



Dwellings of Eldervale

Rules of Play

Components



2 Custom Dungeon
Trays with Lids

96 Treasure Tokens

104
Adventure
Cards

48 Scoring Markers
8 Player Colors



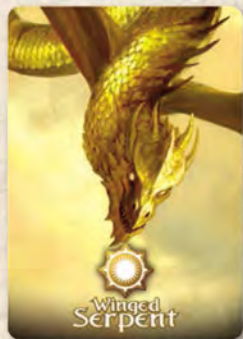
100 Deluxe Wooden
Resources

20 Gold Coins

120 Cardboard
Resources



8 Elemental
Starter Cards



9 Monster Cards
2 Mercenary Cards,
9 Legendary Edition
Monster Cards



24 Solo Mode Cards
Ghosts of Eldervale



60 Magic Cards

5 Trove Tokens
5 Tactics Tokens



8 Dual-Sided Faction
Boards in Custom
Player Trays

48 Dwelling Rooftops,
8 Player Colors

72 Custom Meeples,
8 Player Colors





1 Elemental Scoreboard



2 Custom Monster Trays with Lids



9 Orbs

1 Ghosts of Eldervale Playmat



2 Custom Resource Trays with Lids

1 Watcher Meeple

5 Player Reference Aids (not shown here)



9 Large Scale Monster Miniatures, Deluxe Edition

32 Elemental and Ruin Hex Tiles



1 Custom Discard Tray



9 Large Scale Monster Miniatures, Legendary Edition

53 Marbled D6 Dice, 9 Colors



1 Bifröst Bridge Hex Tile



9 Monster, 9 Legendary Monster and 2 Mercenary Standees



2 Mercenary Miniatures



9 Sound FX Bases



12 Plastic Stands



Setup

For first time setup of Player Trays, Resource Trays and Dungeon Trays, please see included "First Time Setup" insert.

The Eight Elements

-  Air
-  Earth
-  Fire
-  Water
-  Light
-  Darkness
-  Order
-  Chaos



Score Board

Place the Score Board at one end of the table.

Select Player Factions

Dwellings of Eldervale has 16 unique playable factions, each tied to one of the 8 Elements/colors. All player pieces are stored in Player Trays, with dual-sided faction artwork boards as "lids."

Players can select the Player Tray of their choice (and the corresponding Element Starter card), or choose randomly by dealing out Starter cards. Once trays are selected, players choose a specific side of their player board to play, and place this board in front of them as a Ready Area for their Units.

Starting Player

Roll dice to determine the Starting Player. The player who rolled the highest die wins. If it is a tie, look to next highest die and so on, per Eldervale Battle rules (p. 15). Play continues clockwise from that player.

Take one scoring marker for each player and place it on the Victory Point Track on the Score Board on the numbers matching turn order: 1, 2, 3, 4, and 5. During the game, any points gained will be recorded by moving these scoring markers.

Elements Used This Game

Determine which Elemental components will be used. For this game, use all of the components matching Elements of selected player factions, as well as the components of 2 additional Elements, chosen by any agreeable means.



For each Element being used, you will need:

- ◆ 3 Corresponding Elemental Realms
- ◆ 1 Monster Card (and a corresponding standee or miniature)
- ◆ 1 Orb



If you own the Legendary Monsters, randomly select a Monster to represent each Element by any means you choose. (Example: for Fire, you would select either the Demon of Might (above) or the Volcanic Terror.)

Dungeon Tray Setup

Adventure Cards: For each Elemental Adventure deck being used, turn the appropriate Doorway card face up on top of each deck. Shuffle the cards below the Doorway, if preferred, from a previous play. Doorways for Elements not being used are left face-down for the game.

Treasure Tokens: Check that each stack of Treasure tokens in the Dungeon Trays contains 3 tokens of the appropriate Elemental type, mixing these tokens if desired from a previous play.





For setup of a Solo Game, please see the Solo Rulebook, "The Ghosts of Eldervale."



Build Eldervale

- 1. Separate Ruins:** First, separate any Ruins or optional Realms. The 5 Main Ruin tiles (Mage Tower, Fortress, Mill, Portal, and Dungeon) are used in every game. The second Dungeon is used in 4 and 5 player games. The Oracle Ruin, Dragon's Den Ruin, and Bifröst Bridge are optional and described in the section at right.
- 2. Create Realm Stack:** Take all of the Elemental Realm tiles being used and shuffle them together to create the Elemental Realm Stack. Do not include the Ruins yet.
- 3. Draw Elemental Realms:** Draw and reveal a number of Elemental Realm tiles from the stack based on the number of players (5 for 2p, 7 for 3p, or 8 for 4/5p). If you draw more than one Lair tile (a Realm with a Monster icon ) , place each Lair drawn after the first on the bottom of the Realm stack, so that the starting map will have a maximum of 1 Lair total.
- 4. Build Eldervale:** Take each of the revealed Elemental Realms and shuffle them together with the Ruins you set aside. Randomly arrange these tiles faceup in the appropriate configuration to build Eldervale (as depicted right). It is helpful if all of the tiles are oriented in the same direction.
- 5. Reshuffle:** Reshuffle the Realm Stack, and place face down in the Discard Tray.

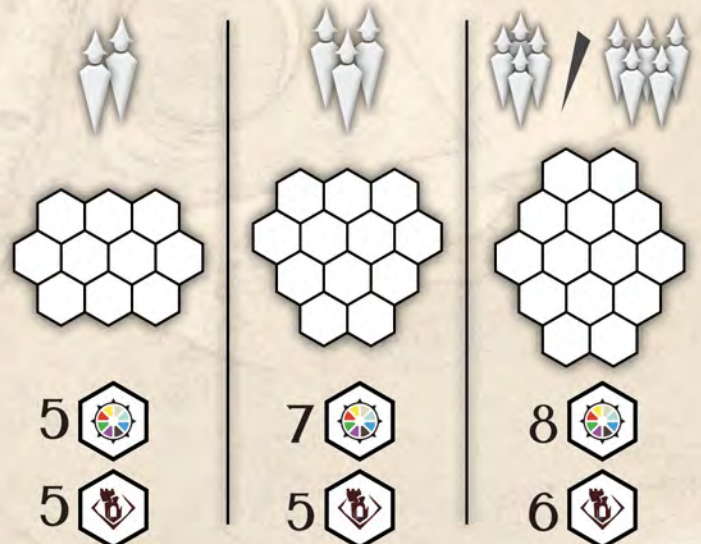


Optional Realms

The Oracle: This optional Ruin tile allows for longer games with more card play and can be added to any setup. If adding to a game of fewer than 4 players, swap the Oracle with an Elemental tile from the initial build (all Elemental tiles are still used in the game). If adding to a 4 or 5 player game, substitute this for the second Dungeon in the 6 Ruins used. (For more information, see p. 20.)

