

# ELFQUEST

Adventure Game™

AS I PURSUED MY LEARNING, STEP BY STEP, SO DID TREESTUMP.



## Frequently Asked Questions (FAQ)

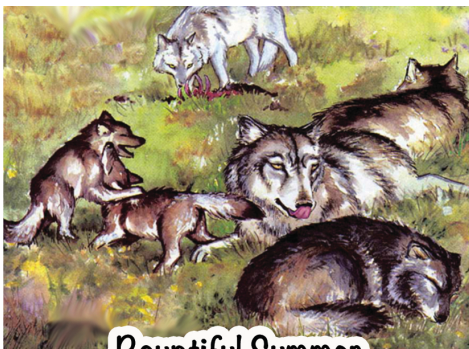
Compiled here are rules clarifications, card and component errata, and other tidbits of info.

Information in **red** is the most recent information in this document.

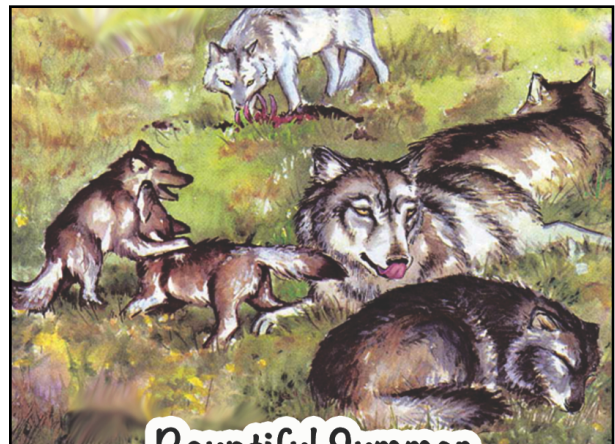
If you have questions or please feel free to email us at [info@cheekydingo.com](mailto:info@cheekydingo.com)

SHADE, SWEET WATER AND MERRY GAMING!

## CARD ERRATA



Bountiful Summer

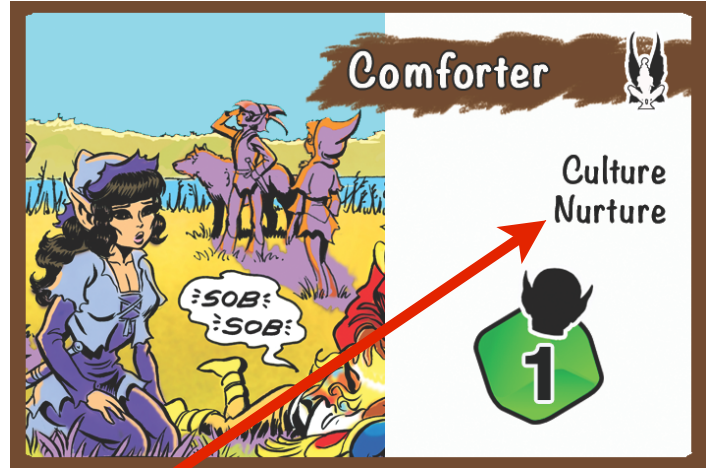
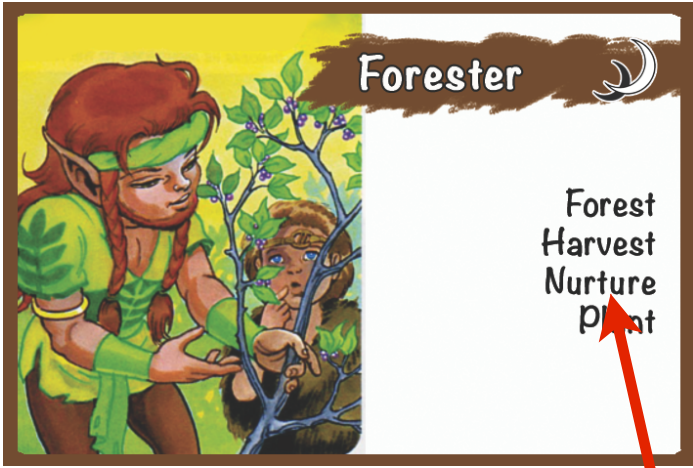


