)

25 Corruption tokens

116 cards:

6 Lord of Waterdeep cards

50 Intrigue cards

60 Quest cards

50 die-cut pieces:

24 Building tiles

9 Building control markers (gray)

16 Adventurer Caravan tokens

1 100 VP Token (gray)

STORAGE DIAGRAM

Place rulebook on top of game boards



Place advanced Building tiles on top of Lord cards



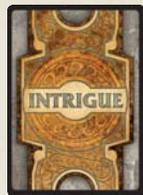
Skullport Cards



Stack game boards on top of components



Player mat goes on top of all faction components



Undermountain Cards

USING THIS EXPANSION

Scoundrels of Skullport includes two game modules (*Undermountain* and *Skullport*) that you can add to **Lords of Waterdeep** for a new experience. These modules represent additional locations for your struggles to become the greatest Lord of Waterdeep.

Each of the Lord cards, Quest cards, Intrigue cards, and Building tiles related to a module has that module's icon printed on its face.



The *Undermountain* module takes Agents of the Lords into the dangerous caverns below Mount Waterdeep. The rumored wealth of Undermountain entices adventurers to brave the mysteries and monsters beneath the City of Splendors. Both the risks and the returns are greater for undertaking Quests that require more Gold and Adventurers.



The *Skullport* module includes a new resource: Corruption. Unlike Adventurers and Gold, having Corruption in your Tavern penalizes you at the end of the game. However, the Buildings, Quests, and Intrigue cards that produce Corruption also offer more plentiful rewards. Thus you must strike a balance between your greed and the potential harm of Corruption at the end of the game.

PLACING RESOURCES ON ACTION SPACES

Some cards and Buildings instruct players to place resources, such as Adventurers or Gold, on action spaces.

You can place resources on action spaces that already have Agents assigned to them. You cannot place them on buildings in Builder's Hall.



Mari places 1 Wizard next to the action space numbered "3" on Waterdeep Harbor.

NEW RULES

The *Undermountain* and *Skullport* modules both introduce new rules, as explained here. The *Skullport* module also introduces the new Corruption mechanic, which is described on page 7.

Except where otherwise noted, playing **Lords of Waterdeep** with either module follows the same rules as playing the base game.

When you assign an Agent to an action space containing placed resources, you take those resources and place them in your Tavern as the first part of that action. Thus, you can use the newly collected resources in the same action (for example, using collected Gold to purchase a Building).

EXPANSION GAME BOARDS

Both *Scoundrels of Skullport* modules include new game boards. Two of these boards (one for *Undermountain* and one for *Skullport*) contain new action spaces. These boards work just like those found on the main **Lords of Waterdeep** game board; on your turn, you can assign an Agent to the action space of a Building on a module's game board and gain the benefits of that action.

The *Skullport* module also includes a second game board, the Corruption track. This board is explained in more detail in "The Corruption Track," on page 7.





Jennifer assigns an Agent to Builder's Hall, which has 2 Gold on its action space. She first collects the 2 Gold, then continues the Builder's Hall action.

ADVENTURER CARAVANS

This set includes sixteen Adventurer Caravan tokens, four of each kind, which can be used with either module. Each token represents 5 Adventurers of the same type. If the supply runs low, you can exchange these tokens for excess Adventurers in players' Taverns.

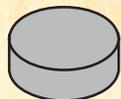


Adventurer Caravan tokens

SIX-PLAYER GAMES

This expansion includes a new faction, the Gray Hands, increasing the maximum number of players to six. However, to play with six players, you must include at least one expansion module.

In a six-player game, each player starts with 2 Agents.



Score Marker



Building Control Marker



Agent



100 Victory Points Back

OPTIONAL RULE: LONG GAME

This optional rule for games with five or fewer players allows for more actions on each turn by adding extra Agents. You must include at least one expansion module to play a long game.

A six-player game always counts as a long game.

LONG GAME

Number Of Players	Agents per Player
2	5
3	4
4	3
5	3
6	2

This set includes an additional Agent for each faction, for use in the two-player long game.

OPTIONAL RULE: USING TWO MODULES

It's possible to play with two expansion modules in a game. If you choose to do so, you must use the long game optional rule described above.

