Dwellings of Eldervale

Appendix

Long ago, there was a thriving kingdom of sprawling cities, breathtaking landscapes, and unparalleled magic, known as Eldervale. It was a place of great wealth and diversity, powered by mystical orbs and elemental energy. At the height of its power, Eldervale was destroyed by a cataclysm of magical energy. Left in ruins, the Realms of Eldervale were forgotten.

In the game Dwellings of Eldervale, you control a faction of mythical beings returning to Eldervale to rediscover its treasures, harness its powers, and ultimately settle here by building Dwellings. But it won't be easy, as other factions have the same intentions, and powerful monsters still lurk in these forgotten lands.

The Appendix

This tome serves as a record of the Elemental factions, Adventure cards, Magic cards (*spells, quests and prophecies*), Monsters, and Mercenaries that you'll find in Eldervale.

Player Factions

Easy Factions

All factions in Eldervale are strong, exciting choices and balanced to win, but you may find some are more straightforward to play than others.

For players looking for their first foray into the Portal, the 7 factions marked as Easy in the upper right of their entry are a great start.

Moderate Factions

Questing deeper into Eldervale requires careful tactics and timing, which these 6 factions marked as moderate feature in some of their special Units.

Go forth and summon forth your Dragons, Warriors and Wizards!

Challenging Factions

The prophecies fortell of 3 factions that are the hardest to master in all of Eldervale. Intimate knowledge of the Ruins, Adventures, Magic and Monsters will certainly help on this journey.

The Dungeons and Realms are yours for the taking!

Clerics Of The Dawn

Difficulty: Easy

Tasked with a holy quest to spread light throughout Eldervale, The Clerics of the Dawn, like the sun, always rise again.

Dragon (Glorious Demise): When sent to the Underworld, the Dragon gains 1 VP in addition to a Sword.

Workers (Reborn): At the end of each of your own turns, if you have any Workers in the Underworld, you may take one and return it to your Ready Area.

Embercrush Ogres

The Embercrush Ogres have exactly one talent: Smash.
If you want to tell them that isn't enough, that's on you.

Warrior (Battlerager): Gain the 1VP at the start of the battle.

Workers (Brutal Strength): More battle dice doesn't mean you have to fight all the time. Sometimes Ogres just want to be left alone.

Mosswood Trolls

If one were being kind, you could describe the Mosswood Trolls as tenacious. Mostly people tremble in fear and call them unstoppable.

Dragon (Vicious Beast): You may keep rerolling any of your dice that result in 1's until you have no dice that are 1's. You are not required to do these rerolls.

Warrior (Regeneration): Moving your Warrior from the Underworld to Eldervale is not Placement, and must be to an unoccupied Realm. You do not take any actions, do not cause Monsters to Rush, and do not gain any resources or trigger effects due to this movement.

Pirates of the Nightmare Cove

It's hard to defeat an enemy that has no compunction in breaking the rules. Oh, and the Pirates of Nightmare Cove have cannons as well.

Wizard (Ship's Captain): When Teleporting, the Realm in which you Teleport can be unoccupied, or must have at least one of your other Units in it. The Realm containing your Unit may also contain opponents' Units or a Monster.

Warrior (The Cannoneer): Unlike Dwellings and Elvish Workers with Longbows, your Cannoneer can join in a battle without any of your other Units being in it. If you lose a battle using your Cannoneer ability, your Warrior does not get sent to the Underworld and can't be harmed by effects such as the Chaos Beast's "Diseased" power.

Ratlings of the Swarm

Never underestimate the Ratlings of the Swarm. What they lose in size, they make up in numbers, in tenacity, and a ceaseless, unending hunger.

Dragon (Tunneler): This ability allows you to avoid battle by placing in an unoccupied Realm to use an occupied Realm's action, or to do battle in one Realm while using the action of an adjacent Realm. You still trigger effects for the Realm in which you place, such as for cards like "Sparkling Sands."

Workers (Swarm): You only gain Swords for Workers that join the battle, not Workers that were already in the battle when it was triggered. E.g, if 3 of your Workers Join a battle, you gain 3 Swords. These may be used in the current battle.
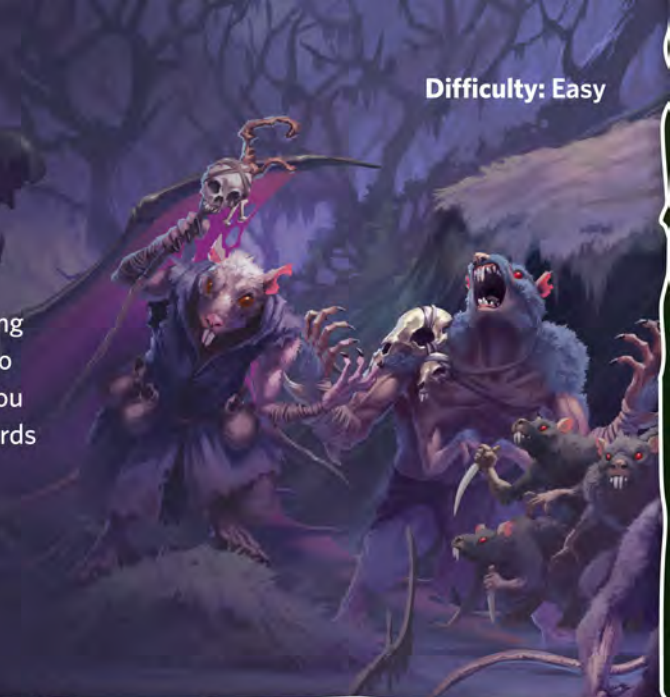
Skyborne Avians

The Skyborne Avians entered Eldervale just like everyone else, but they flew faster, and spread farther, and soon they will not be stopped.

Warrior (Swordbringer): The Swordbringer power triggers any time your Warrior moves for any reason into a new Realm, including joining a battle.

Workers (Winged Folk): Flight allows your Workers to spread out, but they're also vulnerable when they're out there all alone.
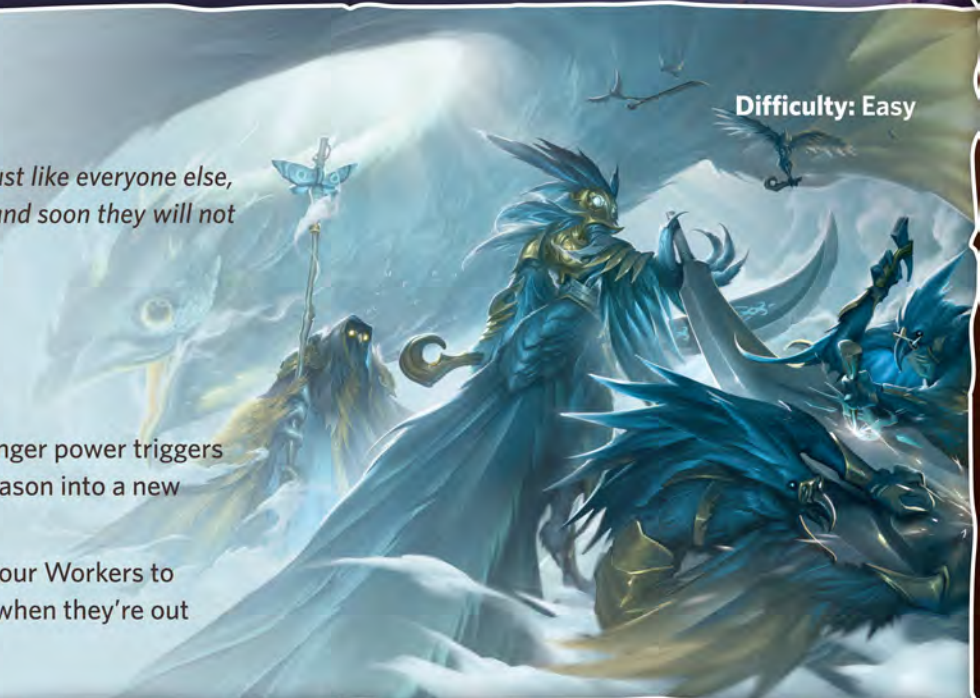
Stonehelm Dwarves

When it comes to Dwelling, there is little match for the Stonehelm Dwarves. And a hammer can crush just as easily as it builds.

Workers (Mining): Using this power, you do not gain more than one Gold for additional Workers on Ruins.

Warrior (Warhammer): To gain the bonus, you must have an actual Tool resource in your Supply, not a Gold, and not just a Tool icon on a treasure token.

Elves of Briardell

The Elves of Briardell might not look like the most fearsome foes, but their skill in magic and tactics makes them a more than formidable enemy.