Bountiful Summer

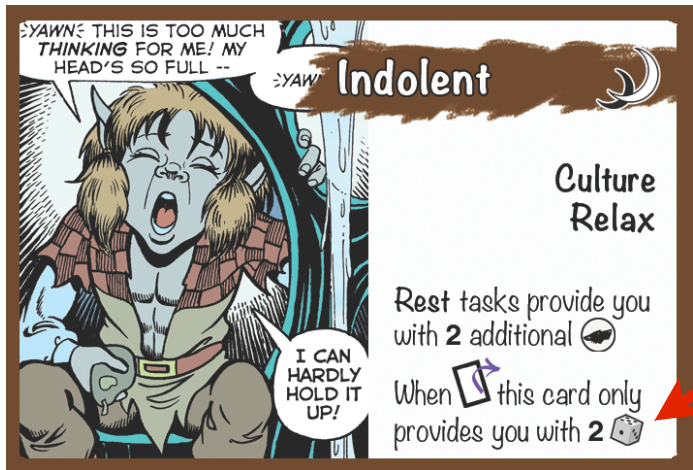


Correct Symbols

Misprinted Symbols



**Misprinted Traits**  
**CARE** trait should read **NURTURE**



**Misprinted Icon**  
 [hand icon] icon should be [dice icon]

# PRINT-N-PLAY CORRECTED CARDS

## Father Tree Holt

**Home Tasks** 🎲🎲🎲

- Care:** Heal • Nurture • Plant  
Recover 🎲 per 3
- Community:** Culture • Diplomacy • Mating  
Un-flip 🎲 or 🎲 per 3
- Make:** Craft • Forest • Trade  
Un-flip 🎲 per 3
- Provide:** Harvest • Forest • Plant or  
Animal • Forest • Hunt or  
Animal • River • Fish  
Gain 🎲 per
- Rest:** Forest • Meditate • Relax  
Un-flip 🎲 per 3
- Train:** Learn • Teach • Adult • Elder [2]  
Ancient [3]  
Un-flip 🎲 per 3

🎲 to re-roll 1 die

🎲 gain 6 🎲

🎲 gain 3 🎲

🎲 gain 2 🎲

### Indolent

Culture  
Relax

Rest tasks provide you with 2 additional 🎲

When 🎲 this card only provides you with 2 🎲

I CAN HARDLY HOLD IT UP!

### Comforter

Culture  
Nurture

1

### Forester

Forest  
Harvest  
Nurture  
Plant

### Bountiful Summer

11 🎲

Forest  
Harvest  
Hunt

18 🎲

2: 🎲

Reward: gain 4 🎲 to your Home card

# RULES CLARIFICATIONS

5-17-15

## TRAITS

Each trait on HAND and CHARACTER card that matches a trait on the **EVENT** or **TASK** that character is attempting provides the ability to re-roll one die in your pool that has not succeeded. *If you want a VERY challenging method of play, don't use any re-rolls (or maybe just one per trait, not one for every time a trait is printed on a card). If the same trait appears multiple times on a card, each time it appears provides a die re-roll.*

Despite the current version of the Father Tree Home card and statements made on the current demo video, traits always provide dice re-rolls. We will upload the new Father Tree Home card to the website for you to download and will eventually have it re-printed to be included in the first expansion (or available to order by itself).

Each **TASK** on the home card will depict which attribute cubes provide dice so that they work in the exact same way as a solo event.

*Development note: We had the home card tasks depicted with the attribute icons in most of the playtest versions. Somehow in the fog of the final designing process they got removed, probably to avoid visual clutter. <sigh....>.*

## EVENT FAILURE/NON-COMPLETION

When you do not complete an event, at the end of the season you roll one die and apply it's result (if any) as depicted on the grey crescent on the right side of the event card. The penalty only applies ONCE no matter how many characters were involved in the attempt. The penalty must be fulfilled by character(s) involved in the attempt. So, for example, if one cube must be discarded players must choose which one of the participating characters must take the hit and lose one cube. The penalty does not apply to everyone involved but penalties may be split among one or more involved characters if possible.

