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# Dwellings OF Eldervale

## Setting Up The Game

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 build Dwellings. It won't be easy, other factions have the same intentions, and powerful monsters still lurk in these forgotten lands.

### The Game

Dwellings of Eldervale is a worker-placement, tableau engine-building, area-control game that features dice-driven battles, unique factions with special powers, and highly interactive gameplay. Each time you play, the game will be different. Points are scored in a variety of ways, but are primarily earned by constructing Dwellings, acquiring tableau cards, completing prophecies, and gaining elemental power.

> **1-5 Players**

> **Ages 12+**

> **60-150 Minutes to Play**

### Components

- **Boards:** Game Board, Two Trays (to hold Cards and Treasure Tokens)
- 8 Player Mats and 8 Jumbo Starter Cards
- **Realm Hex Tiles:** 6 Starting Ruins, 24 Elemental Realms
- 96 Treasure Tokens (12 per Element)
- 56 Adventure Cards (11 cards for each element) and 8 Doorway Cards (1 for each element)
- 46 Magic Mini Cards
- **Bits:** 20 Gems, 20 Scrolls, 20 Potions, 20 Swords, 20 Gold Coins, 20 Tools, 9 Orbs
- 8 Monster Cards
- 8 Monster Miniatures (Standard: Standees),
- 6 Monster Dice (d6)
- **Player Color Bits for Each Color (8 sets)**
  - > 9 Units: 6 Workers, 1 Dragon, 1 Warrior, and 1 Wizard
  - > 6 Scoring Markers (Octagonal Prisms), 6 Dwelling Rooftops, 6 Dice

# Setup

## Select Player Factions

Each player selects a player mat and chooses one of the Factions. Everyone takes all of the player components matching the chosen Faction's color.

## 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 (pg 7). Play continues clockwise from that player. Take one Scoring Marker for each player and place it on the Victory Point track on the number matching turn order: 1,2,3,4, and 5. During the game, any points gained will be recorded by moving these Scoring Markers.

Determine which Elemental components will be used. For this game, use all of the components matching the Element of each chosen Faction, in addition, add more Elemental components based on the number of players.

**2P:** 2 player elements, plus 2 additional elements (4 total elements are used)

**3P:** 3 player elements, plus 2 additional elements (5 total elements are used)

**4P:** 4 player elements, plus 2 additional elements (6 total elements are used)

**5P:** 5 player elements, plus 2 additional elements (7 total elements are used)

For each Element being used, gather all of the following components that match these Elements: Monster Miniatures and Monster Cards, Doorways, Adventure Cards, Realm hex tiles, and Treasure Tokens.

### EXAMPLE: Elemental Component "Dark" includes:

1 Monster Card & Mini      11 Adventure Cards, 1 Doorway



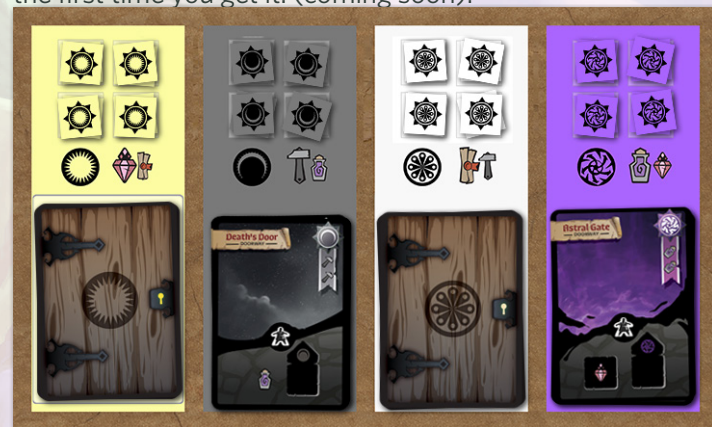
## Set Up the Adventure Cards in the Dungeon

Shuffle separately each Elemental Adventure deck being used. Then, turn the appropriate Doorway card face up on top of each deck. Doorways for elements not being used can be left face down for the game.

## Treasure Tokens and Resources

Check that each stack of resources in the Dungeon trays contains 3 tokens of the appropriate type. Place the 2 resource trays within easy reach of players.

NOTE: these rules do not show you how to set up the game the first time you get it. (coming soon).



## Build Eldervale

Take all of the Elemental Realm tiles being used and shuffle them together to create the Realm Stack. Do not include the Ruins yet.

Draw and reveal a number of Elemental Realm tiles from the stack based on the number of players (5, 7, or 8). 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 one Lair.

