created by Luis Brüeh
DWARFS
spring
Enchanted Forest
Expansion

The Enchanted Forest

The Enchanted Forest Expansion adds content to both Dwar7s Winter & Dwar7s Spring by adding buildings, new monsters, and giving the players options to upgrade their dwarfs.

Game Credits:

GAME DESIGNER AND ARTIST: Luís Brüeh **DEVELOPER:** Constantine Kevorque **MINIATURES:** Para-bellum

SPECIAL THANKS TO: André Teruya, Amy Werneck, Igor Knop, Evellyn Bruehmueller, Fernando Celso Jr., Ferdinand Andrew Capitulo, John-Paul Decosse, José Geraldo Freire, Livia Matias, Manu Quariguasi, Rodrigo Deus, Sami Bena.

COPYRIGHT: ©2019 Vesuvius Media Ltd, 38 Pioneer Ave, Halifax, Nova Scotia, B3M 1W8, Canada. All rights reserved. Made in China.

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 include photos of your game and your full shipping information in case we need to send you a missing or replacement component.

A world full of Dwarfs:

Components

Content belonging to this expansion is marked with:

Winter:

STARTING HEROES

HEROES

MONSTERS

MUSIC HALL

Spring:

DRAGONS

MONSTERS

Buildings:

LUMBER CAMP:

WINDMILL:

MINE:

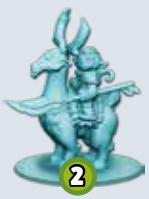
Monsters:

CACTUS BRAWLER

BONE CRUSHER

KING COBRA

ELK RIDER



MOODY TROLL

Legendary Classes:

ALCHEMIST:

DRAGON:

Winter Expansion

Winter was near its end, but just when we thought we were safe, the fallen Elven Prince appeared from the dark forest, marching upon our territories with an enchanted army like no other.

New Monster Abilities

As long as this monster is in play, you can't play the Ocarin music.

Destroy a building when it lands into its zone.

If there are no Dwarfs in its zone, move it one more step closer to the castle.

When it enters play, spawn an extra monster than the limit for the player count.

Spawn a new disaster.

All players lose 1 Gold (even with no dwarfs adjacent to the monster).

All players lose 1 resource as described in the monster card (even with no dwarfs adjacent to the monster).

All players remove 1 dwarf of their choice from the board (even with no dwarfs adjacent to the monster).

Place a spider web on its zone. Moving a Dwarf from a spider web costs you 2 actions.

** These abilities are from monsters included in the core game of Dwar7s Spring which is required if you wish to play with them in Dwar7s winter.*

New Musical Instrument: The Ocarin

During setup, place the new Music Hall on top of the previous one on the game board. Give all players one of each building, the 2 starting Ocarin Cards and shuffle the remaining ocarin cards with the other Hero cards**.**

Placing a Building: unless otherwise stated, Lumber Camps can only be build in a forest zone; Windmills in fields; Mines on Mines; you can't build in a zone that already has a building.

Producing: Lumber Camps produce wood; Windmills produce food; Mines produce stone.

At the end of the game, each building you have in play, awards you 2 VPs.

LUMBER CAMP **WINDMILL** **MINE**

New Musical abilities

Pay 3 wood to place a building into a zone you have a dwarf

Produce 1 resource per dwarf of different tribe in a zone you have a building

Pay 2 stone to push back a monster that is in a zone you have a building

Get 1 gold for each of your buildings in play.

Move or place one of your Dwarfs into a zone you have a building.

New Legendary Classes

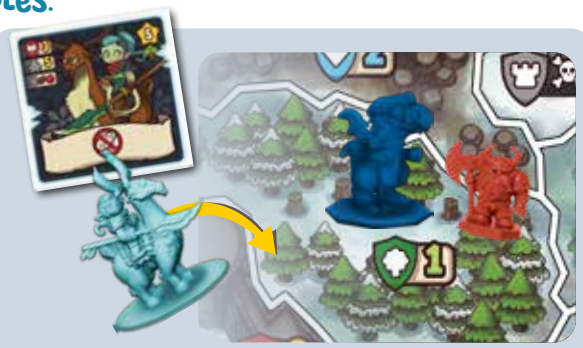
During setup, all players receive one sage hero card. The Sage allows you to upgrade one of the regular dwarfs on your player board into a Legendary Class at a cost of 2 gold. Replace the dwarf with a Legendary Class of your color. Put the replaced dwarf back in the box. You may have more than one of your Legendary Classes in play. All Legendary Classes are worth 2 VPs at the end of the game.