Dragon's Den: This optional tile adds a mini-expansion with a tough Special Monster, the Mother of Dragons. Add the Dragon's Den to the top half of the Realm Stack, **after** building Eldervale. The Trove tokens will be used when the Realm comes into play. (For more information, see p. 21..)

Bifröst Bridge: This optional tile adds a mini-expansion with a unique Special Monster and tile. The Bifröst Bridge is not a Ruin nor an Elemental Realm, but it is mixed into the top half of the Realm Stack, **after** building Eldervale. (For more information, see p. 21)



Prepare the Realms

Each Elemental Realm has 1-2 square spaces for Treasure tokens. For each of these locations, put a stack of Elemental Treasure tokens with the top token face up (*the entire stack can be flipped face up for ease of play*). If there is a Lair in Eldervale, put the appropriate Monster standee or miniature in the Lair.



Shuffle and Distribute Magic Cards

Shuffle the Magic card deck. If using card sleeves, distribute half the deck to each Resource Tray. If unsleeved, place the deck entirely in one Resource Tray, using the other tray for discards. Each player draws 5 Magic cards from the deck, and keeps all 5 cards to start the game.

Set the Orbs

Place one Orb at the top of each Elemental track being used in this game. Place 1 Orb on each of the 2 Orb spaces of the Glory Track. These are all the Orbs you will need.



Resource Trays, Discard Tray

Place the 2 Resource Trays within easy reach of players, with resources distributed equally among both trays. Place the Discard Tray in a central location on the table.

Mercenaries

If playing with 1 or more Mercenaries, place the card and miniatures or standees near the Monsters or Score Board within easy reach of all players. (*For more information on using Mercenaries, see page 20.*)



Player Setup

Put 3 Workers in your Ready Area. These 3 Workers are your only active Units at the beginning of the game. Keep your Dragon, Wizard, Warrior, and 3 remaining Workers in the appropriate spaces in your Player Tray. These other Units are not active at the beginning of the game, but can be summoned during the game.

Keep your 6 Dwelling Rooftops in your Player Tray. Your Player Tray should include 1 of each of the following: 1 Gem, 1 Potion, 1 Scroll, 1 Tool, and 1 Sword. Your 6 dice sit ready in your tray.

Scoring Markers

1 of your 6 scoring markers is already on the Score Track. Of the remaining 5, keep 1 scoring marker in your Player Tray. This marker will eventually become your Glory Track Marker, but not until the first time you Regroup.

Put 1 of your scoring markers on the first space of the Elemental Power Track that matches your faction's associated Element. Place the remaining 3 scoring markers beside the Elemental Power Tracks. These markers will be used when you gain power in other Elements.



Terms and Concepts

Exceptions to the Rules

This rulebook contains the standard rules for playing every game of Dwellings of Eldervale. However, many aspects of the game create exceptions to the rules. Faction powers, spells Tableau cards, and Monster effects can change rules. When rules conflict, do your best to follow the rules of the card or power creating the exception.

Active Player

Many of these rules and instructions on cards are expressed using the second person "you." But sometimes rules that affect many players will be described in the third person. The term "Active Player" always refers to the player whose turn it is.

Timing of Effects

Some effects have conditions that would cause them to occur at the same time. The active player may determine the order of these effects. For example if multiple effects might occur at the beginning of a turn, the active player may carry those effects out in any order desired. When multiple players use abilities or play spells at the same time, use a 'friendly' approach to determine the timing. Allow each effect to occur in the order it was announced. It is rare for 1 effect in this game to cancel out another desired effect.

Treasure Tokens

There are 12 Treasure tokens for each of the 8 Elements. On the back of each of these tokens is the Elemental Sigil. On the face of each token are various resource symbols. A token may depict a Magic card, a single resource, 2 resources, or 2 different resources separated by a slash. The slash represents "or" anywhere it appears in this game.

Back



Front



Resources

Resources include Gems, Potions, Scrolls, Tools, Swords, Gold, and also Magic cards. Magic cards are dealt with differently than other resources (see below).



When you gain resources other than Magic cards, they are taken from the general supply and placed in a section of your tray. When you spend resources, they are taken from your tray and returned to the general supply.

You may never have more than 5 of one type of resource (except Magic cards).

If an action would cause you to exceed this limit, only gain resources up to the limit.



Gold is wild. You may spend Gold coins in place of any other resources.

The Treasure Chest symbol means "any resource," which does include Gems, Potions, etc., but it also includes Magic cards.



There are enough resources that none will ever run out in a game of 4 or fewer players. In the very unlikely event that any resource runs out in a 5 player game, use a suitable substitute.

Magic Cards are Resources

Magic cards are handled differently than other resources. Each player keeps their Magic cards in a hand of cards. The maximum hand size is 7 cards. If you have more than 7 cards at the end of your turn, you must discard cards until you have 7.



When Magic cards are discarded or spent to perform an action, they are placed faceup in a single discard pile. If the Magic card deck ever runs out of cards, take the discard pile and shuffle it to replenish the deck.

Magic Cards

Magic cards come in three types: spells, quests, and prophecies.

Spells

Spells allow surprise moves, special benefits, and additional ways to score points. Each spell card can only be played at the time indicated on the card.



Some spells simply state "Play on your turn." These cards are played during your turn in the same manner as any other Free Action (see Free Actions, p. 12).

Other spells may be played during another player's turn when the condition of the card is met. For example, the Faerie Charm Spell says 'Play when a Battle would be triggered.'



Casting Costs

Some spells have a "casting cost," indicated near the top of the card. If you meet the minimum Elemental Power requirement (right of slash) you may play the card at no cost. Otherwise you must pay the resources indicated on the left of the slash.

Quests

These are cards that allow you to gain victory points during the game when a special condition has been met. The victory points are awarded immediately.



Unlike other cards, completed quests are kept and not discarded. You can tuck completed quests under the top edge of your Player Tray or faction board.

Prophecies

These cards have no function until the game is over. At the end of the game, during scoring, each player reveals the prophecy cards in their hand and gains victory points based on the conditions stated on each of their prophecy cards.



How to Play

Dwellings of Eldervale is a turn-based game. Beginning with the Starting Player, each player takes a turn until the end of the game is triggered.

The end of the game will be triggered in 1 of 2 ways:

- ◆ A player builds their 6th and final **Dwelling**
- ◆ A player draws the last **Realm Tile** from the **Realm Stack**

At that point, each player gets 1 more turn, including the player who triggered the end of the game.