Wizard (Wandering Sage): This movement may occur at the end of each turn that your Wizard is in Eldervale. It does not allow you take actions, is not considered "Placement," and does not trigger battle. It can, however, set you up in a different position for your next turn!

Workers (Longbows): Workers using Longbows add battle dice like a Dwelling, so they do not "Join" a battle. These dice cannot be added unless one or more of your other Units are in the Realm of the Battle. Longbow Workers are not affected by abilities such as the Chaos Beast's "Diseased" ability and are not sent to the Underworld if a battle is lost.

Firewitch Goblins

Difficulty: Moderate

Eldervale is a land of many elements, but the Firewitch Goblins know the truth. Everything burns.

Dragon (Scorching Breath): If your Dragon is in the Battle, and you win, the effect occurs. Each opponent must discard a resource *(which can be a Magic Card)*. If they have no resources but have a Treasure token, they must exchange the Treasure token for the depicted resource(s) then discard a resource.

Wizard (Firewitch): As long as you have 4 or more Magic cards in hand at the time dice are rolled, and your WIzard is in the battle, you gain the bonus. If your hand size drops before dice are rolled, or if your Wizard is no longer in the battle, you lose the bonus.
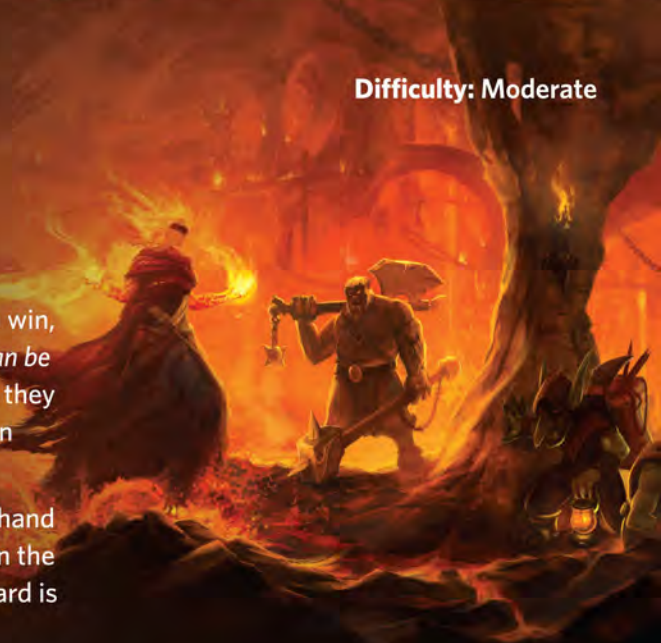
Pride of Bastet

Difficulty: Moderate

At first, the Pride of Bastet will seem kind, gentle even, but people so often forget that light blinds and burns.

Wizard (Blinding Light): When a Monster would Rush into a Realm occupied by your Wizard, you may choose for the Rush to occur normally, or you may choose to prevent it.

Warrior (Drawn to the Light): This ability only works on placement, not when your Warrior joins a battle. The Unit is chosen before the "Join" step *(The Death Reaper prevents this joining)*. It can belong to any player, but must come from an adjacent Realm. You may use any of the Unit's abilities. It remains in your control until all steps of battle are complete. If you lose the battle, the Unit goes to the Underworld.

Storm Horde

Difficulty: Moderate

In Eldervale, once you hear thunder it's already too late: The Storm Horde is already upon you. Run, if you think it will help.

Dragon (Plunder): After taking the first Treasure token, reveal the next Treasure token. If there are two stacks, you may choose from either stack for the second token, or the depicted resource if a stack is empty.

Warrior (Valkyrie): If the Valkyrie wins a battle after joining from the Underworld, she remains in Eldervale.

Shadow Demons

Difficulty: Moderate

The Shadow Demons hold all the advantages of darkness: crushing like a moonless night, and ephemeral like a shade.

Dragon (Rise from the Shadows): Any of your Units in the Underworld may be chosen, but this power combos with the Death Knight.

Warrior (Death Knight): The newly gained Sword from placing in the Underworld can be immediately placed on a Death Knight Sword space. You may not use free actions to slot Swords here. The Maximum number of Swords and bonus dice is +3d6.
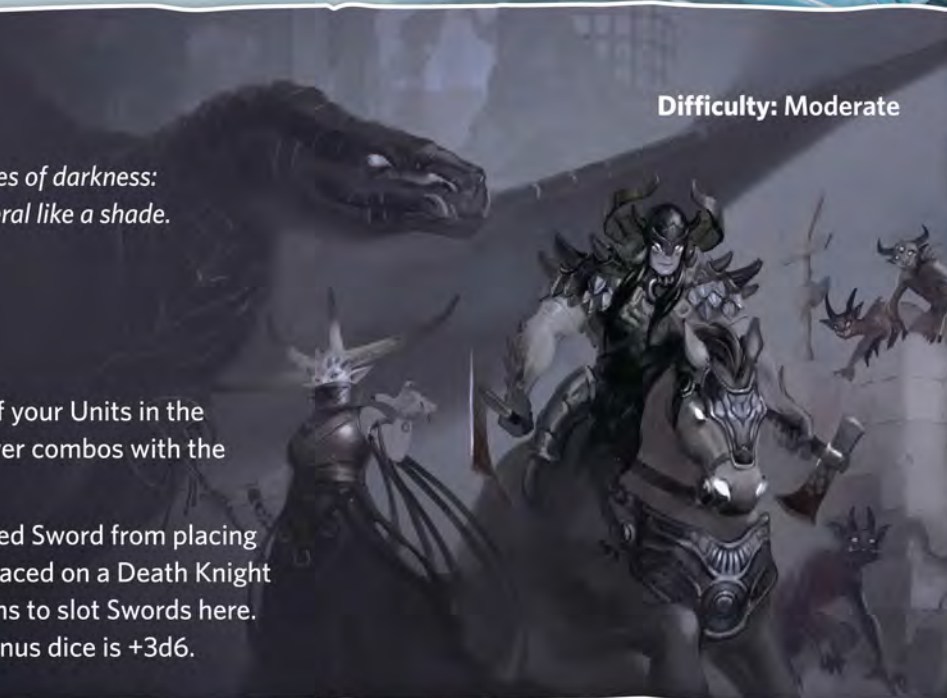
Wardens of Evenmarch

Difficulty: Moderate

The Wardens of Evenmarch are known for their patience, their diplomacy, and their absolute lack of mercy when those run out.

Wizard (Diplomat): You may not use the Diplomat power to teleport into a Realm with a Monster, unless your opponents' units are also in that Realm. Doing so does not trigger battle.

Warrior (Momentum): To set a die to a '6', the Warrior must actually join the battle from an adjacent Realm or by other means allowed by other effects.

The Atlanteans
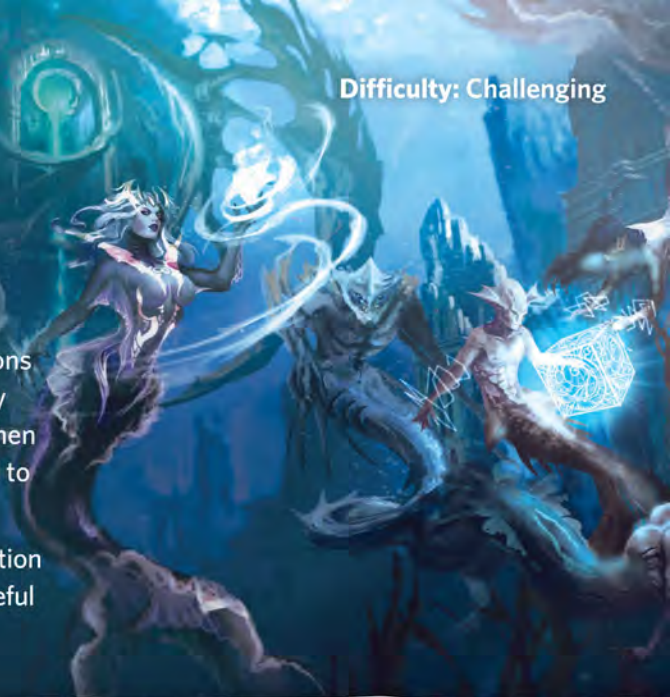
Difficulty: Challenging

Deep beneath a forgotten sea, the glorious civilization of Atlantis once thrived. Now, the Atlanteans rise again, propelled by mysterious technology and arcane ways.

Wizard (Alchemist): When using your Wizard, you may pay Potions instead of other resources to pay costs for Adventure cards, to pay casting costs for spells, or for Dwelling costs. This ability works when you place your Wizard in Eldervale and when you use your Wizard to perform a card action.