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

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

Examples:

IN THIS EXAMPLE, THE BLUE PLAYER PLAYED THE MANDOLIN AND THEREFORE WOULD GET 2 STONES FROM MINING. AS THEY HAD AN ALCHEMIST IN ONE OF THE MINES, THEY CHOSE TO GET 2 GOLD INSTEAD.



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

IN THIS EXAMPLE, THE BLUE PLAYER PLAYED THE OCARIN AND THEREFORE WILL PRODUCE RESOURCES IN THEIR BUILDINGS THAT HAVE TRIBES PRESENCE.

THERE ARE 2 DIFFERENT DWARF TRIBES ON THE MINE, SO THE BLUE PLAYER WILL PRODUCE 2 STONES.

THERE IS ONE TRIBE PRESENT IN THE LUMBER CAMP, BUT IT'S THE BLUE ALCHEMIST, SO THEY CAN CHOOSE TO PRODUCE 1 GOLD INSTEAD OF 1 WOOD.

Spring Expansion

Riding his mighty Elk, Keadril, the Elven Prince, deserted his kingdom to help hide the monsters deep in the dark forest. Faeries have foretold that he is to be the future king of all enchanted creatures!

Monster Abilities

Spawns in Mountain 1 or 2

If this monster is in play, you can't play faerie cards.

Spawns in Plains 1 or 2

If this monster is in play, you can't level up dragons.

Spawns in Forest 1 or 2

If this monster is in play, you can't perform the Command Dragons action.

Spawns in Mountain 1 or 2

When you spawn this monster, take 2 extra monster cards from the box and shuffle along with the quests.

Spawns in Forest 1 or 2

When you spawn this monster, move 1 dwarf from your bastion to your treasury. This dwarf will return to the bastion at the beginning of the next era.

Spawns in Forest 1 or 2*

During the Resource Production phase, you get no wood.

Spawns in Mountain 1 or 2*

During the Resource Production phase, you get no food.

Spawns in Forest 1 or 2*

During the Resource Production phase, you get no gold.

Spawns in Forest 1 or 2*

If this monster is in play, the amount of successes during Fighting is reduced by 1.

Spawns in Plains 1 or 2*

If this monster is in play, you can not build your fortress.

Spawns in Forest 1 or 2*

If this monster is in play, during gathering get one less wood.

Spawns in Mountain 1 or 2*

If this monster is in play, during gathering get one less gold.

Spawns in Plains 1 or 2*

If this monster is in play, during gathering get one less food.

** Requires Dwar7s winter to be played in Dwar7s Spring.*

Upgrade one of your dwarfs into Legendary: You may upgrade one of the regular dwarfs in your bastion as a free action by discarding 4 gold from your treasury. Replace the Dwarf with the desired Legendary Class, and return the dwarf to the box. Legendary Classes 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 also affects an Alchemist).

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. The monster still affects other players as usual.

Examples:

The Alchemist:

IN THIS EXAMPLE, THE BLUE PLAYER WILL REVEAL 3 HERO CARDS: ONE FOR THE ALCHEMIST, ONE FOR THE REGULAR DWARF, AND ONE FOR HAVING A SETTLEMENT. THEY THEN CHOSE TO GATHER 3 GOLD INSTEAD OF 3 WOOD AS IT WAS THEIR ALCHEMIST GATHERING ACTION.

Baby Dragon:

IN THIS EXAMPLE, THE BLUE PLAYER WILL COLLECT 2 FOOD FROM BUILDING THEIR SETTLEMENT BECAUSE THEIR BABY DRAGON ALLOWS THEM TO IGNORE THE WITCH'S ABILITY.

Buildings

During setup, give all players one of each building. Buildings are kept in the players treasury until they are built.

Placing a Building: As a free action, you may spend 4 wood to place a building inside a wildland where you have a dwarf. There cannot be more than 3 buildings inside the same wildland. Lumber Camps may only be build on a forest petal; Windmills on hills; Mines on mines.

Shelter: Buildings count as 2 of your Dwarfs when gathering resources or fighting monsters.

At the end of the game, each of your buildings in play is worth 1 VP.

LUMBER CAMP WINDMILL MINE

IN THIS EXAMPLE, AS A FREE ACTION, THE BLUE PLAYER PAYS 4 WOOD TO BUILD HIS LUMBER CAMP IN THE FOREST.

THE BLUE PLAYER STARTS A GATHERING ACTION. THEY WILL DRAW A TOTAL OF 5 CARDS: 2 FOR THEIR LUMBER CAMP, 2 FOR THE DWARFS AND 1 FOR THE OUTPOST.

www.vesuviusmedia.com