Take each of the revealed Elemental Realms and shuffle them together with the 5 Ruin tiles (6 Ruins for 4 and 5 player games). Randomly arrange these tiles in the appropriate configuration to build Eldervale, as depicted above. Then, reshuffle the Realm Stack. It is helpful if all of the tiles are oriented in the same direction.

**2 PLAYER**  
5 Elemental Realms  
+ 5 Ruins



**3 PLAYER**  
7 Elemental Realms  
+ 5 Ruins



**4-5 PLAYER**  
8 Elemental Realms  
+ 6 Ruins



Put the appropriate stacks of Treasure Tokens face up on each Elemental Realm. If there is a Lair in Eldervale, put the appropriate Monster miniature in the Lair.

## Magic Cards

Shuffle the Magic Card deck and place it within easy reach of players. Each player draws five Magic cards from the deck.

## Orbs

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

## Player Setup

Put three Workers (Meeples) in your Ready Area. These three Workers are your only Active Units at the beginning of the game. Put your Dragon, Wizard, Warrior, and three Workers on the appropriate spaces of your mat. These Units are not Active at the beginning of the game, but can be summoned during the game. Put your six Dwelling Rooftops in stacks of two on the indicated spaces.

Take the following resources and put them in the supply areas of your mat: 1 Gem, 1 Potion, 1 Scroll, 1 Tool, and 1 Sword. Put your six dice beside your mat.