Workers (Advanced Civilization): Check for the Advanced Civilization ability at the beginning of your turn when you Regroup from the Peaceful Beginning, and gain Glory immediately.

# Cult of the Nightqueen

Difficulty: Challenging

How are we supposed to win against enemies that sacrifice themselves for victory? According to the Cult of the Nightqueen, you aren't supposed to win at all.

Wizard (Vampire): The Vampire uses a card action on one of your Tableau cards at the same time as your Units returning from Eldervale.

Workers (Sacrifice): Workers are always summoned from left to right, and are unsummoned in the reverse order. An unsummuned Worker is returned to the leftmost available space of the Player Tray. The Sacrifice ability does not give you a special action, it merely changes the cost when using the Portal or the Summon action on your Starter card.
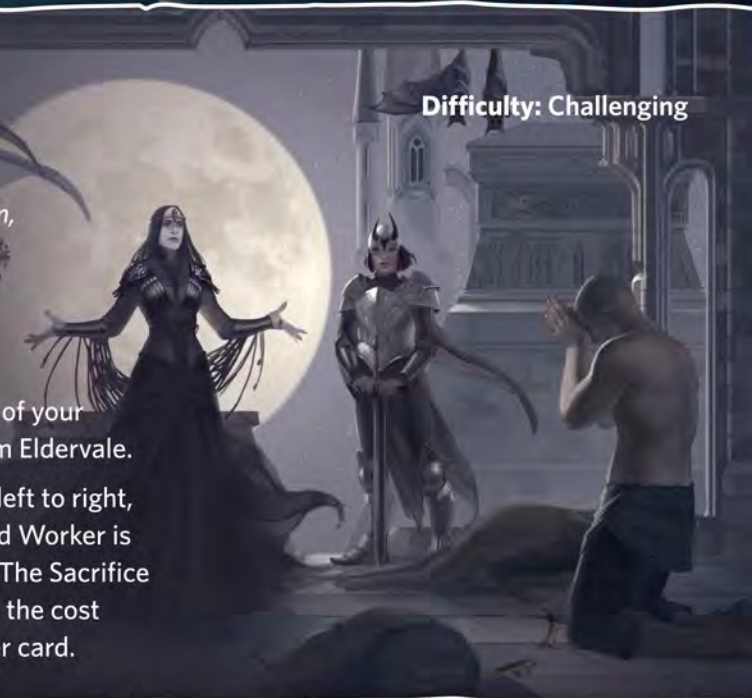
Servants of the Eye

**Difficulty: Challenging**

First, your powers betray you. Then, writhing tentacles rise up from the ground itself. In the end, it's almost ironic that the last thing so many people see when fighting its Servants is the Eye.

Dragon (Tentacles): If you use Tentacles on an opponent's Unit, a battle is triggered. Note that you may also use this ability on your own Units.

Wizard (Chaos Sorcerer): The Chaos Sorcerer may only use a "Wizard" or "Any Unit" card action (*not actions specifically reserved for a Dragon or Warrior*). The resources gained are the same as if the owning player used the card (*for purposes of things like Doorway bonuses*). You also benefit from an attached Aura, if any.
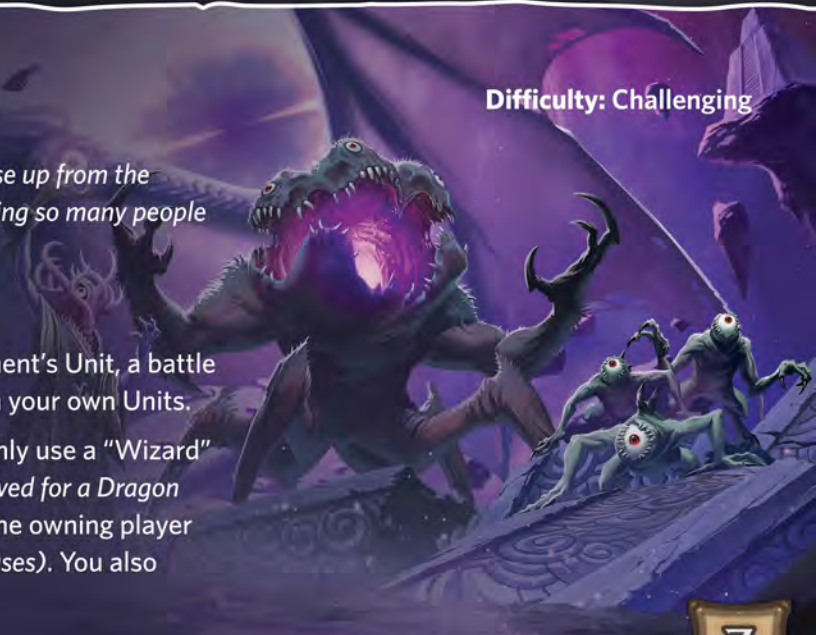
Adventure Cards

Below are clarifications on the 104 Adventure cards in the game.

Note: The term "activating a Tableau card" always refers to using an active card action.

Air Cards

Aerial Strike

Passive

Your Dragon gains the Aggression ability. Just like a Warrior, your Dragon may be placed in any occupied Realm on First Placement.

Arctic Scavenger

Passive

Triggers only when *placing* a Unit in any Air Realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Biting Frost

Active, any Unit

When you activate this card, gain either a Sword or 1 victory point, or the resource(s) depicted on a single slotted token.

Blade of Ice

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token to advance one space on Glory track.

Horn of Victory

Passive

Quests completed will gain 2 additional victory points. This does not affect Quests already completed.

Nimbus Gate

Active, any Unit ◆ Doorway

When you activate this card, gain 1 Potion. If you are highest on the Air Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Relentless Storm

Active, Warrior only

When you activate this card, gain the resource(s) depicted on the slotted token(s). This card may be used with one or two slotted tokens.

Sky Castle

Passive

Requires Orb. Free action: Place an Orb to trigger. When the Orb is placed, the Dwelling moved to this card may enable a new Dwelling to be built in the vacated Realm on the same turn.

Sky Treasury

Passive ◆ Vault

Vaults score additional victory points at end game. Gain points at end of game for depicted Scroll(s) on slotted token(s) and for Scrolls in your supply.

Soaring Pegasus

Passive

Your Warrior gains the Flight ability. All Units with Flight may be placed up to 3 Realms from one of your Units.

Wall of Ice

Passive ◆ Wall

Each time any of your opponents moves their marker up the Air Elemental Power track, you gain 1 Scroll.

Wind Powered

Passive ◉ Aura

Free action: Attach to an active, non Starter card. The attached card does not require a Unit to activate but may only be used once per Regroup.
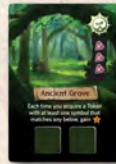
Winged Messenger

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token to gain 2 Magic cards.
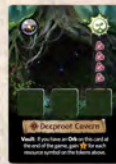
Earth Cards
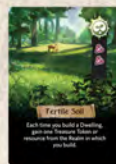
Ancient Grove

Passive

Gain 2 victory points if one of the symbols matches. If two symbols match, you still only gain 2 victory points.

Deeproot Cavern

Passive ◆ Vault

Vaults score additional victory points at end game. Requires Orb. A token with two resource symbols earns 4 VP, even with slash between them. The slotted tokens earn 0 VP without an Orb.

Fertile Soil

Passive

If there is a Treasure token in the Realm in which you build, you may take it. If a stack is empty, you may take a resource depicted where the stack was.

Forgotten Mine

Passive

Triggers only when *placing* a Unit in any Earth realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Fungal Garden

Passive ◈ **Vault**

Vaults score additional victory points at end game. Gain points at end of game for depicted Gem(s) on slotted token(s) and for Gems in your supply.

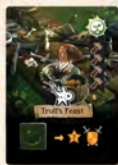### Hermit's Abode

Active, any Unit

Pay 1 Gem to gain slotted resource(s) and a Magic card. You may use this card with or without slotting a treasure token.

Oaken Door

Active, any Unit ◈ **Doorway**

When you activate this card, gain 1 Gem. If you are highest on the Earth Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Troll's Feast

Active, Warrior only

Requires slotted token or Orb. Pay the resources depicted to gain victory points equal to the number of the space containing your Glory Track marker.

Wall of Thorns

Passive ◈ **Wall**

Each time any of your opponents moves their marker up the Earth Elemental Power track, you gain 1 Tool.

Wild

Passive ◎ **Aura**

Free action: Attach to an active, non Starter card. When you activate the attached card, also gain 1 Gold.

Woodcutter's Axe

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the left slotted token to gain 1 Tool and 2 Tools (*or the resource(s) on a slotted token here.*)

Woodland Fort

Passive

Each time you contruct a Dwelling, advance one space on the Glory track. This does not include Dwellings already constructed.