Turn Sequence

On each turn, you must choose to either:

- A) **Place a Unit** (see below)
- B) **Regroup** (see p. 10)

You may also perform any number of **Free Actions** during your turn (see p. 12).

Choice A Place a Unit

Choose one Unit in your Ready Area and place it in a Realm of Eldervale, following the Placement Rules (see next page). Then, immediately carry out an **action** in that Realm.

After you have placed a Unit, if there are any Monsters in adjacent Realms, one will Rush into your Realm (see *Monsters*, p. 18).



This specific action is considered "Placing a Unit."
There are other means by which Units may be moved into Realms, but they are not considered to be "Placement."

Placement Rules

Placing Your First Unit

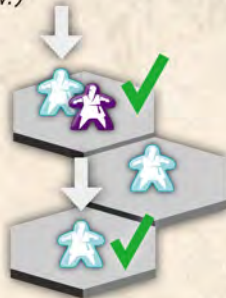
If you have no Units in any of the Realms of Eldervale, you may place a Unit in any unoccupied Realm. This is called your "First Placement" regardless of when it occurs in the game.

A Realm is considered *unoccupied* if it contains no Units and no Monsters. Dwellings are not considered in this determination. (See also the *Warrior's Aggression* ability below.)



Placing Subsequent Units

If you already have Units anywhere in Eldervale, then you must place your Unit in a Realm adjacent to a Realm occupied by one of your Units, but not in a Realm also occupied by one of your Units.



For this type of placement, you may choose to place in a Realm occupied by opponents' Units or a Monster, but doing so will trigger **battle** (p. 14) unless still in Peaceful Beginning (p. 14).

You must perform the action! For any placement, you may only choose to place in a Realm if you have the ability and requisite resources to perform an action in that Realm. The action is not optional, you must perform the action after the placement. Note: For the *Dungeon*, you must be able to obtain at least 1 Adventure Card.

Advanced Unit Placement Rules

The *Dragon*, *Wizard*, and *Warrior* have special rules for placement. Each Advanced Unit may be placed following the standard placement rules described above, or may use their special ability.



Dragon: Flight

Your *Dragon* may be placed up to 2 Realms away from 1 of your Units.



Wizard: Teleport

Your *Wizard* may be placed in any unoccupied Realm in Eldervale.



Warrior: Aggression

If you have no other Units in Eldervale, the *Warrior* may be placed directly in any occupied Realm for a First Placement.

In addition, your faction abilities or Tableau cards may allow special placement rules.

Realm Actions

The action you perform depends on the Realm in which you placed your Unit. There are 2 types of Realms: Elemental Realms, and Ruins.

Elemental Realms

Gain Treasure: Choose one of the Treasure tokens from the top of a stack in the Realm and place it in your Player Tray (the tray holds 4). If the Realm contains 2 stacks, choose either 1, but not both.



If a stack is empty, instead gain the depicted resource on the Realm tile where the stack used to be.

Ruins

Each Ruin or optional Realm allows a special action.



Mage Tower: Spend any 2 resources (they do not need to be the same type) to draw 3 cards from the Magic deck and add them to your hand. Then choose any single card from your hand and place it in the discard pile.



Summoning Portal: Pay the cost indicated on your Starter card beneath the Unit icon. Workers may cost 1, 2 or 3 of any resource(s), as indicated. Move the Unit to your Ready Area. Once summoned, the Unit may be used for the rest of the game.



Mill: Construct a Dwelling. Choose 1 of your Workers in an Elemental Realm that does not already contain a Dwelling, and pay the appropriate cost to turn the chosen Worker into a Dwelling (see Dwellings, p. 11).



Dungeon: Place a Unit in the Dungeon to both expand the Realm map and gain 1 or 2 Adventure cards (see Dungeoning, p. 10).



Fortress: Pay any 2 resources to gain 2 Gold.

Additional Realms: See pages 20-21 for information about the Oracle, Dragon's Den, and Bifröst Bridge.



Dungeoning

When using a Dungeon Ruin, perform steps 1-4. When using the Oracle Ruin, perform only steps 2 and 4.



1. Discover New Realm

First, reveal the top tile from the Realm Stack, and select a location along the edge of Eldervale in which to place it. The new Realm must be positioned so that it is adjacent to at least 2 existing Realms. Then, based on the type of Realm, place the appropriate Treasure token stacks, and, if the Realm is a Lair, the appropriate Monster standee or miniature (place the Monster that matches the Lair Realm's Element).



2. Obtain One New Adventure Card

Choose one face-up Adventure Card from the board and pay its indicated resource cost. Move the card to your Tableau. On the Elemental Track matching the newly acquired card, increase your Elemental power by one (See Elemental Power p. 17).



3. Obtain a Second Adventure Card or Burn One Card

You may gain another Adventure card in the same manner as above, or you must choose one of the face up Adventure cards and discard it by placing it face-down on the bottom of that Adventure deck.



4. Reveal New Adventure Cards

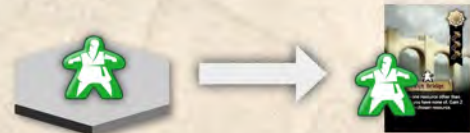
Reveal new cards from the appropriate decks to replace the cards that were removed.

Choice B Regroup

A Regroup turn consists of 4 steps that must be carried out in order.

1 Retrieve Units from Realms to Perform Card Actions

One by one, select one of your Units in Eldervale and place it either on 1 of your card actions to perform the action, or directly into your Ready Area. You may not choose an action that already has a Unit on it. You may perform card actions in any order you choose. (See Card Actions, at right.)



2 Return Units from the Underworld to your Ready Area

Take each of your Units from the Underworld and return it directly to your Ready Area. These Units do not perform card actions.



3 Return Units from Your Cards to Your Ready Area

Now take each of your Units you placed on your cards and return it to your Ready Area.



4 Return Mercenaries to the Supply

If you control a Mercenary in your Ready Area that you hired with Gold on a previous turn, return that Mercenary and its card to the supply. You cannot rehire a Mercenary on the same turn it has been returned to the supply, even with an Orb (See Mercenaries, p. 20).

You may not leave any Units in Eldervale or the Underworld.
All of your active Units must return to your Ready Area.

Card Actions

When you Regroup, you may use your Units to perform actions on the cards in your tableau. Regrouping is the only time these actions may be used. Your Starter card and various Adventure cards depict these actions.



Each card action has an icon showing which type of Unit must be used to perform the action. **If the icon displays a Worker, then ANY Unit may be used.** If the icon is a Dragon, Wizard, or Warrior, then only that specific Unit may be used to perform that action.

Card actions are resolved one at a time, though you may perform many such actions on a single Regroup turn. The order in which these actions are carried out can be very important, because resources gained from 1 action may be used to perform subsequent actions. As long as a Unit is on a card action, additional Units may not be placed on that action. When a card action is used the Tableau card is considered to be activated.

