

created by Luis Brüh

DWARFS

Spring

ELVEN UPRISING

EXPANSION

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Elven Uprising

We are the children of the woods, creatures of magic. For centuries we shared this valley, living in peace with our bearded fellows... But their greedy expansion confined monsters to our lands, threatening the very existence of the faeries. This has to change!

Game Credits:

GAME DESIGNER AND ARTIST: Luís Brüh

DEVELOPER: Constantine Kevorque

MINIATURES: Para-bellum

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WARNING: Choking Hazard! Not for use by children under 3 years of age.

HELP & SUPPORT: If you have any issues with your game's components, contact our Support Team at the following email address: support@vesuviusmedia.com

Please make sure to add into your email, photos of your game and your full shipping information in case we will need to send you a missing/damaged component.

A world full of Dwarfs:



Components

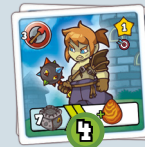
Content belonging to this expansion is marked with:

Spring:

DRAGONS:



QUESTS:



STARTING HEROES:



FAERIES:



Winter:

STARTING HEROES:



ELVEN EMPIRE BOARD:



ELF:



SETTLEMENTS:



FORTRESS:



PETALS:



TOKENS:



ALCHEMIST:



BABY DRAGON:



DRAGON KING:



Requires Legendary Expansion

LUMBER CAMP:



WINDMILL:



MINE:



Requires Enchanted Forest Expansion

Spring Expansion

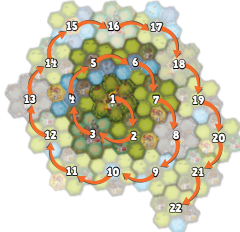
The Elves have a unique Empire board, featuring asymmetric gameplay. You may use them as a 5th player or one player plays Elves instead of Dwarfs. When playing as an elf, you follow the setup and all the rules of the core game, applying any rules from this expansion.



Elven society has no agriculture so you will need to hunt.

Additional Setup:

If you are playing with 5 players, shuffle and reveal the 3 extra petals along with all other ones.



Special Abilities:

Reciprocity: This ability is always active. All cards/abilities/rules/etc that affect Dwarfs also affect elves in the same way.

Archery: This ability is unlocked when you build the relevant settlement from your Empire's board. When fighting a monster, elves in adjacent locations also take part in the fight.

IN THIS EXAMPLE, THE ELVEN PLAYER WILL REVEAL 4 HERO CARDS IN ORDER TO FIGHT THIS MONSTER: 1 FOR THE ELF IN THE SAME WILDLAND, 1 FOR THE ADJACENT SETTLEMENT AND 2 FOR THE ADJACENT ELVES



Faerie Dust: Get a faerie card in the production phase.

Faerie Folk: If you build your Fortress, every 2 faerie cards in your hand, gives you plus 1 VP at the end of the game.



Elven Magic: Add +1 permanently to your faerie power. It can go up to 3, making your faerie cards even stronger!

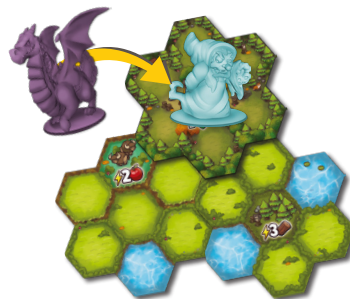


FOR EXAMPLE, IF YOU HAVE UNLOCKED ELVEN MAGIC ON YOUR PLAYER BOARD AND EXECUTED BOTH COMMAND DRAGON ACTIONS, USING THIS CARD YOU GET 3 RESOURCES!

New Legendary Class: Dragon King

Upgrade one of your workers into Legendary: You may upgrade one Elf in your bastion as a free action by discarding 4 gold from your treasury. Legendary Elves have special abilities and will score 1 Victory Point (each) at the end of the game. Legendary Classes keep all their original racial traits (for example anything affecting a Dwarf or an Elf also affects an Alchemist).

Elves have the following Legendary classes: **Dragon King**; **Alchemist**; and the **Baby Dragon**.



Dragon King: This is a special Legendary Class available only to Elves. If in play, when gathering or fighting, the Dragon King awards you as many hero cards as you have faerie power. Also, you may place it anywhere on the world map, as it flies freely and doesn't follow adjacency rules.