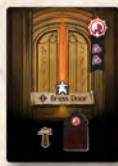### Wyvern's Nest

Active, Dragon only

Enhanced with Orb.

When you activate this card, gain 2 Gold. With an Orb on this card, also gain 2 victory points. This card action may be used without a slotted Orb.
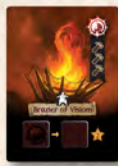
Arcane Inferno

Active, any Unit

When you activate this card, pay 1 Magic card to gain 3 victory points and the resource(s) on the slotted token (*if any*).

Brass Door

Active, any Unit ◈ **Doorway**

When you activate this card, gain 1 Tool. If you are highest on the Fire Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Brazier of Visions

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the left slotted token to gain the resource(s) depicted on another slotted token (*if any*) and 2 victory points.

Burning

Passive ◎ **Aura**

Free action: Attach to an active, non Starter card. When you activate the attached card, each opponent must discard 1 resource or lose 1 victory point. Your opponents choose which resource they will discard. The resource could be a Magic card.

Catapults

Passive

Each of your Dwellings adds one additional battle die. You must have a Unit in battle to gain the benefit of additional battle dice.

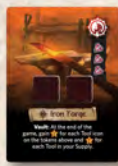### Explosive Runes

Active, Wizard only

When you activate this card, gain either 3 Potions or 2 Magic cards.

Flaming Sword

Passive

In battle, the first Sword you spend grants you one additional battle die. Each Sword after the first adds only one battle die.
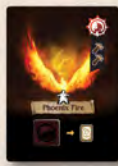
Iron Forge

Passive ◈ **Vault**

Vaults score additional victory points at end game. Gain points at end of game for depicted Tool(s) on slotted token(s) and for Tools in your supply.

Phoenix Fire

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token (*if any*) to gain 1 Magic card.

Pyromancy

Active, any Unit

Requires Orb. When you activate this card, discard an Adventure card in the Dungeon and gain victory points equal to the resource cost. E.g., a card costing 3 Gems would earn you 3 victory points.

River of Lava

Passive

Triggers only when *placing* a Unit in any Fire realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Smoldering Ashes

Active, any Unit

When you activate this card, discard 1 Treasure token from any Realm and gain resources on the token in the same way as you normally would. Then, score 1 VP.

Wall of Fire

Passive ◇ Wall

Each time any of your opponents moves their marker up the Fire Elemental Power track, you gain 1 Gem.

Water Cards

Bay of Sharks

Active, Wizard only

Enhanced with Orb.

When you activate this card, take one discarded Treasure token and add it to your supply. **With Orb:** Take a second Treasure token.

Brewery

Passive

Triggers only when *placing* a Unit in any Water realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Buccaneer's Cutlass

Passive

When your Warrior activates a Tableau card such as a Doorway, evaluate the card as if you were the card owner. The Warrior returns to your Ready Area in step 3 of Regroup. *Can be used on Ghost cards in solo mode.*

Endless Decanter

Passive

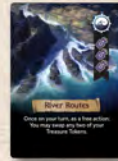*Free Action, once per turn, triggers when you Slot a Treasure token.*

Map of the World

Active, any Unit

Enhanced with Orb.

E.g. if you have three Dwellings, you could choose to gain 1 Gem, 1 Sword, and 1 Magic card.

River Routes

Passive

Free action, once per turn. You must have two tokens to swap to take this action. You may do this swap between performing different actions.

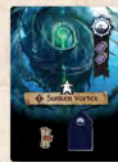### Siren's Song

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the left slotted token to gain 1 Gold and the resource(s) depicted on another slotted token (*if any*).

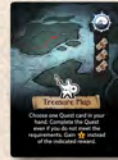### Sunken Ship

Active ◈ Vault

Vaults score additional victory points at end game. Unlike many other cards, this card is both an Active card and a Vault.
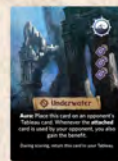
Sunken Vortex

Active, any Unit ◈ Doorway

When you activate this card, gain 1 Scroll. If you are highest on the Water Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Treasure Map

Active, Warrior only

Stacks with Horn of Victory.

Underwater

Passive ◎ Aura

Free action: Attach to an active, non Starter card. Remember to return this card to your Tableau during end game scoring. May not be attached to a teammate's Tableau card in 2v2 mode. Not usable in solo play.

Wall of Water

Passive ◇ Wall

Each time any of your opponents moves their marker up the Water Elemental Power track, you gain 1 Potion.

World's Edge Falls

Passive ◈ Vault

Vaults score additional victory points at end game. Gain points at end of game for depicted Potion(s) on slotted token(s) and for Potions in your supply.

☀ Light Cards

Chromatic Dragon
Active, Dragon only
Requires Orb.
Without a slotted Orb, this card generates no resources.

Crystal Ball
Active, any Unit
Enhanced with Orb.
The victory point bonus for a slotted Orb only applies to Magic cards drawn when using this card action.

Enchanted Broadsword
Passive
Spell cards placed on this card should be faceup.

Gift of the Fallen
Passive
Effect triggers for every instance of entering the Underworld, on any turn.

Gilded Pyramid
Passive ◈ **Vault**
Vaults score additional victory points at end game.
Gain points at end of game for depicted Gold on slotted token(s) and for Gold in your supply.

Houses of the Holy
Passive
This bonus is only awarded when placing a unit, not when a Unit moves for any other reason.

Illuminated Tome
Passive ◈ **Vault**
Vaults score additional victory points at end game.
Gain 2 points for each Treasure token slotted, regardless of resources depicted.

Lighthouse
Passive
When placing any of your units, you may choose one of your Dwellings and place the unit in any Realm directly adjacent to that Dwelling.

Luminous Threshold
Active, any Unit ◈ **Doorway**
When you activate this card, gain 1 Scroll. If you are highest on the Light Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Radiant
Passive ◷ **Aura**
Free action: Attach to an active, non Starter card.
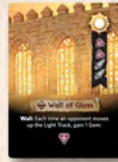
Solstice Shrine
Passive
Effect evaluates once (*even if you have more than one line*) at the end of your turn.

Sparkling Sands
Passive
Triggers only when *placing* a Unit in any Light realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Wall of Glass
Passive ◈ **Wall**
Each time any of your opponents moves their marker up the Light Elemental Power track, you gain 1 Gem.
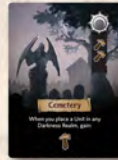
◐ Darkness Cards

Assassin's Blade
Active, any Unit
When you activate this card, pay 1 Sword to gain the resource(s) depicted on the slotted token(s). May be used with one or two slotted tokens.

Buried Alive
Passive, Warrior only
Your Warrior uses one card action in your Tableau. This is carried out in the same manner as a Unit returning from Eldervale.

Cemetery
Passive
Triggers only when *placing* a Unit in any Darkness realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.
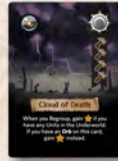
Cloud of Death
Passive
Enhanced with Orb.
You gain points once per Regroup, regardless of number of Units coming from Underworld.

Corrosive Breath
Active, Dragon only
Each opponent must choose one of their Treasure tokens and discard it if they have any. They may choose from Treasure tokens in their supply and those slotted on cards.

Crumbling City

Active, Warrior only

An attached Aura on the targeted card becomes unattached and available for the owner.

Dark

Passive ♻ Aura

Free action: Attach to an active, non Starter card. May attach this card at the start of your Regroup turn.

Death's Door

Active, any Unit ⬣ Doorway

When you activate this card, gain 1 Potion. If you are highest on the Darkness Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Desolation

Passive ⬥ Vault

Vaults score additional victory points at end game. Evaluate for empty supply resources only, not resources depicted on tokens. Swords, Gold and Magic cards are not counted for this effect.

Entomb

Passive

Slot tokens on your turn only. Leave tokens on this card when full. When you gain an Adventure card, you gain Elemental power for that card.

Foul Crypt

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token to take any one discarded Magic card. The discard pile is open information.

Necromancy

Passive

Requires Orb and no current dominated monster, evaluates start of every turn. For the purposes of this card, only destroyed Monsters may be dominated. The dominated Monster may be used immediately.

Wall of Bones

Passive ⬥ Wall

Each time any of your opponents moves their marker up the Darkness Elemental Power track, you gain 1 Tool.

Academy of Lore

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token to gain 3 Scrolls.

Arch Bridge

Active, any Unit

Count only resources in your supply, not on Treasure tokens. E.g., a player with no Gems in their supply could choose to gain 2 Gems.

Calculation

Passive

Requires Orb.

This may be used on any player's turn, once per turn, but only on one of your own dice, not a die belonging to any other player.

Citadel

Active, Warrior only

When you activate this card, advance one space on the Glory track for no cost.