Additionally, before setting up the game, randomly remove 25 Intrigue cards, 30 Quest cards, and 12 Building tiles from those included with the **Lords of Waterdeep** base game. Then shuffle the remaining cards with the corresponding types from both modules, and shuffle the remaining Buildings with those from both modules.

Place all the game boards associated with those modules near the board within easy reach of all players. Then proceed with setup as normal.



UNDERMOUNTAIN



The rumored wealth of Undermountain entices adventurers to brave the mysteries and monsters beneath the City of Splendors. The risks and

the rewards are greater for undertaking Quests that require more Gold and Adventurers.

SETUP

Shuffle each type of card from the *Undermountain* module with those from the base **Lords of Waterdeep** game, and shuffle the Buildings from the *Undermountain* module with those from the base game.

Place the *Undermountain* game board near the main **Lords of Waterdeep** game board, within easy reach of all players. Then proceed with setup as normal.



Undermountain Game Setup Example (6 players)



SKULLPORT



The *Skullport* module includes a new resource: Corruption. Unlike *Adventurers and Gold*, having Corruption in your tavern penalizes you at the end of the game.



Corruption Symbol

Corruption is represented by the  icon on cards and Buildings, and by skull-shaped wooden tokens on the Corruption track.

Each Corruption token in your Tavern at the end of the game is worth **negative** Victory Points. The exact negative value depends on how much Corruption has been collected throughout the game; the more corrupt you and your fellow Lords are, the more Corruption hurts your score.

SETUP

Shuffle each type of card from the *Skullport* module with those from the base *Lords of Waterdeep* game, and shuffle the Buildings from the *Skullport* module with those from the base game.

Place the two *Skullport* game boards near the main *Lords of Waterdeep* game board, within easy reach of all players. Prepare the Corruption track as described below, then proceed with setup as normal.

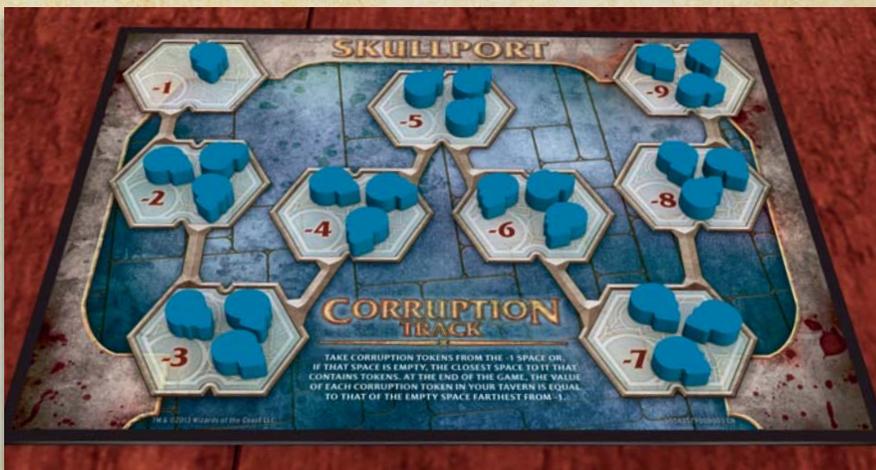
THE CORRUPTION TRACK

In addition to the expansion game board representing the city of Skullport, this module also includes a second game board: the Corruption track.

Before you can begin play with this module, you need to prepare the Corruption track. Place 3 Corruption tokens on each of the spaces labeled “-2” through “-9,” and place a single Corruption token on the space labeled “-1.”



Skullport Game Setup Example (6 players)



Corruption Track Setup Example

TAKING CORRUPTION TOKENS

Whenever an effect requires you to **gain** or **take** Corruption, take a Corruption token from the space **closest** to “-1” on the Corruption Track that still has tokens on it.



Peter gains 1 Corruption. The “-6” space is the closest to “-1” that still contains Corruption tokens, so Peter takes 1 token from that space and places it in his Tavern.

If you are ever required to take a Corruption token and place it in your Tavern when there are no tokens left on the Corruption track, you immediately lose 10 VP for each token you could not take from the track.

RETURNING CORRUPTION TOKENS

Whenever an effect instructs you to **return** Corruption to the Corruption track, you take the required number of Corruption tokens from your Tavern and place them on the track, starting with the space **farthest** from “-1” that does not contain 3 Corruption tokens. No space on the Corruption track can ever have more than 3 Corruption tokens on it.