Starter Cards

Your Starter Card has 3 separate actions: Summon, Gather, and Dwell. Using 1 of these actions does not prevent use of the others. Your Starter card can never be destroyed, discarded, or used by an opponent. In addition, Aura Adventure cards may not be attached to a Starter card.



Summon: This action functions in the same manner as the Summoning Portal Realm. Pay the cost indicated on your Starter card beneath the Unit icon, and move the Unit to your Ready Area.



Gather: Each faction may have a different resource depicted here, but each of these function in the same manner. By placing a Unit on the Gather action, you gain the indicated resource. There is a Slot around the resource allowing you to "upgrade" this action and replace what you gain with the resources shown on a Treasure token (see Slots, p. 13).




Dwell: This action functions in the same manner as the Mill Realm. Construct a Dwelling, using 1 of your Workers still in an Elemental Realm (see Dwellings right).

Dwellings

Your ultimate goal is to make Eldervale your home. By constructing Dwellings, you claim Elemental Realms for yourself. Doing so gains you Elemental power, victory points, and dice in battle, but to do so, you must give up a Worker.



You can Construct a Dwelling either by placing a Unit on the Ruin with the Mill, or by using the "Dwell" worker action on your Starter card. To do so, follow these steps:

- 1. Choose Realm:** Choose an Elemental Realm occupied by one of your Workers, that does not already contain a Dwelling.
- 2. Pay Cost:** Pay the Dwelling cost indicated on the chosen Elemental Realm.
- 3. Place Dwelling:** Take a Dwelling Rooftop from your Player Tray and place it on top of the chosen Worker. The Worker with the rooftop is now a Dwelling, and is no longer a Unit. 
- 4. Score Victory Points:** For each Ruin adjacent to the new Dwelling, score 2 VP. For each Dwelling (belonging to any player) adjacent to the new Dwelling, score 2 VP.
- 6. Gain Elemental Power:** Move up the Elemental Power Track that matches the Element Sigil(s) of the Realm that contains the new Dwelling. If there are 2 Sigils, move up 2 spaces on the appropriate track.

Once built, a Dwelling remains in place for the rest of the game. Dwellings provide additional dice in battle (see Battle p. 14), and also score victory points at the end of the game (see End of the Game, p. 19).



Example: The Dwelling above increases the active player's Elemental power in Fire 2 spaces. It also scores 8 points - 6 for the adjacent Ruins, and 2 points for the adjacent Dwelling (even though it is another player's Dwelling.)

Free Actions

On your turn, you may perform any number of Free Actions. Free Actions may be used before, after, or between other actions during your turn.

Discard a Treasure Token to gain Resource(s)

Choose 1 Treasure token from your tray. Discard the token to gain the indicated resource(s). If the token has a Magic card symbol, draw a Magic card from the deck. You may not perform this Free Action using Treasure tokens that are already Slotted in your Tableau.

*This is the only Free Action that may be performed at any time, including while resolving other effects and even on another player's turn.



Perform an Orb Action

There are 4 ways in which Orbs may be used. Choose 1:



Orb Reward Space

Take 1 Orb from your supply and choose 1 available Orb Reward Space on the Score Board. Place your Orb on the chosen space and gain the indicated benefit. Your Orb remains on the chosen space for the remainder of the game, preventing anyone from using it again.



Slot a Treasure Token in your Tableau

Choose 1 Treasure token from your tray and place it on a "Slot" on a card in your Tableau (see Adventure Card Tableau, p. 13). If there is already a token present on the Slot you wish to use, you must discard the previously slotted token. You gain no resources for discarding a token in this manner. Slotted tokens may not be moved.



Slot an Orb as a Tableau Input

You may place your Orb on an Adventure card in any Tableau Slot that would define an input. (These are marked with a circle inside the box). The Orb counts as a "zero" when so used. In other words, when an Orb occupies the input Slot of a Tableau card, it costs no resources to perform the action (see Slots, p. 13).



Play a Magic Card

Each spell and quest card indicates when it can be used. Many spells can be used "on your turn," and as such, are carried out as Free Actions.

Hire a Mercenary

If you are playing with Mercenaries, you may pay a Gold or an Orb to take any Mercenary available for hire to your Ready Area and keep the card near your Tableau for reference. Note, if you use an Orb to hire a Mercenary, the Mercenary is your Unit permanently (see Mercenaries, p. 20).



Slot an Orb to Empower a Tableau Card

Some Adventure cards are marked with an Orb in the top left corner. These cards have special functions or benefits that are enabled by an Orb permanently placed on the card over this symbol.

Slot an Orb to Permanently Hire a Mercenary

Mercenary cards are marked with an Orb in the left cost box. If you place an Orb on one of these cards, the Mercenary does not leave your control at the end your turn. You control this Mercenary for the entire game (see Mercenaries, p. 20).



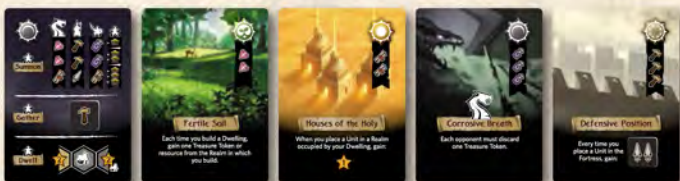
Use a Tactics Token

If you are playing with Tactics tokens, as a Free Action, only on your turn, you may restore an exhausted Tactics token (See Tactics Tokens, p. 23).

Adventure Card Tableau

Your Tableau consists of your Starter card and the Adventure cards you have collected throughout the game.

Each of these cards depicts an Elemental Sigil (top right corner of Adventure cards and top left of your Starter card). The Sigil indicates that when you add this card to your Tableau, you also increase your Elemental power on the track that matches the depicted Sigil.



Adventure cards are a key part of end-game scoring, provided you also have enough Dwellings to score them (see *Ending the Game*, p. 19).

(For a complete reference of every Adventure card used in the game, see the Appendix booklet.)

Slots

Some cards have slots in which you can place Treasure tokens using Free Actions (see *Free Actions*, p. 12). Unless otherwise indicated, a Treasure token is placed in a slot face-up. The icons depicted on the slotted Treasure token replace any icons covered up by the Treasure token.



A card action cannot be used if a Slot to the left of an arrow (the input Slot) is empty. There must be a Treasure token or Orb placed on the input Slot in order to use such an action. Placing an Orb in an input Slot defines the cost to be "zero," allowing you to use the ability without paying any resources.



Orb Slots

Some Cards depict an Orb in the upper left. Depending on the text of the card, the card either cannot be used unless an Orb is present, or the card becomes more powerful when an Orb is present.