Defensive Position

Passive

Gain 2 Swords (*or the resources(s) depicted on a slotted token*) when you place a Unit at the Fortress. Not triggered by other movement.

Elder Atlas

Passive

Triggers only when *placing* a Unit in any Order realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Engraved Door

Active, any Unit ⬣ Doorway

When you activate this card, gain 1 Tool. If you are highest on the Order Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Grand Armory

Passive ⬥ Vault

Vaults score additional victory points at end game. Gain points at end of game for depicted Sword(s) on slotted token(s) and for Swords in your supply.

Peacemaker

Active, any Unit

Discard 1 Sword for 2 victory points, 2 Swords for 4 victory points, or 3 Swords for 6 victory points.

Runeforged Anvil

Passive

Free action. Pay 3 Swords to advance one space on the Glory track. May not be used more than once per turn, and only on your turn.

Structured

Passive ⚙ **Aura**

Free action: Attach to an active, non Starter card. Does not work with active cards requiring an Advanced Unit.

Temple of Eight

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token to gain resources equal to the cost of **another** card in your Tableau.

Wall of Stone

Passive 💎 **Wall**

Each time any of your opponents moves their marker up the Order Elemental Power track, you gain 1 Scroll.

Chaos Cards

Astral Gate

Active, any Unit 🔶 **Doorway**

When you activate this card, gain 1 Gem. If you are highest on the Chaos Elemental track, also gain the resource(s) depicted on the slotted token (*if any*).

Boiling Cauldron

Passive ◈ **Vault**

Vaults score additional victory points at end game. Gain 2 points for each different resource depicted on the slotted token(s). Multiple occurances of the same symbol do not earn additional points.

Chaotic

Passive ⚙ **Aura**

Free action: Attach to an active, non Starter card. You must pay any cost indicated on the attached card, then roll the die. If the attached card requires a die roll, Gain the benefit twice means rolling dice for the attached card twice for two outcomes.

Elixir of Madness

Active, any Unit

Enhanced with Orb.

When used with an Orb, you gain benefits from the outcomes of both dice.

Maelstrom

Passive

Free action, once per your turn.

May not be used on any other player's turn.

Mass of Tentacles

Active, any Unit

Requires slotted token or Orb. When you activate this card, pay the resource(s) depicted on the slotted token to roll a die and gain the result.

Poisoned Scimitar

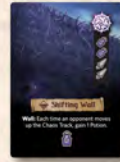**Passive**

Monsters, teammates are not defined as opponents. This effect is checked after every battle lost involving your Units.

Rotting Bog

Passive

Triggers only when *placing* a Unit in any Chaos realm. E.g.: You do not gain this bonus resource when you move into a Realm when joining battle.

Shifting Wall

Passive 💎 **Wall**

Each time any of your opponents moves their marker up the Chaos Elemental Power track, you gain 1 Potion.
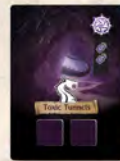
Temporal Flux

Passive

Free action, once per any turn.

You may use this on any player's turn, but you may only reroll a die that you rolled, not any other player or Monster's die roll.

The Floating Eye

Active, Wizard only

Requires Orb.

You may activate this card while you already have a Dominated Monster.

Toxic Tunnels

Active, Dragon only

Gain resource(s) depicted on the slotted token(s). May be used with one or two slotted tokens.

Unstable Portal

Active, any Unit

If a Monster returns to an Lair that is occupied, follow the instructions on page 18 of the main rulebook.

Magic Cards

Spells

Spells are categorized here by casting costs.

The core spells of the Elements are the most common spells in the game and have no prerequiste power level to cast, making them powerful and versatile tools for any faction.

Faerie Charm - May be played on any player's turn to prevent battle, unless it involves the magic-resistant Iron Golem. Must be played before units join the battle.

Fireball - This spell must be played when it is your turn to spend Swords to gain extra battle dice during Step 3 of battle.

Healing - This may be played at the beginning of your turn, so a newly returned Unit may be placed in Eldervale.

Lightning Bolt - This allows a player to have the equivalent of up to seven battle dice results.

Polymorph - This spell can be used in a wide variety of creative ways to spring a trap for battle, to change which Unit is sent to the Underworld, or to get a powerful Unit back from Eldervale to reuse it.

Raise Dead - Units from the Underworld activate Tableau cards in the same step as Units returning from Eldervale.

Recruit - Gain the next available Worker. You cannot skip the 1-resource cost Worker, for example to summon the 2-resource cost Worker instead.

Swirling Vision - E.g.: playing Swirling Vision and discarding 2 cards from your hand allows you to draw 3 cards.

Spells with Low Casting Cost

Sometimes just one resource or bit of Elemental power can make all the difference in Eldervale - such is the case with these spells.

EXAMPLE

Resource / Elemental Power
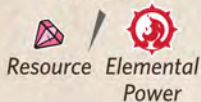
To cast a spell showing 1 Elemental Sigil, a player must be on or above the first space in that Elemental Power Track or pay the resource depicted.

Destruction - Each opponent MUST discard something if they have it. A player without resources, for example cannot choose to not discard resources and keep a treasure token.

Holy Word - Gain the bonus from moving up the Glory Track.

Liquid Form - This spell changes how you may place a Unit in Eldervale, it does not grant you an extra placement.

Natural Abode - You must be taking the Dwell action using the Mill or Starter to play this spell. It only changes the cost to Dwell.

Plowshares - This makes Swords wild. They may be spent in place of other resources. It does not allow trading Swords for other resources.

Ritual - May be used to vacate a Realm before placement.

Tailwind - Use a card action as if you have placed a Unit of any type on the card.

Time Warp - You may only reroll your own dice, not the dice of any other player or Monster.

Spells with High Casting Cost

The highest level spell in each Element is a truly epic Magic card to discover. A tough choice now - build Elemental power in order to cast it for free, or keep resources stashed to have them available when suddenly needed?

EXAMPLE

Resources / Elemental Power

To cast a spell showing 3 Elemental Sigils, a player must be on or above the third space on that Elemental Power Track or pay the resources depicted.

Aerial Assault - In addition to the unit(s) that join from your Ready Area, you may have Units join normally from adjacent Realms.

Blood Rage - All players must participate means they must have at least one unit in the battle. Whichever player wins the battle gains Glory in the usual manner. After the battle, Units simply remain in the Underworld.

Capture - Playing this card will prevent battle from being triggered due to the Rushing monster. The Dominated Monster is immediately moved to your Ready Area.

Create - Gain Elemental power for the Adventure card you gain.

Flood - Discard all 3 cards before drawing the replacement cards.

Miracle - Flipped dice are turned to their exact opposite side: 1 to 6, 2 to 5, 3 to 4, 4 to 3, 5 to 2, and 6 to 1.

Plague - As with other similar events, players gain 1 Sword for each Unit they place in the Underworld.

Renew - Choose one element, then take all of the discarded tokens of that type and shuffle them. Choose one Realm of the same type, and add tokens to that Realm until there are full stacks of 3 each. Each token placed earns you 1 VP. The maximum you can earn with this card is 6 victory points.

🔆 Quests

Quests represent goals that you can complete during the game when you meet the requirements. When you complete a quest, keep the card near your Player Tray, rather than discarding it.

Amass Wealth - Only count Gold resources in your supply, not icons depicted on tokens.

Arcane Duel - Your Wizard does not need to be alone, you may have other Units in the battle.

Clash of Steel - Your Warrior does not need to be alone, you may have other Units in the battle.

Complete the Book - You must have 7 or more Magic cards in your hand, including this card.

Decipher the Lore - Only count Scroll resources in your supply, not icons depicted on tokens.

Decipher the Lore - Only count Potion resources in your supply, not icons depicted on tokens.

Discover Alchemy- Your Dragon does not need to be alone, you may have other Units in the battle.

Empty the Armory - Only count Sword resources in your supply, not icons depicted on tokens.

Illuminate the Prism - Only count Gem resources in your supply, not icons depicted on tokens.

Lead the Horde - You don't have to win the battle to complete this quest.

Perform the Ritual - E.g., if you cast 2 Spells in one turn, you would gain 4 victory points by completing this quest.

Rebuild the Workshop - Only count Tool resources in your supply, not icons depicted on tokens.

Rise of a Hero - Your Worker must win this battle without the help of other Units. However, swords, spells, and Dwellings may be used.

Victory in Defeat - You may not forfeit battles in Dwellings of Eldervale.

Note: Some quests will have minimum requirements. You can play for a few points, or save it until just the right time to earn the maximum value.

👁 Prophecies

Prophecies can sometimes make the difference in a close game, and are victory points hidden from other players. They require a commitment, since they count against your hand limit of Magic cards and also can shape your strategy in Eldervale

Arcane Legacy - E.g., if you have Arcane Legacy and 2 Spells at the end of the game, then Arcane Legacy is worth 4 victory points.