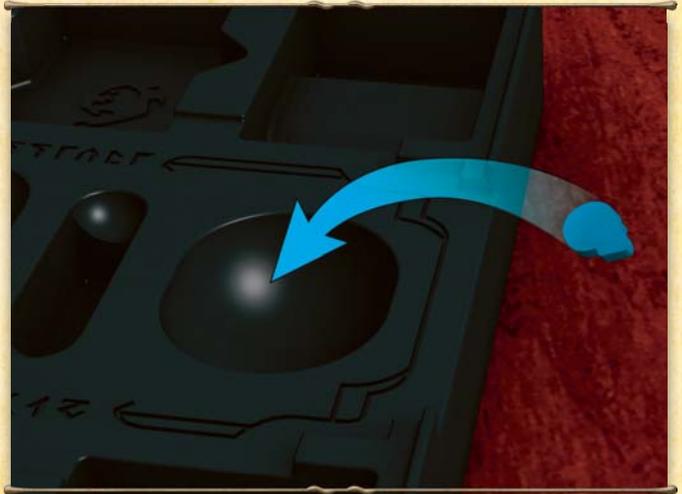
In other words, Corruption is returned to the track in the reverse order that it is taken from the track.



Rodney returns 1 Corruption token from his Tavern to the Corruption track, placing it on the “-6” space since it is the space farthest from “-1” that has room for tokens.

REMOVING CORRUPTION TOKENS

When a card or Building instructs you to **remove** Corruption from the game, you do not return it to the Corruption track. Instead, you place the Corruption token back in the game box; it is out of play for the rest of the game.



Chris removes 1 Corruption token from the game, returning it to the box.

ENDING THE GAME

As part of final scoring, all players must account for Corruption. Each player reduces his or her Victory Point total by an amount determined by the total Corruption in his or her Tavern.

The value of each Corruption token is equal to the number on the empty space of the Corruption track that is farthest from “-1.” Each Corruption token in a player’s Tavern reduces his or her Victory Points by that value.



At the end of the game, the empty space farthest from the “-1” space has a value of -5. Each player reduces his or her VP total by 5 for each Corruption in his or her Tavern.

APPENDIX 1: NEW BUILDINGS

This section lists the various Buildings that players can assign their Agents to. Each module's game board has three basic Buildings. The set symbol listed beside the name of each Building below indicates to which module the Building belongs.

BASIC BUILDINGS

These buildings are always available to assign Agents to (as long as they have unoccupied action spaces).

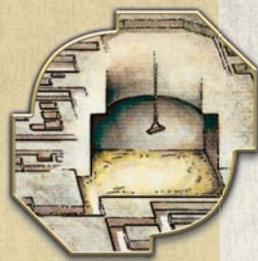
ENTRY WELL



Located in the common room of the Yawning Portal, this is the most-used physical link to Undermountain.

Location: Yawning Portal

Action: Take 1 face-up Quest card from Cliffwatch Inn, and then play 1 Intrigue card from your hand.



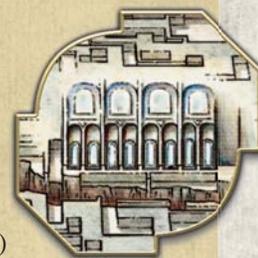
HALL OF MIRRORS



This corridor is flanked by large, heavy oval glass mirrors, eight on each side. Sometimes reflections are not what they seem.

Location: Dungeon Level

Action: Take 1 Adventurer of any type (?) OR 1 Fighter and 1 Rogue (orange and black cubes) from the supply, and place them in your Tavern.



THE GRIM STATUE



This high-ceilinged room houses a huge, dark stone statue. Many of the fingers and the statue's head have been broken off.

Location: Dungeon Level

Action: Draw 2 Intrigue cards.



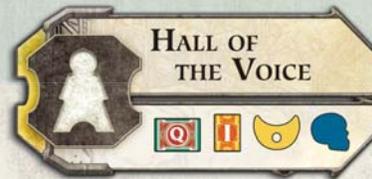
HALL OF THE VOICE



Skullport's "law" is swift and brutal. The only hope of escaping punishment comes from the orators of the Hall, and hope doesn't come cheap.