Passive Abilities

Some cards provide powers or rule exceptions that affect other aspects of the game. Units are not used to activate these powers.



Doorways

Doorways are special Adventure cards that can earn you additional resources if you are the highest on the indicated Elemental Power Track.

Example: When you activate the Luminous Threshold you will gain 1 Scroll. However, if you are the player who is HIGHEST (not tied) on the Light Track, with the token slotted below, you also gain 2 Potions. Note: You must be highest in Light to gain this bonus.



Vaults

Vaults are special cards that award victory points at the end of the game for slotted tokens and resources in your supply, as indicated.

Example: The Deeproot Cavern, an Earth Vault, has 3 token Slots on it (and a required Orb in the upper left). This vault scores for each resource symbol on tokens slotted here, so a single token showing 2 resource types (with or without a slash) would count for 2 symbols and 4 points.



Auras

Auras may be attached to a card in your Tableau as a Free Action. This does not need to be the moment you acquire the Aura.

Auras may only be attached to a card that may be activated by a regrouping Unit. Each Tableau card may only have 1 Aura attached. Auras may not be attached to your Starter card.

Once attached, they cannot be removed unless the card it is attached to is discarded, or unless you repay the Aura's cost to move it to another Tableau card.

Example: The Chaotic Aura attached here to the Citadel adds a chance that a Warrior Regrouping here will get double the Glory Track advancement, or none at all.



Battle

There are many Realms and many treasures in Eldervale, and sometimes competition leads to conflict. In Eldervale, these conflicts are resolved through battle.

A battle occurs in a single Realm. A battle may include any number of players, and any number of Units, and also might include a Monster. For each battle, there may be many combatants, but there is always at most 1 winner.

Peaceful Beginnings

Each game begins peacefully. Battles do not occur until after all players have Regrouped at least once. (See *Glory Track*, next page.)

Triggering a Battle

Battle is triggered whenever you **place** 1 of your Units in a Realm occupied by any of your opponents' Units, or a Monster. When a Monster Rushes into an occupied Realm, that can also trigger a battle (See *Monsters*, p. 18).

In the unlikely event that 2 battles are triggered at once, they are carried out separately, with the Active Player deciding which battle will occur first.

Battle always occurs AFTER you take your Action. You can place your Unit in an occupied Realm, or a Realm that might cause a Monster to Rush in, then carry out the action for the Realm, and only then will a battle occur. Sometimes card effects might change the conditions in the Realm in a manner that may prevent the need for battle.



Steps of Battle

1 Join

Adjacent Units may move in to **join** the battle. Beginning with the player to the left of the active player, and ending with the active player, each player may choose any of their Units from **adjacent** Realms to move in and join the battle.

Any players with adjacent Units may join the battle, even players that don't already have Units in the battle. Each player makes this decision only once, and can't add more Units later.

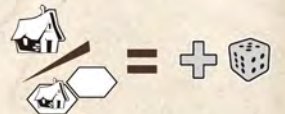
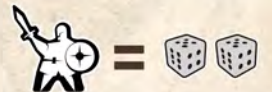
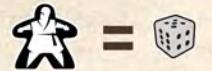


Only players that have Units in the battle take part in the battle. Dwellings do not count in a battle unless a player also has Units in the battle.

2 Determine Battle Dice

Each player in the battle determines the total number of battle dice they will roll by adding the battle dice values of each of their Units in the Realm. Then, each player may add 1 additional die if they have a Dwelling in the Realm of the battle, and 1 additional die for each Dwelling they have in Realms adjacent to the battle.

If there is a Monster in the battle, the Monster's battle value determines the number of dice that will be rolled for the Monster.



3 Spend Swords for Additional Dice

Beginning with the player to the left of the active player, and ending with the active player, each player declares how many Swords they spend. Each Sword spent increases the number of dice a player rolls by 1.

During this phase, players can also use spells or abilities that might grant them additional dice. The maximum number of dice that any single player may roll is 6 dice.



4 Roll Battle Dice

All players roll their battle dice simultaneously. Any player can roll for a Monster if there is one in the battle.

After dice are rolled, some spells and abilities might allow players to reroll or otherwise change the results of their die rolls.



5 Determine Battle Winner

Each player's (and Monster's if any) single highest die result is compared. The player with the highest result is the winner. If there is a tie, repeat the comparison with each player's second highest result, then third, and so on. A player that has no die to compare counts as a zero.



If there is a true tie after all dice have been compared, then **all** players in the battle **lose** the battle. If a Monster wins the battle it remains in the Realm.

6 Gain Glory

The winner of the battle advances on the Glory Track and collects the indicated reward (see *Glory Track below*).

If a Monster was defeated in the battle, the winning player may instead choose to gain Elemental power by moving up 1 space on the Elemental Track matching the Element of the defeated Monster. This represents absorbing the Monster's power.



7 Remove Casualties

Each losing player moves all of their Units from the battle into the the Underworld. If a monster was defeated, it is removed from Eldervale. Dwellings are never removed as casualties.



The Underworld

Each Unit you place in the Underworld, as a result of battle or any other reason, earns you 1 Sword. These Swords represent your vengeance for the fallen. Fortunately, the Underworld is not so distant from Eldervale, and your Units return from there each time you Regroup.



The Glory Track

Peaceful Beginning


The first time you Regroup, move your final scoring marker from your Player Tray to the leftmost space on the Glory Track. Until this occurs, you may not gain Glory. In addition, no battles of any kind may occur until **all** players have their markers on the Glory Track.




Each time you win a battle, you gain Glory. Each time you move your marker up one space on the Glory Track, immediately gain the reward for that space. Rewards include: gaining 2 VP, gaining 1 of any resource, gaining 1 Elemental power on any track, gaining 1 Orb (or if has already been taken, gaining 2 VP), and gaining 2 of any resources. If you reach the last space of the Glory Track, you may still gain Glory. Each time you do, gain 2 VP, but leave your marker on the same space.

Battle Example


A Warden's Trap

Luke is playing the Wardens of Evenmarch  and is eyeing the Portal to Summon his Warrior. On his previous turn, he placed a Worker nearby **A** to gain needed resources and defend if need be.

◆ Luke's opponent James, playing the Elves of Briardell , places a Worker in the Portal **B**. Luckily, Luke is not blocked from placing at the Portal. As planned, he places a second Worker on the Portal **C** and uses its Realm action before battle, paying 2 Tools and 1 Sword to summon his Warrior to his Ready Area.



The Battle Begins!