THE ELVEN PLAYER CAN PLACE THEIR DRAGON KING ON THE WITCH'S LOCATION, EVEN THOUGH THEY DO NOT HAVE ANY ADJACENT ELVES OR SETTLEMENTS. THEY START FIGHTING THE WITCH REVEALING A NUMBER OF HERO CARDS EQUAL TO THEIR FAERIE POWER.

TIP: AFTER PLACING YOUR DRAGON KING, YOU CAN BUILD SETTLEMENTS OR PLACE MORE ELVES, INCREASING THE NUMBER OF CARDS YOU DRAW DURING YOUR FIGHT, FOLLOWING REGULAR RULES OF ENGAGEMENT.



The Alchemist:

If your alchemist takes part in a gathering action, you may choose to gather any type of resource instead.



Baby Dragon:

You ignore any monster abilities from monsters in the same wildland as your Baby Dragon. This monster still affects other teams as usual.

Winter Expansion

In a 1-4 player game one of the players may choose to play as an elf. They should use the Elven miniatures, starting hero deck and player board instead of the Dwarven ones. Follow the rest of the setup rules normally.



IN THIS EXAMPLE, THE ELVEN PLAYER WILL REMOVE 3 ELVES FROM THE LOCATION OF THE MINE, PLUS 2 ELVES FROM ADJACENT LOCATIONS AND SPEND 1 FOOD AND 1 STONE TO DEFEAT THE ICE GIANT.

Special Abilities:

Reciprocity: All cards and abilities that may target dwarfs will work the same way on elves.

Archery: When fighting a monster, up to 2 elves in adjacent zones can be removed to defeat a monster.

New Musical abilities



Get 1 food or move an Elf from a Field Zone.



Get 1 wood or move an Elf from a Forest Zone.



Get 1 stone or move an Elf from a Mine Zone.

New Legendary Classes

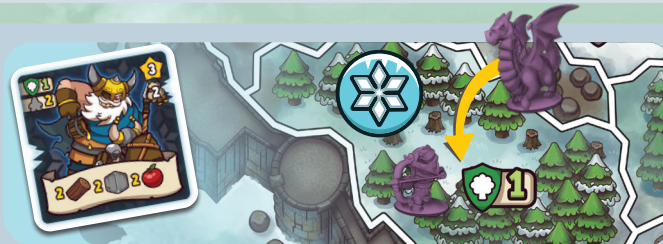
During setup, add the Elven Sage Hero Card to your starting deck.

The Sage allows you to upgrade one of the regular elves on your player board into a Legendary Class at a cost of 2 gold. Replace the elf with a Legendary Class of your color. Put the replaced elf back in the box. You may have all 3 of your Legendary Elven Class in play. All Legendary Classes are worth 2 VPs at the end of the game.

Elven Sage:



Dragon King: Placing the Dragon King on the board is a free action. If your Dragon King is on a disaster zone, you pay 1 less resource in order to overcome it.



IN THIS EXAMPLE, THE BLUE PLAYER PLACES (AS A FREE ACTION) THEIR DRAGON KING IN ORDER TO OVERCOME A DISASTER SPENDING LESS RESOURCES.

THEY STILL HAVE TO RETURN THE 2 MINIATURES BACK TO THEIR CAMPFIRE AND SPEND 5 OUT OF THE 6 RESOURCES REQUIRED TO OVERCOME IT



The Alchemist: Anytime an alchemist would produce a resource, you may choose gold instead.



IN THIS EXAMPLE, THE ELVEN PLAYER PLAYED THE OCARIN AND THEREFORE WILL PRODUCE RESOURCES IN THEIR BUILDINGS THAT HAVE TRIBES PRESENCE, BUT AS THEY HAVE THEIR ALCHEMIST THERE, THEY CHOOSE TO PRODUCE 2 GOLD INSTEAD.



Baby Dragon: You ignore any monster abilities from monsters in the same zone as your Baby Dragon. These monsters still affect other teams as usual.



IN THIS EXAMPLE, THE ELVEN PLAYER CAN STILL PLAY THE OCARIN MUSIC, WHILE THE RED PLAYER CAN'T.