Awakening - You must have all 3 of your Advanced Units summoned to score any points from this Prophecy.

City on a Hill - You gain 4 victory points for each of your Dwellings that is in a Realm that has no sides touching any Ruin.

Comet - If Comet is the only Prophecy you have, it is worth 3 victory points. If you have Comet and two additional prophecies, then Comet would be worth 5 victory points.

Convergence - Different type means different Element for this card. The Element of your Starter Card counts as one of the types for determining this reward.

Dominion - E.g., if you have 2 Dwellings on Chaos Realms, and 3 on Light Realms, You have dwelled on 2 different types of Realms (*Chaos and Light*), and would gain 4 victory points from this card.

Exodus - Only if you have summoned all 6 of your Workers do you gain the reward.

Great Wall - If you have a pair of adjacent Dwellings, this card would be worth 4 victory points, 2 points for each.

Legendary - E.g., if you have 3 cards that each cost 4 resources in your tableau, this card would score 9 victory points.

Lord of Eldervale - Completed quests should not be discarded, each player should keep their completed quests beside their Ready Area.

Lord of War - There are 2 ways to complete the prophecy: to be higher than all other players, not tied, on the Glory Track, or reaching the final space of the Glory Track.

Monolith - Your Dwellings may be adjacent to your opponents' Dwellings, just not your own to be counted for this bonus.

Peace - You must be on a lower space than other players on the Glory Track, or tied with other players for the lowest position on the Glory Track.

Vast Empire - If you have built exactly 4 Dwellings, this card is worth 3 victory points. If you have 5, then it is worth 7 victory points. If you have built all 6 Dwellings, this card is worth 12 victory points.

Deluxe Monsters

Common among the tales of Eldervale are stories of these giant beasts, creatures that embody the Elements and lurk within monsterous lairs, ready to defeat any foolish party that dares enter their Realm.

Air: Living Storm
Earth: Ancient Treant
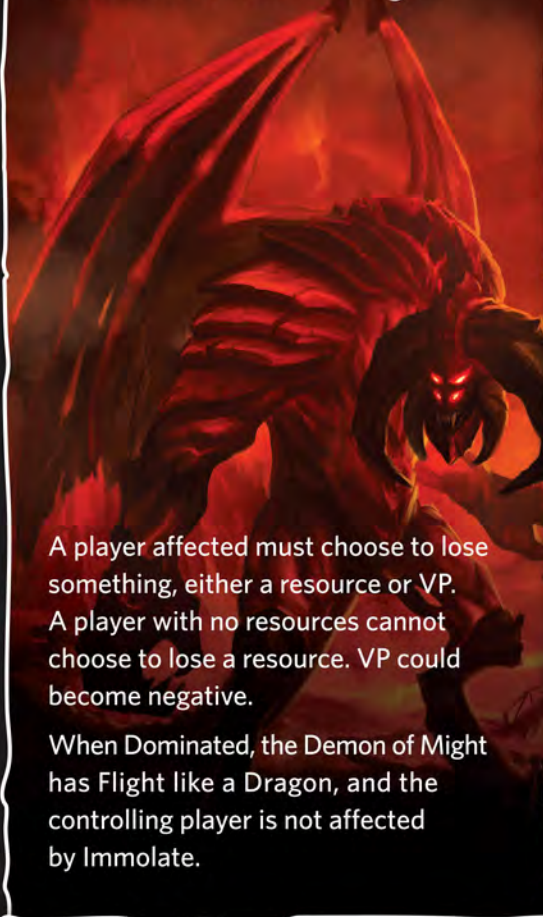**Fire:** Demon of Might
Water: Dread Crocodile
Light: Winged Serpent
Darkness: Death Reaper
Order: Iron Golem
Chaos: Chaos Beast
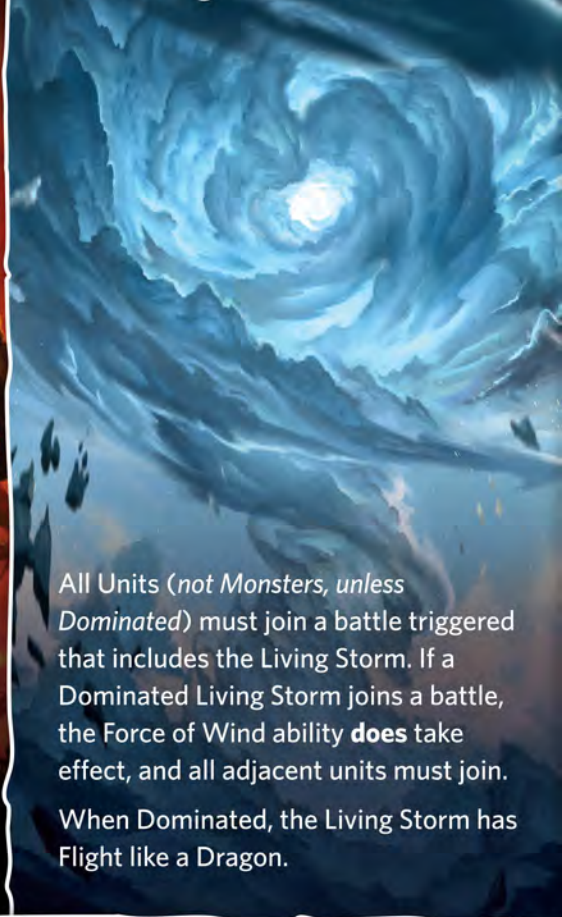**Special:** Mother of Dragons

Demon of Might

A player affected must choose to lose something, either a resource or VP. A player with no resources cannot choose to lose a resource. VP could become negative.

When Dominated, the Demon of Might has Flight like a Dragon, and the controlling player is not affected by Immolate.

Living Storm

All Units (*not Monsters, unless Dominated*) must join a battle triggered that includes the Living Storm. If a Dominated Living Storm joins a battle, the Force of Wind ability **does** take effect, and all adjacent units must join.

When Dominated, the Living Storm has Flight like a Dragon.

Death Reaper

No Units may join the battle with the Death Reaper, even when Dominated. When Dominated, the Death Reaper might join a battle, but no further units may join after that.

When Dominated, the Death Reaper has Aggression, like a Warrior.

Dread Crocodile

■ **Unit**   ● **Dread Crocodile**

Think of the Erratic ability as causing the Crocodile to run away in a straight line from a newly placed Unit. If the Croc can't do that because there is no Realm to run to or because a Monster is in the way, the Croc then Rushes normally.

When Dominated, the Croc has Aggression like a Warrior and the controlling player may choose whether or not the Croc will be Erratic in each circumstance.
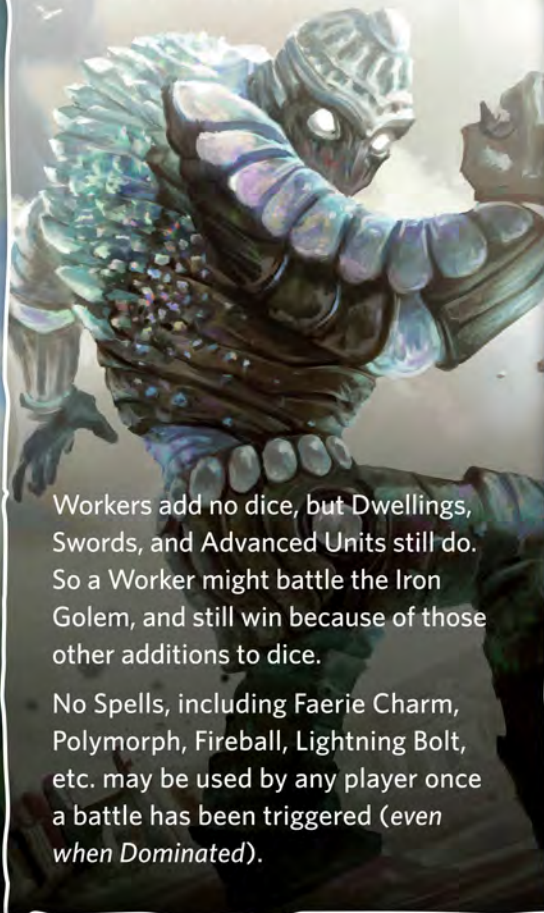
Ancient Treant
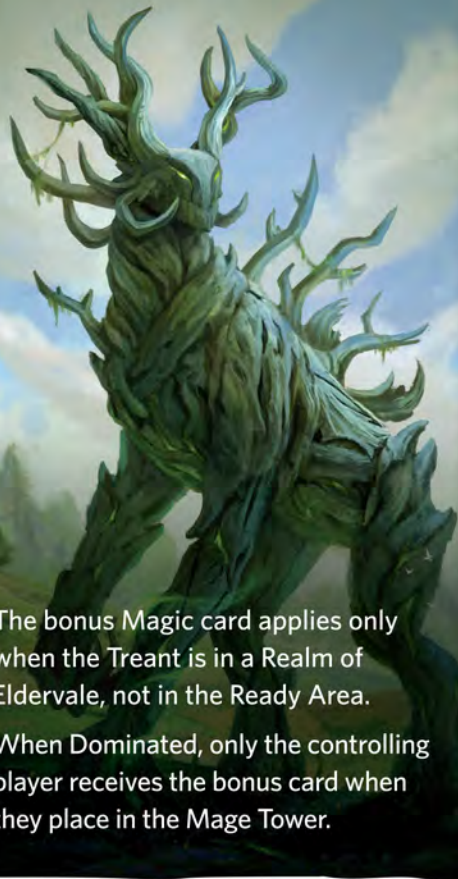
The bonus Magic card applies only when the Treant is in a Realm of Eldervale, not in the Ready Area.