Location: Lower Trade Lanes

Action: Draw 1 Intrigue card, and take 1 face-up Quest card from Cliffwatch Inn. Also take 5 Gold (yellow coin) from the supply and 1 Corruption (blue coin) from the Corruption track, and place them in your Tavern.



SLAVERS' MARKET



Here one can purchase stout dwarves to protect one's home, handsome slaves for pleasure, or even oddities such as svirfneblin gemcutters.

Location: Lower Port

Action: Take 2 Fighters (orange cubes) and 2 Rogues (black cubes) from the supply and 1 Corruption (blue coin) from the Corruption track, and place them in your Tavern.



SKULL ISLAND



This menacing island on the River Sargauth is Skullport's first line of defense as well as a prison for slaves before they head to the Slavers' Market to be sold.

Location: Sargauth Level

Action: Take 2 Adventurers of any type (??) from the supply and 1 Corruption (blue coin) from the Corruption track, and place them in your Tavern.



ADVANCED BUILDINGS

These 24 tiles represent additional advanced Buildings that players can purchase. Up to 3 Building tiles are face up and available for purchase at Builder's Hall at any time.

BELKRAM'S TOMB

The tomb of the Melairkyn dwarf king is not a place to tread lightly.

Location: Sargauth Level

Cost: 5 Gold

Action: Take 5 Gold (☺) from the supply and place it in your Tavern, then play 1 Intrigue card from your hand.

Owner: Take 2 Gold (☐☐) from the supply and place it in your Tavern.



CITADEL OF THE BLOODY HAND

This defensive stronghold is full of traps that can be set as you fall back within.

Location: Upper Dungeon Level

Cost: 7 Gold

Action: Take 4 Fighters (👤👤👤👤) from the supply and place them in your Tavern. Then place 1 Fighter (👤) from the supply on each of two different action spaces.

Owner: Take 2 Fighters (👤👤) from the supply and place them in your Tavern.



CRYPTKEY FACILITATIONS

They stock the finest bodies available for reanimation by robbing crypts and graves from the City of the Dead in Waterdeep.

Location: Lower Trade Lanes

Cost: 7 Gold

Action: Take 3 Rogues (👤👤👤) and 5 Gold (☺) from the supply, and 1 Corruption (👤) from the Corruption track, and place them in your Tavern.

Owner: Take 3 Gold (☐☐☐) from the supply and place it in your Tavern.



THE DEEPIRES

Quiet and safety come at a high price at this inn, as do any number of deadly poisons.

Location: Lower Heart

Cost: 6 Gold

Action: Take 5 Gold (☺) and 1 Adventurer of any type (👤) from the supply, and 1 Corruption (👤) from the Corruption track, and place them in your Tavern. Then take 1 face-up Quest card from Cliffwatch Inn.

Owner: Score 3VP.



DELVER'S FOLLY

Concealed pits, flaming oil jets, and self-arming spring-loaded blades are examples of merchandise at this business.

Location: Central Trade Lanes

Cost: 6 Gold

Action: Take 1 Corruption (👤) from your Tavern and place that Corruption (👤) on any action space.

Owner: Score 2 VP.

THE EYE'S LAIR

One of two fortified bases maintained by the beholder crime lord known as the Xanathar.

Location: Sargauth Level

Cost: 3 Gold

Action: Take 1 Adventurer of any type (👤) from the supply and place it in your Tavern, then play 1 Intrigue card from your hand.

Owner: Score 2 VP.

THE FRONTAL LOBE

Uninvited guests not escorted by an illithid are telepathically and politely encouraged to leave, as the management cannot guarantee their safety.

Location: Upper Heart

Cost: 4 Gold

Action: Return 1 Adventurer of any type (👤) from your Tavern to the supply. Then take 3 Wizards (👤👤👤) from the supply and 1 Corruption (👤) from the Corruption track, and place them in your Tavern.

Owner: Take the Adventurer (👤) returned by the player who took the Building's action and place it in your Tavern.

HALL OF MANY PILLARS

This lair of a vampire is filled with stone columns stretching from floor to ceiling. The floor is covered with a swirling, cloaking mist.

Location: Dungeon Level

Cost: 5 Gold

Action: Play 3 Intrigue cards, 1 at a time, from your hand.

Owner: Draw 1 Intrigue card.