◆ James is sitting to Luke's left, meaning he is first to decide whether to bring adjacent Units to join the battle. He has 2 adjacent Workers, but with their "Longbows" faction ability they each add +1 die to the battle already **D**, so he doesn't need to move them in and risk losing them. Next the third player, Maximus, as the Embercrush Ogres , must decide whether to join. To Luke's surprise, he decides to enter the battle with his Dragon **E**, gaining a boost of +1 die from his adjacent Dwelling **F**.

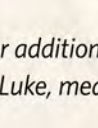


◆ With the odds looking a bit tougher, it is now up to Luke to decide whether to bring his second Worker into the fight. This is the moment to spring his trap! Luke plays a Polymorph spell to swap his adjacent Worker with his newly summoned Warrior **G**, then moves it to join the Battle - triggering its "Momentum" faction ability to set one of his battle dice to 6. "Bring it on!" he roars.



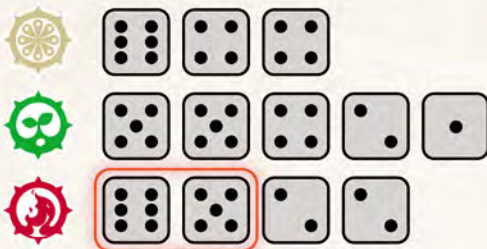
◆ Now that we know which Units are in the battle, it's time to size up how many dice each player will be rolling. Luke, with his newly polymorphed Warrior (2d6) and his intrepid Worker (1d6) currently has 3 battle dice, one of which is an automatic '6'. James, with his three Elvish Workers (1d6 each) has 3 battle dice. Maximus, meanwhile has a mighty Dragon (3d6) and an adjacent Dwelling (+1d6) giving him a total of 4 battle dice.



◆  Each player then makes their decision about how many Swords they will spend for additional dice. James decides first, and spends 1 Sword and 1 Gold (as a Sword), increasing his battle dice to 5d6. Maximus and Luke, meanwhile, spend none.

◆ In a tense moment, all players roll their dice. The results are close.

◆ In a brutal upset, Maximus' Dragon demolishes the Elves and Centaurs. Maximus advances his Glory Track Marker, and scores 2 VP, advancing his scoring marker 2 spaces. Luke takes his Warrior and his Worker from the Realm and moves them to the Underworld, and collects 2 Swords. James, takes only the Worker from the Portal and places it in the Underworld, gaining 1 Sword. With Swords in hand, the Wardens and Elves plot their revenge on the Embercrush Ogres.



Elemental Power

Uncovering the mysteries of Eldervale will allow your faction to gain Elemental power.

Elemental Power Tracks

There are 8 different Elemental Power Tracks. During each game, only some of these tracks will be used. Each track has 5 spaces. The first space of the track is innermost, and that ring of spaces is marked with 2 (for VP).

As you move your marker up the track to gain Elemental power, it is moved away from the center of the board. Each ring of the track is marked with victory point values. These values are used for end of game scoring, and are **extremely important**.

Elemental Power Markers

Each Player is limited to using 4 Elemental power markers. At the beginning of the game, 1 of these markers begins on the first space of the Elemental Power Track matching your faction, the rest are not placed on tracks. As the game proceeds, you will potentially acquire power in this Element and in others, by gaining Adventure cards, building Dwellings, or other effects.

The first time you gain power in an Element, you place a new marker on the first space of the appropriate Elemental Track. Each additional time you gain power, you move the marker up 1 space. If you run out of markers and gain power in a new Element, you may choose to move 1 of your previously placed markers to the first space of the newly gained Element's track, or you can ignore the gain of power.



Any time you gain a new Adventure card for any reason or build a Dwelling you will increase in Elemental power. You will never lose Elemental power even if you lose an Adventure card.



The top space of each Elemental Power Track contains a single Orb. Only the first player to reach the top of the track receives the Orb. (For uses of Orbs, see Free Actions, pg 12.)



Example: Gaining Power

Astrid, playing the Firewitch Goblins, visits the Dungeon and spends 3 tools to purchase the Arch Bridge. This increases her Order Elemental power by 1, which is enough to reach the 5th space first and claim the Orb!



She decides to use her Orb to take an immediate Free Action, placing it on the Orb Bonus track and gaining 2 Potions. She then spends them to buy a 2nd Adventure card (as part of her Dungeoning action).



Monsters

Terrifying creatures lurk in the Realms of Eldervale, threatening any who would dare cross their paths. At the beginning of the game, there will only be 1 Monster, or possibly none, but each time a Lair Realm is drawn from the stack, a new Monster appears.



Each Monster has an associated Element, a battle value (*number of battle dice*), and 1 or more special abilities. When a Monster is in Eldervale, it is helpful if the card for the Monster is placed near the Monster's miniature or standee in order to know the Monster's abilities.



Sound FX Bases: *The Legendary edition of the game also includes a set of Monster Sound FX Bases for use with any of the Monster minatures. These come in each of the 8 Elemental colors, and 1 in grey for the Special Monsters (see Sound FX Bases, p. 23).*

Monster Rush

When you Place a Unit in a Realm adjacent to a Monster, the Monster will Rush into the space in which you played, triggering battle. If the world is still Peaceful (see *Peaceful Beginnings*, p. 14), the Monster does not Rush.



Two Monsters can never occupy the same Realm, so a Monster will not Rush into a Realm that already contains a Monster. If there is more than one adjacent Monster, choose just one to enter your Realm.

Monster Abilities

Monsters can have a variety of different abilities. Some Monsters have abilities that affect battle or movement, others have special rules that apply as long as the Monster is in Eldervale. Such effects end when the Monster is destroyed.


During the Peaceful Beginning, Monsters are dormant. This means they will not Rush, they cannot do battle, and their abilities do not function.

Destroying Monsters

When a Monster is destroyed as a result of battle or otherwise, it does not go into the Underworld. Instead, set the Monster aside with its card. Normally, the Monster will not return for the rest of the game.

Dominating Monsters

Some game effects will allow you to Dominate a monster. When this occurs, take the Monster's card and place it in your Tableau. Take the Monster miniature and **immediately** place it in your Ready Area. **The dominated Monster is now considered to be a Unit, not a Monster.** The dominated Monster is fully in your control. It no longer follows the Rush rules. All of the Monster's abilities are still in effect.

If an ability has the chain symbol , then this ability is only useful to the Dominated Monster's owner. If an ability says "While in Eldervale" the ability only functions when the Dominated Monster is actually in a Realm, and does not function when it is in your Ready Area. After a Dominated Monster is sent to the Underworld, the domination ends, place the Monster Card and miniature or standee with the destroyed Monsters.

