

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.

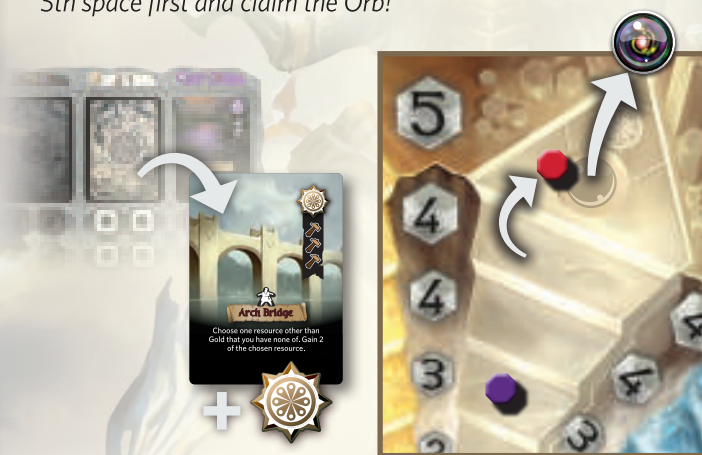


The top space of each Elemental Power Track contains a single Orb. Only the first player to reach the top of the track receives the Orb. (For uses of Orbs, see Free Actions, pg 12.)



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.



Monster Ability

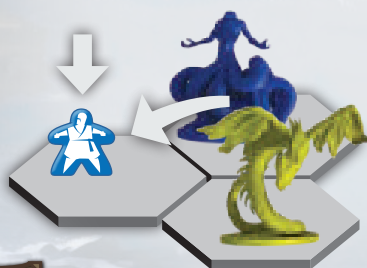
Battle Value

Battle Reward

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 miniatures. 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.

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.



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.



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.

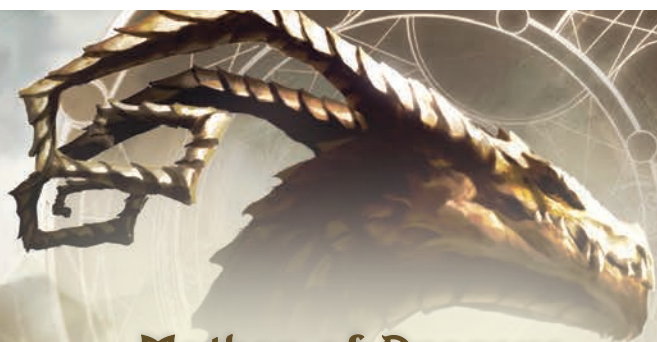
Mercenary Abilities

◆ **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.

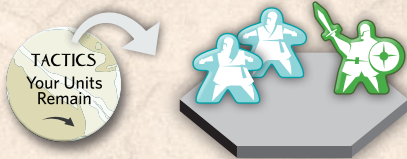
Tactics Tokens

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."



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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- ◆ **Tray Design, Storage:** GameTrayz
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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 | 1 Watcher |
| 20 Monster Cards | 9 Orbs |
| 24 Ghosts Cards | 5 Monster Dice |
| 2 Special Monsters | 20 Standees |
| 2 Mercenaries | 33 Hexes |
| | 5 Trove Tokens |
| | 5 Tactics Tokens |

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