HALL OF SLEEPING KINGS

This purple-glowing chamber has two rows of twenty-six tall stone thrones facing each other. A skeleton sits on each glowing golden throne.

Location: Dungeon Level

Cost: 4 Gold

Action: Take 1 Fighter () and 1 Rogue () from the supply, and place them in your Tavern. Then play 1 Intrigue card from your hand.

Owner: Take 1 Fighter () or 1 Rogue () from the supply and place it in your Tavern.



HALL OF THREE LORDS

On east-facing plinths, each with a sixteen-foot-tall stone statue, the names "Elyndraun," "Ruathyndar," and "Onthlass" are carved.

Location: Dungeon Level

Cost: 6 Gold

Action: Remove 3 Adventurers of any type () from your Tavern and place 1 of those on each of 3 different action spaces. Then score 10 VP.

Owner: Score 2 VP.



THE HELL HOUND'S MUZZLE

This squalid shack has little to offer visitors besides extremely potent drink and a variety of black-hearted assassins looking for a reason to draw blood.

Location: Lower Heart

Cost: 8 Gold

Action: Take 1 Cleric () , 1 Fighter () , 1 Rogue () , and 1 Wizard () from the supply, and 1 Corruption () from the Corruption track, and place them in your Tavern.

Owner: Take 1 Adventurer of any type () from the supply and place it in your Tavern.



HIGH DUKE'S TOMB

The inscription on the footstone reads: "Here Lies High King Arthangh/Son of Meirra/Lord of Emberden/He Should Not Have Fallen."

Location: Dungeon Level

Cost: 7 Gold

Action: Take 8 Gold () from the supply and place it in your Tavern. Then place 2 Gold () from the supply on each of 2 different action spaces.

Owner: Take 4 Gold () from the supply and place it in your Tavern.



THE LIBRARIUM

Halaster's legendary Librarium is a warded deathtrap. For those foolish enough to enter, the bookshelves hide more dangers than the deadly secrets written in their books.

Location: Dungeon Level

Cost: 7 Gold

Action: Take 2 Wizards () from the supply and place them in your Tavern. Then place 1 Wizard () from the supply on any action space.

Owner: Take 1 Wizard () from the supply and place it in your Tavern.



PROMENADE OF THE DARK MAIDEN

Separated from Skullport centuries ago, this secluded temple complex was constructed by the chosen of Eilistraee. It encompasses an isolated quarter of the original Sargauth Enclave.

Location: Northeast of Skullport

Cost: 9 Gold

Action: Take up to 2 Corruption () from your Tavern and remove them from the game.

Owner: Score 3 VP.

THE LOST CAVERN

This magical room has a continual darkness spell cast within it. Many unwary adventurers have become lost here while looking for the one-way gate out of Undermountain.

Location: Sargauth Level

Cost: 6 Gold

Action: Discard 1 uncompleted non-Mandatory Quest. Then take 1 Fighter (), 1 Rogue (), and 1 Adventurer of any type () from the supply and place them in your Tavern.

Owner: Take 1 Adventurer of any type () and place it in your Tavern.



ROOM OF WISDOM

The Willowwood grows in the depths of Undermountain, and in that strange forest initiates to the faith of Malar study beasts in the Room of Wisdom.

Location: Farm Level

Cost: 7 Gold

Action: Take 2 Clerics () from the supply and place them in your Tavern. Then place 1 Cleric () from the supply on any action space.

Owner: Take 1 Cleric () from the supply and place it in your Tavern.

MONSTERS MADE TO ORDER

Creating hybridized monsters and creatures of all sizes, Monsters Made to Order is best known for the russet owlmonster, a hybrid of the dreaded owlbear and the rust monster.

Location: Central Heart

Cost: 3 Gold

When Purchased and at Start of Round: Take 1 Corruption () from the Corruption track and place it on this space.

Action: Take all Corruption () from this space and place them in your Tavern. For each () you took with this action, you can return 1 of your assigned Agents to your pool.

Owner: Score 2 VP.



SECRET SHRINE

There are few places where the faithful can safely gather in Skullport. When a shrine is established, its entrance is protected with powerful magic, alerting leaders if its gates are breached.

Location: It's a secret—we're not telling!

Cost: 8 Gold

Action: Return 1 Corruption () from your Tavern to the Corruption track. Then take 1 Cleric () from the supply and place it in your Tavern.