Return to Lair

Some game effects may cause a Monster to return to its Lair. To do so, place the chosen Monster's miniature or standee in the appropriate Lair Realm in Eldervale. If the Lair contains any Units, those Units are sent to the Underworld. If the Lair already contains a Monster, that existing Monster is moved into one of the nearest unoccupied Realms, chosen by the Active Player. If there are no unoccupied Realms, the displaced Monster is destroyed.

End of the Game

There are 2 ways to end the game:



Dwell the Land! When a single player constructs their 6th and final dwelling, the end of the game is triggered.



All Realms Discovered! When the last Realm is drawn by any player, the end of the game is triggered.

Once the end of the game has been triggered, by either a player constructing their 6th Dwelling, or by drawing the last Realm tile, each player takes 1 more turn, **including the player who triggered the end of the game**. If you haven't already, you should make use of your Orbs and perform any necessary Free Actions on your final turn.

★ Scoring During the Game

During the game, you can gain victory points from a variety of sources, including winning Glory Track rewards, Orb bonuses, spells, completing quests, various Tableau actions, and Monster effects. When victory points are gained, move your scoring marker up the VP Track. Most of the scoring, however, occurs at the end of the game.

★ Scoring at the End of the Game

At the End of the Game, there are 6 steps, awarding VP for each. Keep Dwellings and scoring markers in place for all steps.

1 Unspent Orbs Are Worth 1 VP

2 Each Elemental Power Marker's position

Gain VP equal to the number beside each of your Elemental power markers. A marker that is not on any track is worth 0 VP.



3 Dwellings

Score each of your Dwellings. A Dwelling's VP value is determined by your position on the Elemental Power Track matching the Realm in which the Dwelling is located.



Note: Dwellings located in Realms with 2 Elemental power symbols are not scored differently.

4 Tableau Cards

Score your Starter card and the Adventure cards in your Tableau. The amount of victory points for each card is determined by your position on the Elemental Power Track matching the Element Sigil of the card.



There is a limit, however to the number of Adventure cards that may be counted for this scoring. For each Dwelling you have built, you may score up to 3 Adventure cards of any Element.



5 Vault Scoring

Some Tableau cards provide unique ways to score at the end of the game, and are marked with the Vault icon and bolded text. Consult the text on the card or the Appendix.



6 Prophecy Cards

In current score order from least to highest, players reveal all of the prophecy cards in their hands. Score each based on the text of the card.



The player with the highest score wins and becomes the Ruler of Eldervale! If there is a tie, use the number of resources (including Magic cards) as a tie-breaker. If it is still a tie, multiple players can share the title of Ruler of Eldervale until the next game.



Alternate Game Modes

Dwellings of Eldervale is a highly modular game that can be customized in a number of ways. In addition to the flexibility offered by faction selection, Monster choice and card options, you can add Mercenaries, the Oracle Ruin, the Mother of Dragons mini-expansion, and the Frost Giant mini-expansion (*Legendary edition*).

Other thrilling game variants include 2v2 Mode, Drafting Magic, Adventure without Doorways, Tactics Tokens and Sound FX Bases, detailed further in this section.

A solo mode, "The Ghosts of Eldervale," is yet another exciting play option which gives a challenging "2 player like" experience (see *separate booklet*).

The Oracle Ruin

Setup: Follow the set up rules on page 5.

Gameplay: When Placing on the Oracle, a player may gain 1 Adventure card or gain 1 Magic card.

To gain an Adventure card, choose 1 faceup Adventure card from the board and pay its indicated resource cost. Move the card to your Tableau. On the Elemental Track matching the newly acquired card, increase your Elemental power by 1 (see *Elemental Power, p. 17*).

Special Rules: The Oracle may extend the game length and cause Adventure card decks to cycle. Keep in mind that all discarded Adventure cards stay in play at the bottom of their respective decks and may come up again.



Mercenaries in Eldervale

Eldervale is a land of opportunity and rumors abound with skillful Mercenaries willing to fight for any side willing to pay. Mercenaries are optional Units (*not Monsters*) that may each be included separately at the beginning of any game. Each Mercenary may have unique battle dice and a unique ability.

Setup: To include a Mercenary, simply place the miniature or standee and corresponding Mercenary card in a central area that all players can see and reach at the start of the game.

Gameplay: As a Free Action on your turn, using either Gold or an Orb, you may hire a Mercenary. The hired Mercenary is placed directly in your Ready Area and is available for use. If you paid Gold to hire the Mercenary, it will be yours until the end of your next Regroup action (see *Regroup p. 10*). If you hired the Mercenary using an Orb, it is yours for the rest of the game.

Special Rules

Underworld

Mercenaries behave just like any other Units when sent to the Underworld. When a Mercenary under your control is sent to the Underworld, you earn a Sword, and unlike a defeated Dominated Monster, a Mercenary is still considered to be your Unit until you Regroup.

Mercenary Abilities

♦ **The Minotaur:** *Charging into battle for your side, the Minotaur is a tough fighter. The Charge ability allows the Minotaur to Rush into adjacent Realms like Monsters. This ability is optional and is triggered whenever any opponent places in Realm adjacent to the Minotaur.*



♦ **Shapeshifter:** *For the right price, you can hire the Shapeshifter, a very versatile ally. The Mimic ability allows you to use one of your other Unit's abilities, except Build. This can include either an Advanced Unit special ability (Flight, Teleport, Aggression) or a unique unit ability. (Blinding Light, Rise From the Shadows, Swarm, etc.)*





Mother of Dragons Mini-Expansion

There are tales of a great mighty Dragon that rules over all the Ruins of Eldervale and is feared by all the land. The Mother of Dragons mini-expansion consists of a Monster card, a Realm tile (*the Dragon's Den*), a miniature and standee, and 5 Trove tokens.



Setup: At the beginning of the game, after setting up Eldervale, shuffle the Dragon's Den Realm tile into the top half of the Realm Stack. When this Realm is drawn, add it to Eldervale and place the Mother of Dragons miniature or standee on it along with 3, random face-down Trove tokens.

Gameplay: When you place a Unit in the Dragon's Den, you gain 1 Gold, but the only way to gain a Trove token is to defeat the Mother of Dragons in battle. Trove tokens, unlike Treasure tokens, are kept face-down in the Dragon's Den.

We recommend only playing with one Mini-Expansion at a time.

Special Rules

Mother of Dragons Abilities

- ◆ **Looming Threat:** *She Rushes when any Unit is placed in a Ruin (in addition to Rushing for adjacent Realm placement).*
- ◆ **Incredible Power:** *She rerolls 1's. This continues until there are no 1s. She also cannot be dominated.*
- ◆ **Resilient:** *If you defeat her in battle, advance on the Glory Track and take a Trove token.*
- ◆ **Protective:** *After battle, she always returns to the Dragon's Den.*
- ◆ **Trove tokens (use 3 per game):**
Only when all of the Trove tokens have been taken, is the Mother of Dragons destroyed.