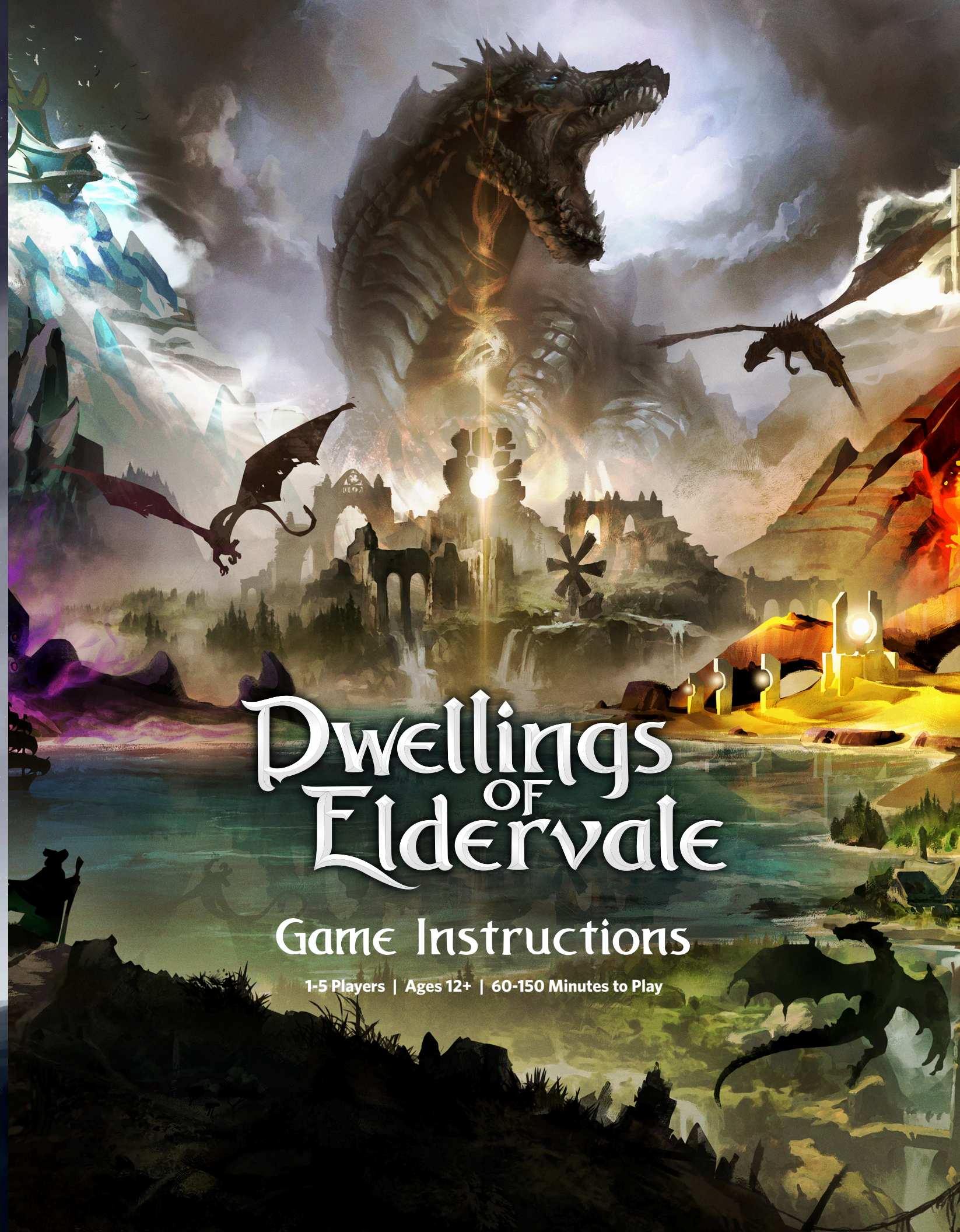
## Scoring Markers

Put one Scoring Marker in your Ready Area. This Marker will eventually become your Glory Track Marker, but not until the first time you Regroup. Put one of your Scoring Markers on the first space of the Elemental Power Track that matches your Faction's associated Element. Place the remaining three Scoring Markers beside the Elemental Power tracks. These Markers will be used when you gain Power in other Elements.



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Games**

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# Dwellings OF Eldervale

## Game Instructions

1-5 Players | Ages 12+ | 60-150 Minutes to Play

# 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, Spell Cards, 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 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 effect might occur at the beginning of a turn, the active player may carry those effects out in any order desired. When multiple players use powers 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 one 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 Symbol. On the face of each token are various resource symbols. A token may depict a Magic Card, a single resource, two resources, or two different resources separated by a slash. The slash represents “or” anywhere it appears in this game.



## Resources

Resources include Gems, Potions, Scrolls, 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 on the appropriate spaces of your player mat. When you spend resources, they are taken from your player mat and returned to the general supply. You may never have more than five of any these resources. If an action would cause you to exceed this limit, only gain resources up to the limit. Gold is wild. You may Gold coins in place of any other resources. There are enough resources that none will ever run out in a game of four or fewer players. In the very unlikely event that any resource runs out in a five player game, use a suitable substitute.

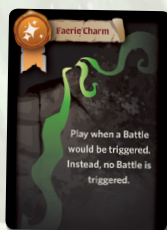


The Treasure Chest Symbol means “any resource,” which does include Gems, Potions, etc., but it also includes Magic Cards.

## Magic Cards

Magic Cards are also resources, but are handled differently. Each player keeps their Magic cards in a hand of cards. The maximum hand size is seven cards. If you have more than seven cards at the end of your turn, you must discard cards until you have seven. When Magic cards are discarded or spent to perform an action, they are placed face up in a single discard pile adjacent to the Magic deck. If the Magic card deck ever runs out of cards, take the discard pile and shuffle it to replenish the deck.

Magic cards come in three types: Spells, Prophecies, and Quests.

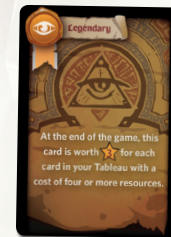


## Spells

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. 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 Battle would be Triggered.



Some spells have a “Casting Cost”, indicated near the top of the card. If you meet the minimum Elemental Power requirement on the right, you may play the card at no cost. Otherwise you must pay the resources indicated on the left.



## 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.

## Quests

Stretch Goal Content - coming soon!

## Magic Cards are Resources

If an ability allows you to spend any resource, you may choose to discard a Magic card. Likewise, you may choose to draw a Magic card when you have a choice to gain any resource.

## 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 one of two ways: Either by a player building their sixth and final Dwelling, or by a player drawing the last Realm Tile from the Realm stack. At that point, each player gets one more turn, including the player who triggered the end of the game.

## Turn Sequence

On each turn, you must choose to either Place a Unit or Regroup. You may also perform any number of Free Actions during your turn.

## Place a Unit

### Units Include:



Choose one Unit in your Ready Area and place it in a Realm of Eldervale, following the Placement Rules. Then, immediately carry out an Action in that Realm. 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.” After you have placed a Unit, if there are any Monsters in adjacent Realms, one will Rush into your Realm (See Monsters).

## Placement

### 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.)

### 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 Monster, but doing so will trigger Battle. (See Battle)

You must perform the Action: For any placement, you may only choose to place in a Realm only 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.

## Special Placement Rules

**Advanced Units:** 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 two Realms away from one of your units.



**Wizard:** "Teleportation" 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.

In addition, your Faction or Tableau Cards may allow special placement rules.