Owner: Take 1 Cleric () from the supply and place it in your Tavern.

THE POISONED QUILL

With an impressive array of wax pressings of government seals from throughout Faerûn, some of the best forgeries in Skullport are created here.

Location: Central Trade Lanes

Cost: 5 Gold

Action: Return 1 Corruption () from your Tavern to the Corruption track. Then play 1 Intrigue card from your hand.

Owner: Draw 1 Intrigue card.



SHADOWDUSK HOLD

When the Shadow Thieves fled the city, part of their organization carved out a home in Undermountain. There they remain, though few of them are human any longer.

Location: Terminus Level

Cost: 7 Gold

Action: Take 4 Rogues () from the supply and place them in your Tavern. Then place 1 Rogue () from the supply on each of two different action spaces.

Owner: Take 2 Rogues () from the supply and place them in your Tavern.



SHRADIN'S EXCELLENT ZOMBIES

Renting a claw of zombies was an easy thing for a time. Now this business is quiet, unless you know who to ask.

Location: Lower Heart

Cost: 6 Gold

Action: Take 3 Fighters (3) and 1 Cleric (1) from the supply, and 1 Corruption (1) from the Corruption track, and place them in your Tavern.

Owner: Take 3 Gold (3) from the supply and place them in your Tavern.



THIMBLEWINE'S PAWNSHOP

Anything lost in Skullport eventually makes its way into this cluttered shop. Patrons arriving with their most prized artifacts often leave with just a pittance to show for them, though they are none the wiser.

Location: Lower Port

Cost: 4 Gold

Action: Return 1 Corruption (1) from your Tavern to the Corruption track. Then take 1 Gold (1) from the supply and place it in your Tavern.

Owner: Take 2 Gold (2) from the supply and place it in your Tavern.



THE THROWN GAUNTLET

Famed as the dirtiest and most despicable of Skullport's pit-fighting establishments, the Thrown Gauntlet offers shockingly violent spectacles of combat at least once a tenday.

Location: Lower Heart

Cost: 8 Gold

Action: Take 3 Fighters (3) and 3 Rogues (3) from the supply, and 1 Corruption (1) from the Corruption track, and place them in your Tavern.

Owner: Take 1 Fighter (1) and 1 Rogue (1) from the supply, and place them in your Tavern.



TROBRIAND'S GRAVEYARD

What was once a Melairkyn mithral mine became a testing ground for Trobriand's constructs. They battle each other and any unwary traveler attempting to pilfer the remains of the mine.

Location: Farm Level

Cost: 3 Gold

Action: Take 4 Gold (4) from the supply and place it in your Tavern. Draw 2 Intrigue cards, then discard 2 Intrigue cards.

Owner: Draw 1 Intrigue card.



APPENDIX 2: NEW FACTION (GRAY HANDS)

Scoundrels of Skullport introduces a new faction: the Gray Hands, represented by gray Agent tokens. This allows up to six players to play the *Lords of Waterdeep* game.



14

THE GRAY HANDS

Although Waterdeep is ably defended by the City Guard and City Watch, some threats require more extreme solutions. The Gray Hands are an elite force of high-powered adventurers who answer directly to the Lords of Waterdeep.

APPENDIX 3: CLARIFICATIONS

This following clarifications address frequently asked questions and unusual cases that come up in a game. They include additional clarifications for the *Lords of Waterdeep* base game, as well as those that apply only to the *Scoundrels of Skullport* expansion.

GENERAL RULES

Actions that Provide Resources: Certain Plot Quests trigger benefits when the player who completed the Quest gains resources from taking an action. You are considered to gain resources from taking an action only when you assign an Agent to and carry out the instructions of an action space that gives you a particular resource (such as Adventurers or Gold). For example, when you play an Intrigue card for assigning an Agent to Waterdeep Harbor and gain resources from that card, you are considered to gain resources from that action.

Gaining resources as a result of another player playing an Intrigue card does not trigger Plot Quest benefits that require taking an action. Likewise, gaining resources from completing a Quest, or from the benefits of a Plot Quest, never count as gaining resources from an action.

Active Quests: Active Quests must always be kept face-up adjacent to your player mat, so that other players can see them.

Assigning Agents: If a player cannot assign an Agent because no action space is available, that player must pass, and play proceeds to the next player. If no player can legally assign an Agent, the round ends.