## EVENT REWARDS

When an event is successfully completed every character who contributed to it, even if they helped in a previous season and are not helping at the time of completion, is eligible to receive the indicated reward, if any.




## TURN ORDER

It does not matter whether you attempt the revealed event before or after attempting tasks on the home card.

If a character(s) does not join in to help a TRIBAL event attempt but chooses to attempt it after others have failed to finish it in the current season, that character(s) may attempt it that same season (but does not get to roll any white dice).

## DICE ROLLING & TRIBAL EVENTS

When working on a **TRIBAL**  task players can choose to each roll their own dice or all the dice may be rolled by one player on behalf of everyone participating in the attempt. The white dice are rolled once only, no matter how many characters are participating (though they do qualify for re-rolls).

You may choose to roll all dice in one pool or allow each player to roll the dice they are contributing. If the event is not completed in the current season, roll one d6 at the end of the season to see if there is a penalty.

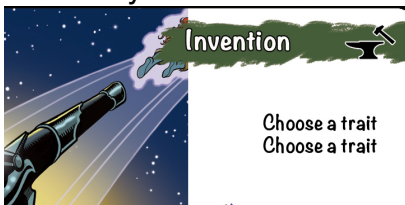
When attempting the failed tribal event in a subsequent season, you need not use the same characters or even the same number of characters. When it is completed, all characters who participated in the event from past and current seasons gain the reward even if they did not contribute during the season that the event was completed.

## FLIPPED HAND CARDS

When a hand card is flipped over, either to gain three dice for an event or as a result of some penalty, you no longer have access to anything it provides be it dice, attribute cubes or traits.

## TWO EDGE'S INVENTION CARD (Kickstarter exclusive card)

Each of the two traits on this card need to be chosen at the beginning of each new SCENARIO. The traits may be the same or different. They stay the same for the duration of the scenario.



## INABILITY TO PAY A "PRICE"

If a character is ever required to discard a specific cube or to flip over a specific card or to discard tokens and they do not have the required resources to do so, then two of something similar must be discarded/flipped etc.

*For example:* If Skywise is required to discard a green cube and has none, he must instead discard two cubes of any other combination of colors. Or if he has no success tokens to discard then he would have to flip a card or discard a cube instead.

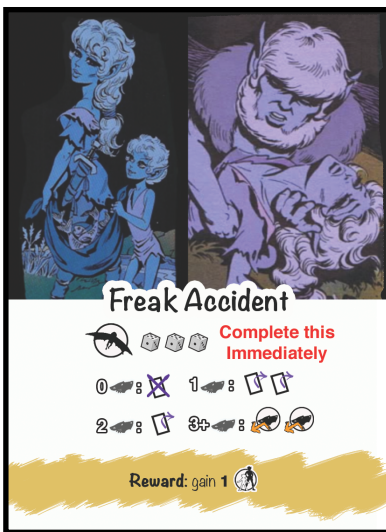
## WOLF ALLY CARDS

All wolf ally cards are considered to have the **animal** trait.

## SENDING SKILL CARD

Flipping over the Sending card can be done at any time on anyone's turn. The elf flipping the Sending card is NOT considered to be participating in the event unless they have contributed dice to the event and therefore do not qualify to receive any rewards from that completed event.

## FREAK ACCIDENT EVENT CARD



Roll three dice. That's it. No re-rolls. Thematically, Sending should not be used by other characters to help.

Count up the number of successes you rolled and apply the effect as depicted on the card:

**No successes:** permanently discard a hand card.

**One success:** flip over two hand cards.

**Two successes:** flip over one hand card.

**Three successes:** discard two success tokens from your personal stash.