

Game Setup

1. PREPARE THE TRACK BOARD

1. Take the Citizen cards with no player number. For games with more than 2 players, add in Citizen cards that have that player number or less. Return unused Citizen cards to the box. Shuffle the Citizen cards you've gathered and place them in a stack above the right most (dark) slot on the track board. This is the Citizen deck. Draw and place 1 Citizen card from the Citizen deck face-up above each of the 5 slots.
2. Place the 20 Knights in the bottom right corner.
3. Take the Privilege I and Privilege II tiles with no player number. For games with more than 2 players, add in tiles that have that player number or less. Return unused tiles to the box. Shuffle the gathered Privilege I and Privilege II tiles face-down keeping them separate. Make a Privilege I and Privilege II stack next to the track board. Draw and place 3 Privilege I tiles face-up in the slots with the "I" and 3 Privilege II tiles face-up in the slots with the "II".

2. PREPARE THE MAIN BOARD

1. Place Lair cards on to the matching slots. Separate Monster cards by Lair. Take the Boss of each Lair and place it underneath its respective Lair card. Shuffle each set of the Monster decks (4 cards left in each set) and place them face-up on their matching Lair card.
2. Place Gems and the 3 Resources (Stone, Wood, and Magic) in the corresponding corners of the game board depending on the number of players. Place leftover tokens back in the box.
3. Take Knights from the Track Board and place 1 in each of the 8 Locations.
4. Place the Gold in the center of the game board.

3. PLAYER SETUP

Each player takes 1 Strength tracker, 1 Gem from the game board, and a matching set of components (player board, Margrave, 4 Influence Markers, 1 Ship, 4 Ward Towers, 4 Starter Citizen cards, and 1 Reference card).

Each player places their Margrave in "Shilina" and their Ship in the bottom (lighter) segment on the Shipping track on the game board. Then, each player places their 4 Influence Markers on the Influence Tracks on the track board; 1 Influence Marker per row in the starting left space. In addition, each player places the Gem and each of their 4 Ward Towers into spaces in the storage of their player board. Finally, each player takes their 4 Starter Citizen cards into their hand, and places their Reference card to the left of their player board.



4. DISTRIBUTE AND RESOLVE THE START CARDS

Shuffle the Start cards and deal 4 secretly to each player. Each player chooses 1 to keep and passes the rest to the player on their left. Continue to choose 1 and pass cards until all players have chosen 3 Start cards. Discard the 4th card that wasn't chosen. All players reveal their Start cards and take the items depicted on the cards. If a player gains a Privilege tile, the tile is taken from the face-down stack. If the gained privilege tile is a Grant the player may not redeem the tile for its face value until their first turn. If a player gains a Citizen card from a Start card it is drawn from the top of the Citizen deck. Return all Start cards to the box.



Components

- 1 Game Board
- 1 Track Board
- 1 First Player token
- 58 Privilege Tiles: 33 Level I Privilege tiles, 25 Level II Privilege tiles
- 20 Monster Cards
- 4 Lair Cards
- 20 Starter Citizen Cards (A set of 4 per player)
- 5 Reference Cards
- 60 Citizen Cards
- 30 Wooden Tokens (10 in each type - Cubes: Stone [Gray], Wood [Brown], and Magic [Blue])
- 5 Strength Trackers
- 6 Gems (Teal cubes or plastic gems)
- 40 Gold (25 - 1 Gold, 15 - 5 Gold)
- 20 Ward Towers (4 in each player color)
- 5 Ships (1 in each player color)
- 20 Influence Markers (4 in each player color)
- 5 Margraves (1 in each player color)
- 5 Player Boards (1 in each player color)
- 20 Knights (Gray - Meeples)