Choice Order: Some actions and card effects require one or more players to make choices. Because the value of Corruption can vary with each player's choice in such cases, each player should choose in turn. Start with the player who is taking the action or causing the choice effect, or the first player.

Completing Actions: You must be able to follow all of the instructions on an action space in order to take that action. This includes paying the cost of buying a Building, returning 2 Adventurers at the Three Pearls, playing an Intrigue card at Waterdeep Harbor, and so forth.

Corruption: Corruption is a unique resource; it never counts as an Adventurer or Gold, and it cannot be chosen as (?).

Discarding Buildings: If a Building with resources on it is removed from play, any Adventurer and Gold tokens return to the supply, and any Corruption tokens return to the Corruption track.

Gaining Agents: In certain situations, you might add an Agent to your pool during reassignment from Waterdeep Harbor (for example, on reassigning an Agent, you complete the Recruit the Lieutenant or Research Chronomancy Quest). In that event, you assign that Agent immediately, before the next Agent is reassigned from Waterdeep Harbor.

Limit on Buildings Controlled: You can never control more Buildings than you have Building control markers (9).

Moving Resources: If not otherwise specified, effects always transfer Adventurers, Gold, and Corruption tokens between your Tavern and either the supply or the Corruption track, as applicable. Resources on the board are never affected unless otherwise specified.

Number of Buildings in Play: You are not limited to the ten empty spaces on the game board for Building tiles when putting Buildings into play. Simply place any additional Buildings in a convenient place on or near the board.

Playing Intrigue Cards: All Intrigue cards include the text "Play at Waterdeep Harbor" as a reminder for newer players. You can also play Intrigue cards when directed to by a Building's instructions or as part of a Quest reward.

Purchasing Buildings: To purchase a building, you must assign an Agent to Builder's Hall and pay the Gold cost of the Building. Putting a Building into play by any other means (such as by completing a Quest) does not count as purchasing the Building. (However, see the Architectural Innovation Intrigue card clarification.)

Putting Buildings into Play: If you put a Building from Builder's Hall into play under your control and that Building has any Victory Point tokens on it, you gain those Victory Points regardless of how the Building entered play.

Unused Agents: Any time an effect refers to your unassigned Agents (such as the Sample Wares Intrigue card), it refers to Agents still in your pool.

BASIC BUILDINGS

Waterdeep Harbor: When you use a Waterdeep Harbor action space without assigning an Agent to that space (for example, by assigning an Agent to the Zoarstar and then choosing an opponent's Agent in Waterdeep Harbor), you carry out the instructions for Waterdeep Harbor, but you do not reassign your Agent at the end of the round. **The clarification for the Zoarstar in the Lords of Waterdeep rulebook is in error.**

ADVANCED BUILDINGS

Accumulating Buildings: Buildings that accumulate resources when purchased and at the start of each round (such as Caravan Court) do not start accumulating until they are put into play.

Heroes' Garden: Assigning an Agent to Heroes' Garden gives you the opportunity to complete the chosen Quest immediately, provided you have the resources to do so. You complete the Quest and return resources to the supply as normal. Completing this Quest does not count toward the limit of completing a single Quest after each assignment; thus, you could complete a second Quest after assigning the Agent to Heroes' Garden, provided you have the necessary resources.

Monsters Made to Order: If any additional Corruption is placed on this Building (for example, with the Corrupting Influence Intrigue card), it is treated like Corruption that accrued normally. Thus, a player assigning an Agent to this space takes all the Corruption on it and can return up to that many Agents to his or her pool.

If there are no Corruption tokens on the Corruption track at the start of the round, no token is placed on this Building.

Palace of Waterdeep: When you assign the Ambassador to an action space, you gain the full benefits of that action space. The Agent counts as an opponent's Agent only after it has been assigned and the action space's instructions have been completed.

At the end of the round, if no player has assigned an Agent to the Palace of Waterdeep and claimed the Ambassador, the Ambassador is removed from the board and set aside at the same time that players reclaim their Agents.

The Waymoot: If you assign an Agent to the Waymoot while it is still in Builder's Hall (for example, with the Sample Wares Intrigue card), you take any VP tokens on the Waymoot from the passage of rounds and score those Victory Points immediately.