## Perform Realm Action

The Action you perform depends on the Realm in which you placed your unit. There are two types of Realms: Elemental Realms, and Ruins.



## Elemental Realms



Choose one of the Treasure Tokens from the top of a stack in the Realm and place it on your player mat. If the Realm contains two stacks, choose either one, 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 allows a special action.



**Mage Tower:** Spend any two resources (they do not need to be the same type) to draw three 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.



**Fortress:** Pay any two resources to gain two Gold.



**Summoning Portal:** Pay the cost indicated on your player mat beneath the Unit you wish to Summon. 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 one 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)



**Dungeon:** Placing a Unit in the Dungeon allows you to complete an adventure and make discoveries.

**Note:** to place in a ruin you need to be able to carry out the action. For the dungeon, you must be able to obtain 1 adventure card.

## 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 two 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 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).

## 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 setting it aside or on the bottom of the Adventure Deck.

## 4) Reveal New Adventure Cards:

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

## Regroup

A Regroup turn consists of two phases that must be carried out in order.

## Retrieve Units from Realms to Perform Tableau Actions

One by one, select one of your Units in Eldervale and place it either on one of your tableau 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 Tableau actions in any order you choose. (See Tableau Actions)

## Return Units from the Underworld and Your Tableau 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 Tableau actions. Then take each of your Units from your Tableau and return it to your Ready Area.

You may not leave any Units in Eldervale or the Underworld, all of your active units must return to your Player Mat.

## 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 one Treasure Token from your supply. 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. (see below.)

\*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.

## Slot a Treasure token in your Tableau



Choose one Treasure Token from your supply and place it on a "Slot" on a card in your Tableau (see Tableau). 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 around.

## Play a Spell Card

Each Spell Card indicates when it can be used. Many can be used "on your turn," and as such, are carried out as Free Actions.



## Perform an Orb Action

There are three ways in which Orbs may be used. Choose one:

### Orb Bonus Space

Take one Orb from your Supply and choose one available Orb Bonus Space on the gameboard. 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 an Orb as an Tableau Input

You may place your Orb in any Tableau Slot that would define an input. The Orb counts 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.

### Slot an Orb to Empower a Tableau Card

Some Tableau cards have specially marked Orb Slots. These cards have special functions or benefits that are enabled by the slotted Orb.

## 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 only one winner.

### Peaceful Beginnings

Each game begins peaceful. Battles do not occur until after all players have regrouped. (See Glory Track)

### Triggering a Battle

Battle is triggered whenever you place one 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). In the unlikely event that two Battles are triggered at once, they are carried out separately, with the active player deciding which Battle will occur first.

## Action First, then Battle



Battle always occurs AFTER you take your Action. So 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 Combat Dice

Each player in the Battle determines the total number of Combat Dice they will roll by adding the Combat Dice values of each of their Units in the Realm. Then, each player may add one additional die if they have a Dwelling in the Realm of the battle, and one additional die for each Dwelling they have in Realms adjacent to the Battle. If there is a Monster in the Battle, the Monster's Combat Value determines the number of dice that will be rolled for the Monster.

### 3) Spend Swords and Determine Combat 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 one. The maximum number of dice that any single player may roll is six dice. During this phase, players can also use Spells or abilities that might grant them additional dice.

### 4) Roll Combat Dice

All players roll their Combat 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 the Winner of the Battle

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). If a Monster was defeated in the Battle, the winning player may instead choose gain Elemental Power by moving up one 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 places 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 one 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 Scoring Marker from your Ready Area 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 Gold, Gaining 1 Orb (or if has already been taken, gaining 2 VP), and Gaining 2 Gold. 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.

# Monsters

Terrifying creatures lurk in the Realms of Eldervale, threatening any who would dare cross their paths. There is never more than one Monster in Eldervale at the beginning of the game, but each time a Lair Realm is drawn from the Realm Stack, a new Monster appears.

Each Monster has an associated Element, a Combat Value (number of Combat Dice), and one or more special powers. When a Monster is in Eldervale, it is helpful if the card for the Monster is placed near the Monster's miniature in order to know the Monster's abilities.

## 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. Two Monsters can never occupy the same Realm, so a Monster will not Rush into a Realm that already contains a Monster.