Frost Giant Mini-Expansion

On the far reaches of Eldervale, across the great Bifröst Bridge, a mighty Frost Giant guards the most sacred Realm in all the land. The Frost Giant mini-expansion comes with the Legendary edition of the game and consists of a Monster card, a Realm tile (*the Bifröst Bridge*), a miniature and standee.



Setup: At the beginning of the game, after setting up Eldervale, shuffle the Bifröst Bridge into the top half of the Realm Stack. The Bifröst Bridge Realm is not a Ruin nor an Elemental Realm.

Gameplay: When the Bifröst Bridge is revealed, place it so that it is adjacent to only a single other Realm in Eldervale, with the 2pt. side adjacent to the existing Realm. Then, draw another Realm tile and place it on the far end of the bridge. (*connected on the side marked with 10pts*). Place the Frost Giant on the Bifröst Bridge as indicated by the Lair icon. Gain 1 Magic card when you Place a Unit on the Bifröst Bridge.

We recommend only playing with one Mini-Expansion at a time.

Special Rules

The bridge is not symmetrical - it has a distinguishable start (2pts.) and end. (10pts.) If you build a Dwelling adjacent to the bridge, gain the additional points listed on that connecting side. The other four sides of the Bifröst Bridge have a special rule that you cannot place Realms adjacent to those sides.

Note: There is no restriction to placing Units on the far side of the Bifröst Bridge.

2v2 Mode

Sometimes in Eldervale you thirst for Elemental power where at least 1 person is NOT trying to kill you! The 2v2 Mode introduces several exciting rule changes which keep each player competing for their best score, and at the same time working with a teammate.

Setup: Establish 2 teams of 2 players each. Set up normally as for a four player game, but have the team members sit adjacent to 1 another (*required*). Roll dice to determine start player as normal, but the winning roll wins the start for “the most clockwise seated” player on their team. In this way, the 2v2 mode will begin with 1 team, followed by both members of the other team, and end with the second member of the first team.

Goal: to have the highest team score: the two team members individual scores are added together to make the Team score.

Special Rules

Magic Cards: You may and are encouraged to show your hand to your teammate.

You may trade your teammate Magic cards on your turn as a Free Action, on a 1-to-1 basis for other cards. If you do not have a card to offer your teammate, you may not accept a Magic card in return. There is no limit to the amount of trading on your turn.



Adventure Cards: When you gain an Adventure card, you may immediately give it to your teammate. The teammate receiving the Adventure card gains the increased Elemental Power. When a spell or effect would harm your opponents, it does not harm your teammate.

Battle and Swords: When you do battle, you still fight against your teammate normally. You may spend swords to benefit your teammate in battle, even if you are not in the battle.

Dominated Monsters (🔗): Dominated Monsters only grant their owners their ability.



Drafting Magic

Of all the great magical secrets of Eldervale, nothing is more coveted than a foreknowledge of the spells, quests and prophecies that will form your destiny. This variant of the game allows players to draft Magic cards at the start of the game.

Setup: Distribute 7 cards to each player (*instead of the normal 5*) at the start of the game. Players will draft from these cards to form their starting hand of Magic Cards.

Gameplay: Players will each select 1 card and then pass the remaining cards to the left. This continues until each player has 5 drafted cards. The remaining 2 cards not selected by each player are placed into the Discard pile.



Adventure Without Doorways

Where we are going, we don't need Doorways! This variant of the game removes the predictable engine building of the starting Elemental Doorways and thrusts the game into a wild, powerful asymmetrical beginning.

Set Up: In Dungeon Tray set up, remove all of the Doorway cards for the Elements used in the game and place these at the bottom of their respective decks. (*Leave the Doorways for Elements not used at the top of their decks to help indicate closed Elements*). Flip over the top card for each Element as you would normally and read the various cards to all players.



Gameplay: The gameplay is the same as normal when using a Ruin or Magic card to obtain an Adventure Card.

Tactics Tokens

Sometimes in Eldervale, no matter how hard you prepare for the perfect Dwelling moment or Regroup, a fateful Monster movement or player action can mess up best laid plans. For these cases, the optional Tactics tokens come in quite handy.

Setup: At the start of the game, give every player a Tactics token. This token can be kept in or near the Player Tray and set faceup to the active side that depicts the text "Tactics."



TACTICS
Your Units
Remain

Gameplay: During Step 7 of battle, a player or players may exhaust their active Tactics token(s). To do so, a player may flip their token from the "Tactics" side in order to keep all Units in Eldervale that would otherwise be removed.



As a Free Action, on your own turn, you may pay 3 Swords to flip your exhausted Tactics token face up.

Sound FX Bases

Mighty roars and fearsome screams can be heard across all of Eldervale. Could these be the sounds of the ancient Elemental Monsters that guard these Realms?

Setup: At the start of the game, if using Monster miniatures, set aside the sound bases in the Elemental colors used this game, and also the light grey sound base if using either special Monster. Place the corresponding sound base under any starting Monster in their Lair and set the switch to the correct setting. Each sound base makes 2 sounds for the 2 Monsters of that Element (*Legendary is marked "L"*). The switch has a middle position for no sound.

Gameplay: As each Monster comes into play, attach the sound base and set the switch. When moving a Monster with the sound base, the sound will play. Turn off the switch if the Monster is destroyed.



Alternate Use: If not using the sound bases for audio, note they can also be used for marking domination of a Monster for a certain player color.



Credits

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- ◇ **Development:** Peter Vaughan
- ◇ **Production:** Shari Spiro / AdMagic / Breaking Games
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- ◇ **Art Direction:** Peter Vaughan
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- ◇ **Prototyping:** Print and Play Games, Prawn Designs LLC, Effin Cool Minis, Mike DePasquale, Oscar Valera
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Dwellings of Eldervale

Eldervale IN A BOX

Deluxe Monster Tray

Legendary Monster Tray

Holds 8 Large Scale Minis Each, in Any Order



Dungeon Trays

Keeps 104 Adventure Cards
and 96 Treasure Tokens



8 Player Trays

Stores 27 Player Pieces Per Faction
and Starting Resources
+ Starter Card



Discard Tray

Becomes Realm Stack
in Game



Resource Trays

Packs 180 Resources
Including 60 Magic Cards



Base Tray

Fits Bonus Items:

9 Sound FX Bases

20 Monster Cards

24 Ghosts Cards

2 Special Monsters

2 Mercenaries

1 Watcher

9 Orbs

5 Monster Dice

20 Standees

33 Hexes

5 Trove Tokens

5 Tactics Tokens

**Stacks compactly,
ready to play again!**