LORD CARDS

The Xanathar: Although this Lord awards Victory Points for Corruption tokens, you still lose points as usual for Corruption in your Tavern at the end of the game. For example, if each Corruption token is worth -5 VP at the end of the game, it costs the Xanathar player a net -1 VP per token after taking into account the Xanathar's final scoring benefit.

QUEST CARDS

Assassinate Rivals: Each opponent chooses which Adventurer to return to the supply.

Diplomatic Mission to Suzail: Whenever you complete a Quest at Cliffwatch Inn, you immediately take it and place it with your other completed Quests or Plot Quests.

Perform a Miracle for the Masses: When you have completed this Plot Quest, once per round when you take an action that provides you with any number of Clerics, you can return just 1 Adventurer from your Tavern (1 Fighter, 1 Rogue, or 1 Wizard) and take 1 Cleric.

Seize Citadel of the Bloody Hand: You always return just 1 Adventurer used to complete a Quest to your Tavern.

Study in the Librarium: You complete the action that instructed you to play an Intrigue card fully before drawing (and potentially playing) an Intrigue card as a result of this Plot Quest.

Swindle the Builders' Guilds: Refill the vacant position in Builder's Hall before choosing your second Building.

Train Castle Guards: If you have completed this Plot Quest, you take a total of 2 Fighters (🛡️ 🛡️) when you take the First Player marker. Also, if the player that would take the First Player marker already has it (for example, by assigning an Agent to Castle Waterdeep), this Plot Quest still takes effect.

INTRIGUE CARDS

Architectural Innovation: Since this card's effect says "purchase a Building," it counts for effects that trigger on buying or purchasing a Building.

Demolish: You still put a Building in play, even if you destroyed your own Building.

Manipulate: If you move the Ambassador, it is still considered an opponent's Agent for all players, so no one can take the action on the space where it is placed.

Open Lord: Your Agents and Buildings are also protected from Attack Intrigue cards played by opponents. For example, your Building cannot be discarded with the Demolish card, and your Agent cannot be targeted by the Doppelganger! card.

Sample Wares: When you use Sample Wares to assign an Agent to a Building in Builder's Hall, that Agent is in play and can be chosen as a target for anything that would require a player to choose an Agent. Thus, the Bribe an Agent Intrigue card and the Zoarstar's action space can be used to gain the benefits of a Building in Builder's Hall, provided someone has used Sample Wares to put their Agent on that Building first.

QUESTIONS?

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Please retain these addresses for future reference.

RULES REFERENCE

These instructions summarize the rules for the *Undermountain* and *Skullport* modules.

Each player chooses a color and takes a number of that color's Agents according to the number of players. If you decide to play the long game, take the number of Agents shown in that column.

Number of Players	Normal Game Agents per Player	Long Game Agents per Player
2	4	5
3	3	4
4	2	3
5	2	3
6	-	2

UNDERMOUNTAIN MODULE

SETUP

Shuffle the *Undermountain* module's components with the corresponding components of the *Lords of Waterdeep* base game.

Set the *Undermountain* game board near the main *Lords of Waterdeep* game board, within easy reach of all players.

Proceed with setup as normal.

SKULLPORT MODULE

SETUP

Shuffle the *Skullport* module's components with the corresponding components of the *Lords of Waterdeep* base game.

Set the two *Skullport* game boards near the main *Lords of Waterdeep* game board, within easy reach of all players.

Place 1 Corruption token on the "-1" space of the Corruption track, and 3 tokens on all others.

Proceed with setup as normal, following the Corruption and final scoring rules below.

CORRUPTION

Taking: Take each Corruption token from the space closest to the "-1" space that still has tokens on it.

Returning: Return each Corruption token to the space farthest from the "-1" space that does not yet have 3 tokens on it.

Removing: When you remove a Corruption token from the game, place it in the game box instead of returning it to the Corruption track.

FINAL SCORING

The empty space closest to the "-1" space indicates the number of VP lost for each Corruption token in a player's Tavern.

OPTIONAL RULE: USING TWO MODULES

You must play with the number of Agents for the long game.

Remove 25 Intrigue cards, 30 Quest cards, and 12 Building tiles from the *Lords of Waterdeep* base game.

Shuffle together the remaining components with the corresponding components from each of the two modules.

Set all of the game boards associated with those modules beside the board within easy reach of all players.