## Rushing Monsters

Battle is also Triggered whenever you place in a Realm adjacent to a Monster. The Monster rushes into the Realm in which you placed your Unit, and then a Battle is triggered. If there is more than one adjacent Monster, choose just one to enter your Realm. If the world is still Peaceful (see above), the Monster rushes in to inspect the intruder, but no Battle occurs.

## 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 an effects end when the Monster is destroyed. Monster Abilities do not function during the Peaceful Beginning, while the Monster is dormant.

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.

## Domination of 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. However, the Dominated 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 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 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, the 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.

# Dwellings



Your ultimate goal is to make Eldervale your home. By constructing Dwellings, you claim Elemental Realms for yourself. Doing so benefits your 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 "Construct a Dwelling" tableau action on your player mat. To do so, follow these steps:

- 1) Choose an Elemental Realm occupied by one of your Workers, that does not already contain a Dwelling.
- 2) Pay the Dwelling Cost indicated on the chosen Elemental Realm.
- 3) Take a Dwelling Rooftop from your player mat 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.
- 5) Gain Elemental Power: Move up the Elemental Power Track that matches the Element Symbol(s) of the Realm that contains the new Dwelling. If there are two symbols, move up two 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), and also score Victory Points at the end of the game. (See End of the Game and Scoring).

# Tableau

You begin the game with three "cards" built into your player mat, and as the game progresses, you will gain more Adventure Cards. All of these together comprise your Tableau, and they function in the same manner.

## Slots

Some cards have slots in which you can place Treasure Tokens using Free Actions (see Free Actions). Unless otherwise indicated, a Treasure Token is placed in a slot it is placed 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 have a slot specifically for an Orb. 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.

## Doorways

Doorways are special Adventure Cards that can earn you additional resources if you are the highest on the indicated Elemental track.

*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 two Potion.*

**Note:** You must be highest in LIGHT to gain this bonus.



## Vaults

Stretch goal content - coming soon

## Auras

Stretch goal content coming soon

## Static Abilities

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

## Tableau Actions

Some cards depict a Tableau Action which can be used when you Regroup by placing a Unit on the card (see Regroup). Each Tableau Action has an Unit icon showing which type of Unit must be used on the card. If the Icon displays a Worker, then ANY Unit may be used. As long as a Unit is on a card, additional Units may not be placed on that card.

Tableau 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 one action may be used to perform subsequent actions.

## Built-in cards on Faction Player Starting Cards

**The Portal:** This action functions in the same manner as the Summoning Portal Realm.

**The Mill:** This action functions in the same manner as the Mill Realm.

**Faction Resource Action:** Each Faction has a different resource action, but each of these functions in the same manner. By placing a Unit on the resource action, you simply gain the indicated resource. There is a slot around the resource allowing you to “upgrade” this action to produce the resource(s) is depicted on the slotted Treasure Token.

*(See the Adventure Card reference for details on types of Adventure Cards)*

# Elemental Power

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

## Elemental Power Tracks

There are eight different Elemental Power Tracks. During each game, only a some of these tracks will be used. Each track has five 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 Track Markers

Each Player is limited to using four Elemental Power markers. At the beginning of the game, one 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 one space. If you run out of markers and gain Power in a new Element, you may choose to move one 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 you will increase in Elemental Power. You will never lose Elemental Power even if you lose an Adventure Card.

## Orb

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.

# Ending the Game and Scoring

Once the end of the game has been triggered, by either a player constructing their sixth Dwelling, or by drawing the last Realm tile, each player takes one 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 Actions, Spells, Completing Quests, various Tableau Actions, and Monster effects. When Victory Points are gained, move your scoring marker up the Victory Point Track. Most of the scoring, however, occurs at the end of the game.

## Scoring at the End of the Game

Each Elemental Power Marker's position: Gain the VP indicated on each space occupied by your Elemental Power Markers. A marker that is not on any track is worth 0 VP.



**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 two Elemental Power symbols are not scored differently.



**Tableau Cards:** Score your Tableau Cards. A Tableau Card's VP value is determined by your position on the Elemental Power Track matching the Element of the card. Your Player Starter Card is also scored as one Tableau Card.



**Vault Scoring:** Some Tableau Cards provide unique ways to score at the end of the game. Consult the text on the card. (See Reference)



**Prophecy Cards:** Reveal all of the Prophecy cards in your hand. Score each based on the text of the card.



**Breaking  
Games**

AN ADMAGIC COMPANY

This rulebook is an unpublished draft for the upcoming game, *Dwellings of Eldervale*.

Please do not distribute.

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# Dwellings OF Eldervale

Appendix

COMING SOON