When Dominated, only the controlling player receives the bonus card when they place in the Mage Tower.

Iron Golem

Workers add no dice, but Dwellings, Swords, and Advanced Units still do. So a Worker might battle the Iron Golem, and still win because of those other additions to dice.

No Spells, including Faerie Charm, Polymorph, Fireball, Lightning Bolt, etc. may be used by any player once a battle has been triggered (*even when Dominated*).

Winged Serpent
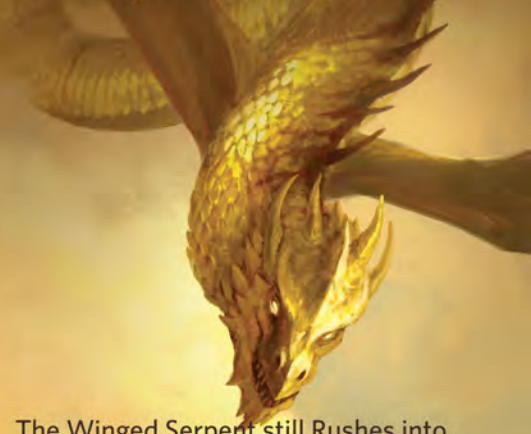
The Winged Serpent still Rushes into the Realm, even if the active player chooses not to fight. The Tame ability cannot prevent a battle from occuring that is triggered by a player placing in their opponents' space, so the Winged Serpent can be drawn into conflict between players.

When Dominated, the Winged Serpent has Flight like a Dragon, and only the controlling player can gain the Divine Presence victory point bonus.

Chaos Beast
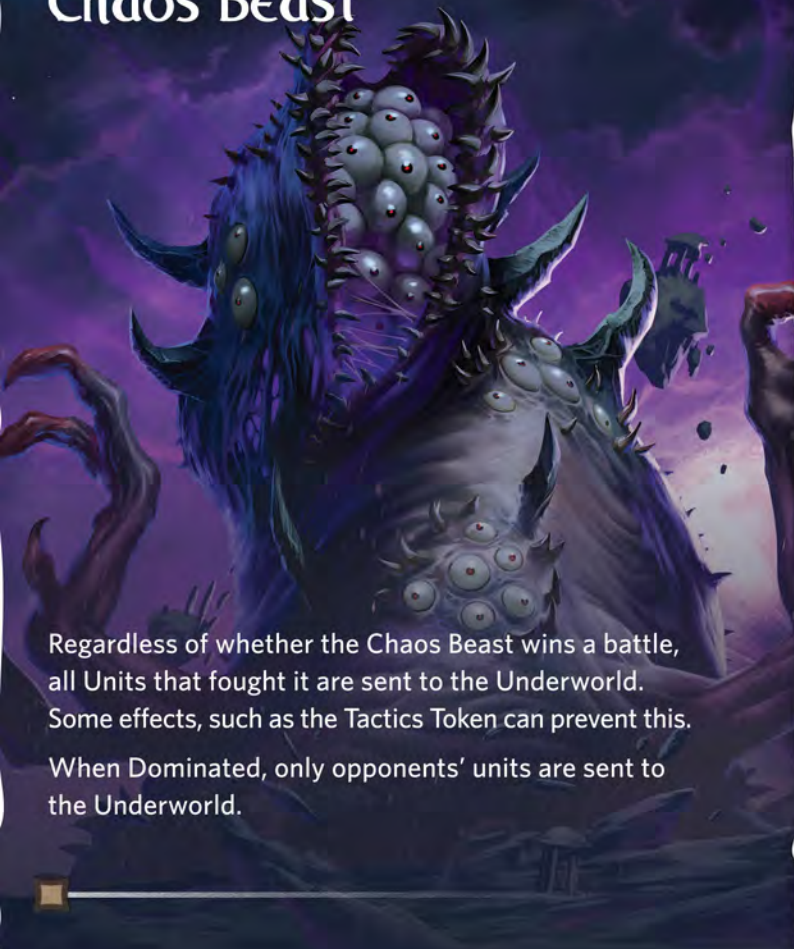
Regardless of whether the Chaos Beast wins a battle, all Units that fought it are sent to the Underworld. Some effects, such as the Tactics Token can prevent this.

When Dominated, only opponents' units are sent to the Underworld.

Mother of Dragons

The Mother of Dragons Rushes into both adjacent Realms and also Rushes into any Ruin, regardless of how far away she is when a Unit is placed there. Placing in the Dragon's Den does not allow you to gain a Trove token.

The only way to gain a Trove token is to defeat the Mother of Dragons in battle. When the final Trove token is taken, she is destroyed immediately.

Legendary Monsters

Rumbles, tormented screams, and otherworldly gurgles echo long before you see these giant manifestations of Elemental power. Some of these ancient beings may appear to be less dangerous, but rest assured, they want to destroy you.

Air: Cloud Spirit
Earth: Charging Earth
Fire: Volcanic Terror
Water: The Kraken
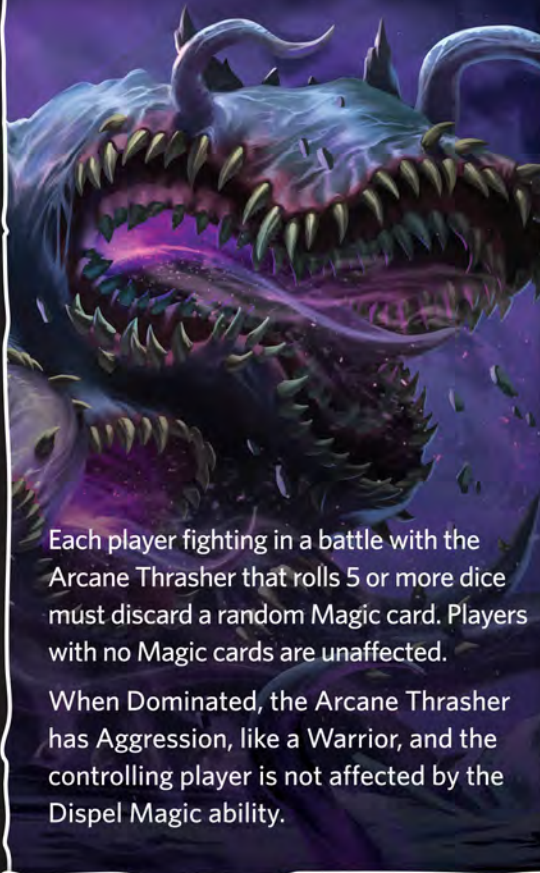**Light:** Golden Gryphon
Darkness: Haunting Phantom
Order: Bringer of Justice
**Chaos:** Arcane Thrasher
Special: Frost Giant

Arcane Thrasher

Each player fighting in a battle with the Arcane Thrasher that rolls 5 or more dice must discard a random Magic card. Players with no Magic cards are unaffected.

When Dominated, the Arcane Thrasher has Aggression, like a Warrior, and the controlling player is not affected by the Dispel Magic ability.

