

LORDS OF WATERDEEP – SOLO VARIANT

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Edited by: JCV (Sleepstupid) Version: 1.0 (6/22/15)
Second edition by Andrew Domino (dominowriting) (9/23/18, 2/21/21, 11/13/22)

Setup:

A d12 is also needed.

Place the scoring markers at the start of the scoring track.

Player: Select a faction, 1 lord card, 2 quests and 2 Intrigue cards (as per normal rules).

Rival (artificial intelligence opponent): Select a random faction, and place its agents and scoring marker. Draw 2 quest cards and immediately score them. Do not draw Intrigue cards. Draw a lord card but do not look at it.

Give the Rival the starting player token. He doesn't collect any coins; you collect 5 (4 +1 for starting second). The Rival goes first.

Rival's Turn:

Every time the Rival has to place an agent, roll the d12 and place the agent on the corresponding building.

Roll	Building	Note	Roll	Building	Note
1	Cliffwatch Inn: left space	A	7	Builder's Hall	B
2	Cliffwatch Inn: center space	A	8	Waterdeep Harbor	C
3	Cliffwatch Inn: right space	A	9	Castle Waterdeep	
4	The Grinning Lion Tavern		10	Blackstaff Tower	
5	The Plinth		11	Field Of Triumph	
6	Aurora's Realms Shop		12	A random built building	D

If you roll a building that is already occupied, place the Rival's agent in the closest free space clockwise. The Inn always has precedence over any other free space, in case of a tie.

After you have placed the Rival's agent on a building, give the Rival the benefits of the building he landed on. The Rival doesn't actually collect adventurers, coins, or victory point markers; instead, he just marks the points on the scoring track for them.

1 adventurer = 1 VP on scoring track

2 gold pieces = 1 VP on scoring track

1 victory point = 1 VP on scoring track

Note A: If the Rival's agent placed in the Cliffwatch Inn, follow what the space of the Inn says: in the left space, the Rival takes 1 quest, and 2 gold; in the center space, the Rival takes 1 quest and 1 Intrigue card; in the right, the 4 quests are reset, and the Rival takes 1 quest.

Any time the Rival has to take a quest card, he takes the one (from the Inn or from the ones he has active) that gives him the most VP, and completes it immediately. He also draws a new quest card to replace the one he took.

Any time the Rival has to draw an Intrigue card (either because he goes to the Inn or at the Castle or the Harbor), draw the first card of the Intrigue pile, and resolve it immediately, following the instructions on the card as closely as possible. If the Intrigue card calls for a decision, you make the decision you prefer.

Determine the VP value of a card by adding the VP, adventurers, and gold given as a reward, as shown above. Subtract the requirements needed to complete the quest: -2 for each adventurer, -1 for every 2 gold. The quest cards in the core game work out to the point value shown on the last page.

The Rival immediately scores these VP on the scoring track (along with any other benefits), then places the quest card as a completed quest, or as a plot quest if appropriate, on its player mat. The Rival can lose points if he has to take a quest worth negative VP, but cannot have a total score below zero.

Note B: When the Rival rolls a 7, take the building that costs the most gold and immediately build it, marking it with the Rival's token (think of the Rival a player with limitless money). Give the Rival any VPs on the building, then replace the newly built building as usual. If buildings have the same cost, choose the building worth the most VP. If there is still a tie between buildings, choose a random building.

Note C: If the Rival rolls an 8, place his agent on the first available harbor space (as normal), draw the first Intrigue card from the deck, and resolve it immediately. Use the values of adventurers, VP, and gold as shown above to score points. A card that requires you to give to or take from the Rival instead is taken from or returned to the box. At the end of the turn, re-assign his agent by rolling again, but if you would assign an agent to Waterdeep Harbor again, the Rival instead does nothing with that agent.

Note D: Any time the Rival rolls a 12, his agent is placed on random building chosen from the buildings that have been built during the game (on the left or right edge of the map), and give the Rival the corresponding benefits. If the Rival is placed on a building you built, take the benefit as normal. If there are no available buildings, the Rival rolls again.

You can give the Rival a mandatory quest by playing an Intrigue card as normal. Any time the Rival lands on an Inn space, where he would take a Quest card (and gain its VP), he discards the mandatory quest (gaining its VP) instead.

Scoring: Determine as you would in the normal game, except that the Rival gains the VP you would earn for adventurers and coin (but not VP) in your tavern at the end of the game.

Quest Card	Point Value	Quest Card	Point Value
Ally With House Thann	+11	Investigate Aberrant Infestation	+5
Ambush Artor Morlin	+0	Loot The Crypt Of Chauntea	-2
Bolster City Guard	+3	Lure Artisans Of Mirabar	-3
Bolster Griffon Cavalry	-4	Perform The Penance Of Duty	+6
Bribe The Shipwrights	-2	Placate The Walking Statue	+0
Build A Reputation In Skullport	+0	Place A Sleeper Agent In Skullport	-12
Confront The Xanathar	+5	Prison Break	+3
Convert A Noble To Lathander	+2	Procure Stolen Goods	-1
Create A Shrine To Oghma	+19	Produce A Miracle For The Masses	-1
Defeat Uprising From Undermountain	+2	Protect The House Of Wonder	+1
Defend The Tower Of Luck	-10	Quell Mercenary Uprising	-2
Deliver An Ultimatum	+1	Raid On Undermountain	+5
Deliver Weapons To Selune's Temple	-4	Raid Orc Stronghold	-2
Discover Hidden Temple Of Lolth	+2	Recover The Magister's Orb	-4
Domesticate Owlbears	+4	Recruit For Blackstaff Academy	-1
Eliminate Vampire Coven	+3	Recruit Lieutenant	-16
Establish Harpers Safe House	-3	Recruit Paladins For Tyr	-1
Establish New Merchant Guild	+0	Repel Seawraiths	+4
Establish Shadow Thieves' Guild	+5	Research Chronomancy	+0
Explore Ahgharon's Tower	-1	Retrieve Ancient Artifacts	+3
Expose Cult Corruption	-4	Safeguard Eltorchul Mage	+0
Expose Red Wizards' Spies	+7	Seal Gate To Cyric's Realm	+8
Fence Goods For Duke Of Darkness	-4	Send Aid To The Harpers	+7
Form An Alliance With The Rashemi	+4	Spy On The House Of Light	+0
Heal Fallen Gray Hand Soldiers	+4	Steal From House Adarbrent	+1
Host Festival For Sune	+3	Steal Spellbook From Silverhand	-1
Impersonate Adarbrent Noble	+4	Study The Illusk Arch	+2
Infiltrate Builder's Hall	+0	Take Over Rival Organization	+7
Infiltrate Halaster's Circle	+14	Thin The City Watch	+8
Install A Spy In Castle Waterdeep	-2	Train Bladesingers	-2