Bringer of Justice
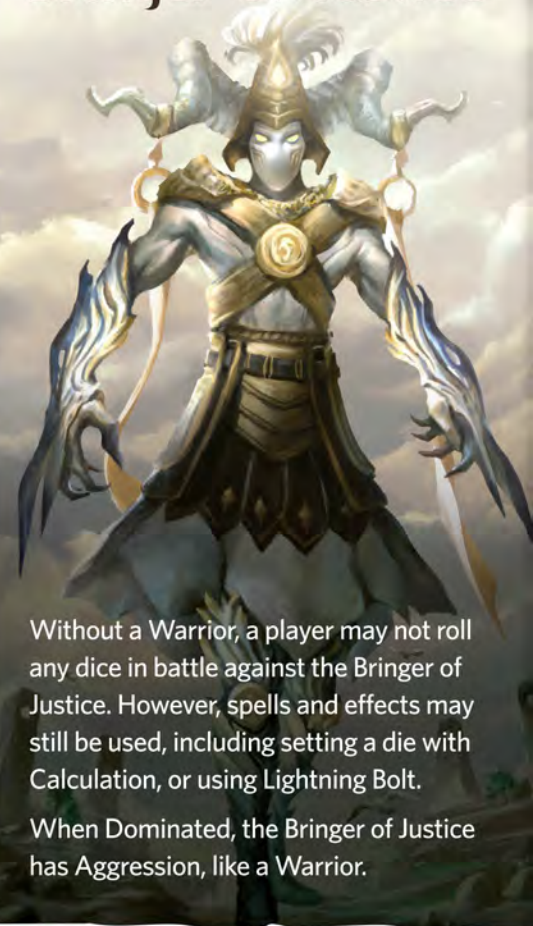
Without a Warrior, a player may not roll any dice in battle against the Bringer of Justice. However, spells and effects may still be used, including setting a die with Calculation, or using Lightning Bolt.

When Dominated, the Bringer of Justice has Aggression, like a Warrior.

Charging Earth

The Stampede ability may result in several battles in a single turn.

When Dominated, the direction of movement during a Stampede is determined by the controlling player, and they may choose to go in any direction, not just to an occupied Realm.

Cloud Spirit

All units, including Dominated Monsters, Mercenaries, etc. gain Flight due to the Rising Wind.

When Dominated, the Cloud Spirit has Flight like a Dragon, and only the controlling player's Units gain Flight due to the Rising Wind ability.

Deep Riches

Discarded tokens of any Elemental type may be chosen using the Deep Riches ability. Players may look at and select the token, they are not chosen at random.

When Dominated, only the controlling player benefits from the Deep Riches ability, and only when the Kraken is in Eldervale.

Golden Gryphon

The Eagle Eye ability applies regardless of how the Adventure card is aquired: The Dungeon, the Oracle, or a spell like Create. The player may choose which resource in the cost will not be paid.

When Dominated, the Golden Gryphon has Flight, and only the controlling player may benefit from the Eagle Eye, and only when the Gryphon is in Eldervale.

Haunting Phantom

The Deadly Shadows ability affects all Units, not Monsters, unless they are Dominated.

When Dominated, the ability does not affect the Haunting Phantom itself, it does affect the controlling player's other Units.
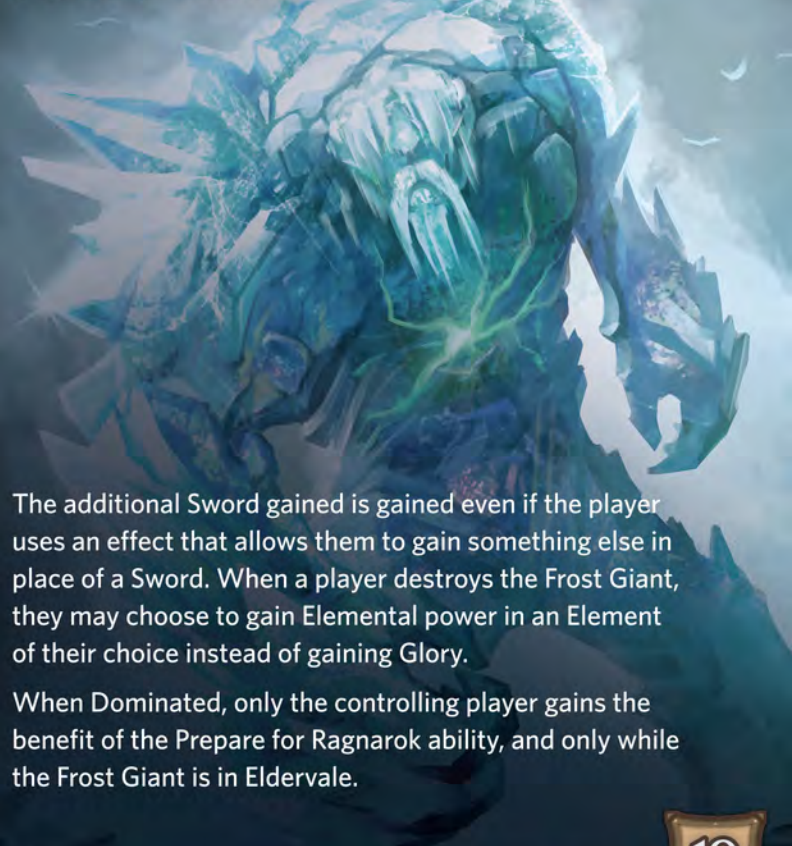
Volcanic Terror

Any Magic card can be used as a Fireball regardless of whether it is a spell, prophecy, or quest. Players may even use more than one such Fireball.

However, they may not use these Fireballs when in a battle that includes the Volcanic Terror, this is true even when Dominated.

Frost Giant

The additional Sword gained is gained even if the player uses an effect that allows them to gain something else in place of a Sword. When a player destroys the Frost Giant, they may choose to gain Elemental power in an Element of their choice instead of gaining Glory.

When Dominated, only the controlling player gains the benefit of the Prepare for Ragnarok ability, and only while the Frost Giant is in Eldervale.

Mercenaries

You may elect to play with any number of these in a game.

Shapeshifter Mimic: The Mimic ability can be used on any player's turn, and once used, the Shapeshifter keeps the selected ability until the end of that turn. E.g.: if you are playing the Elves of Briardell, on your turn the Mimic could use your Dragon's Flight ability, then on your opponent's turn the Shapeshifter could use your Workers' Longbows ability. On your next turn, you could use your Wizard's Wandering Sage ability. Teleport and Aggression are also considered abilities that you can select for this ability as well as abilities on Dominated Monsters you control. This ability can be used on any player's turn.

Frequently Asked Questions

Q: Can I use the Dungeon as my final turn, even though there are no more Realms to draw?

A: Yes, you may ignore the requirements of Step 1 of Dungeoning (*Discover a New Realm*) if there are no more Realms.

Q: Is your Starter card an Adventure card?

A: No, the Starter card is a unique card. For the purposes of end game scoring, always score the Starter card and then determine any limit to Adventure cards due to Dwelling counts.

Q: Can Units co-exist in the same Realm without triggering battle?

A: Yes, it is possible to have several Units in the same Realm without combat, either in the Peaceful Beginning of the game, due to spells such as Faerie Charm, abilities such as Ship's Captain, or use of a Tactics token.

Q: Do I have to attach an Aura right away?

A: No, you may leave your Aura unattached as long as you wish. When you are ready, use a Free Action on your turn, and attach the Aura to one of your Adventure cards that has a card action, not a passive effect.

Q: Can I move an Aura that I have already attached to a card?

A: Yes, but to do so, you must pay the cost of the Aura card again.

Q: Can any Unit other than a Worker build a Dwelling?

A: Any Unit may be placed in the Mill or be used to take the Dwell action on a Starter card, but the actual Unit to become a Dwelling in the chosen Elemental Realm must be a Worker.

Q: Are resources worth anything at the end of the game?

A: Only if a card makes it so. E.g., Vaults may reward for certain resources in your supply.

Q: Can a Dominated Monster occupy the same space as a Monster?

A: Yes, Dominated Monsters are considered to be Units, not Monsters.

Q: Can a Mercenary or Dominated Monster take a Realm or Card action?

A: Yes, any Realm action and all card actions depicting a Worker Unit are available to any other Unit.

Q: If I discard a slotted Treasure token, do I gain the resources from the token?

A: No, you only gain resources from a Treasure token when you use a Free Action to discard a Treasure token from your supply.

Q: If I Slot Gold as an input for an Adventure card, can I pay with any resource?

A: No, Gold may be spent as any resource, but not the other way around. Any time you are specifically required to pay Gold, such as for an input or quest, you need the exact resource cost in Gold.

Q: Can I spend Magic cards as any resource?

A: Magic cards are not wild. They are a resource, and can be used in costs depicting a Treasure Chest symbol, as it requires any resource be spent.

Q: When 2 Treasure Chests are depicted, does the resource spend need to be the same?

A: The resources spent for multiple Treasure Chests can be different resources.

Need More Answers?

The designer, Luke Laurie, is rumored to be found often enough in the Realms of BoardGameGeek, or you can ask questions on the Dwellings of Eldervale Facebook group: *www.facebook.com/groups/dwellingsofeldervale/*