

Wendy & Richard Pini's  
**ELFQUEST**  
Adventure Game



# Rule Book

Game design by Layman Kingsford  
Artwork by Wendy Pini  
Book & Box cover coloring by Rene Luke

Welcome to the World of Two Moons where you take on the role of elves whose ancestors came to the world from the stars. The elves became trapped in a time on the planet when its indigenous inhabitants, humans, were little more than primitive beasts. For 10,000 years the splintered descendants of those shape-shifting first-comers, the High Ones, have dwelt in isolated tribes and have lost touch with their roots.

Assemble your tribe of characters straight out of the beloved Original Quest and head out across the unforgiving world in search of answers. Ultimately your tribe seeks to reclaim the lost Palace of the High Ones.

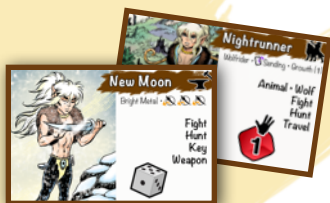
## BOX CONTENT

- 21 character cards (3 version of 7 different characters)
- 64 small cards (63 "Hand" cards, 1 Boon)
- 6 large cards (1 Home, 5 Scenarios)
- 33 Event Cards
- 72 Success/Growth tokens
- 72 Wood Cubes (24 red, 18 blue, 18 green, 12 yellow)
- 1 wood pawn
- 12 six-sided dice (3 white, 9 black)
- Rule book

### Character Cards




### Hand Cards



### Attribute Cubes



## SETUP (for your first game)

1. Set out the **Father Tree Holt** home card.
2. Set out a “pool” of **attribute cubes**.
3. Set out a “pool” of **Success/Growth** tokens 
4. Set out the first **Scenario** card with the season tracker side up.
5. Set out and shuffle the Scenario 1 **Event** cards.
6. Place the pawn on **Season 1** of the scenario card.
7. Place four chosen **character** cards on the table.
8. Place the matching **hand** cards next to each character card. Take the number of cubes indicated on each character and hand card and place them next to their character cards.
9. Place all the 6-sided dice within easy reach of all players.



## OBJECT of the GAME

As an on-going cooperative game, the object of the players' efforts is to keep their characters alive and to progress through the scenarios and their attending events.



The starter set comes with five scenarios. The first, "Forest Life", is a series of randomized events. The next four scenarios are intended to be linear and follow the story as told in the Original Quest issues 1-2.

You can certainly randomize all events if you are willing to do away with the story-telling aspect and want to vary additional gameplay until new scenarios are available in expansion sets.





## GAME PLAY





The game is measured in **Seasons**. One season consists of one action taken by each of the four characters. Once each character has taken an action, move the pawn to the next season on the current scenario card.

If you run out of seasons during a scenario before completing all the events for that scenario, you keep playing but EACH character loses **1 attribute cube**  and **2 success tokens**  for every additional season used.

- 1) After setup, flip over the top Event card.

 denotes a **SOLO** event meaning only one character may attempt it and it must be completed by that character.

 denotes a **TRIBAL** event. Any number of characters may attempt it. Different characters or more/fewer character may complete the event if it is not finished on the first attempt.

- 2) The character(s) attempting the event collectively add one die to the dice pool for every cube they currently possess that matches the color/symbols depicted on the event (   ) plus the number of white dice shown on the card. *The white dice are used on the FIRST attempt only.*

- 3) Place one success token () on the event for every result of **5** or **6** on the dice.



- 4) You may re-roll one non-successful die *once* every time a **TRAIT** on participating character/hand card matches a trait on the event card.

- 5) If you accrue the necessary number of successes to complete the task (plus any other requirements such as discarding cubes) every participating character claims the reward. Flip over the next event. If you do not complete the event, you may attempt it in the current season with different characters or in a subsequent season with the same or different characters.



- 6) Every other character that has not taken an action during the current season may attempt the revealed event (whether it is a partially-completed tribal event or is newly-revealed) **OR** may undertake a Home Card TASK.

- 7) Home card **TASKS** all operate like solo events except that the results are not cumulative.
- 8) When the season ends, roll 1 die to see if there is a penalty for the revealed task being incomplete (as depicted in the grey crescent).  
*This happens even if the event was just revealed and has not been attempted yet.*
- 9) When a **SCENARIO** is completed, turn it over and all characters gain the depicted reward. Reveal the next scenario and its first event card. All characters remain in their current condition.



## CARD ANATOMY

There are five types of cards in the game: **Event**, **Character**, **Hand**, **Home** and **Scenario** cards.



## EVENT CARDS

**Solo or Tribal**  
symbol

**Base Dice**  
(usable once)

Possible **Penalty**  
for non-completion

Dice provided by  
**attribute** cubes

**Reward** for  
completion


**Requirements** to  
complete


**Traits** that allow  
dice re-rolls

## EVENT CARDS


The core of this game revolves around the completion of events, though forgoing the replenishing benefits of Home Card Tasks is not recommended. Finding the balance between undertaking events and tasks is a big part of strategic decision making in this game.

### Solo or Tribal

A solo event  can only be attempted by one character.

A tribal event  may be attempted by one or more characters.

### Base Dice

For each  you get to use one white 6-sided dice ONCE during the first attempt on this task. If the event is not completed, you do not get to use these dice again on subsequent attempts.

### Penalty





If you do not complete the revealed event by the end of the current season, you must roll a die. If the result is listed in the grey crescent on the right side of the event card, that penalty needs to be enacted.



*For example, on the Hunting Trip event card a result of 1 on the die roll means that one participating character needs to discard an attribute cube (they get to choose which color).*

### Attribute Dice

Along with the base dice, all participating characters get to roll an additional number of dice equal to the number of cubes they currently possess that match the icons listed on the event:

 = red cube    = green cube  
 = blue cube    = yellow cube

These dice are usable on every attempt of the task, even when the white base dice have already been used on a previous attempt.



**For example**, on the *Hunting Trip* event card every character who is participating in the event adds one die to the attempt for every green and every red cube they currently possess. Their current number of available cubes may be lower than their maximum if they previously had to discard cubes.

## Reward

At the bottom of each event card is the reward that all characters who **participated** receive for having completed it. A character must have contributed at least one die to the attempt (it need not have been successful) and/or one attribute cube to pay for the completion cost. *The use of a Sending hand card does not qualify that character as a participant.*



## Traits

On each event card is a list of **traits**. Every time one of those traits is matched on a participating character's hand and character cards allows for ONE of the unsuccessful dice in the current dice pool to be **re-rolled** one time.

**For example**, on the *Hunting Trip* event card **Forest**, **Hunt** and **Travel** are the re-roll traits. If *Cutter* and *Redlance* are the two characters attempting to complete the event they have a total of 14 re-rolls available to them since those three words appear fourteen times between all of their hand cards and character cards.

## Requirements to Complete

Depicted in the black crescent on the left side of event cards are the number of successes needed from dice rolls in order to complete the event. Keep track of the number of successes you have gained by placing unused success tokens from the pool on the event card. Many events also require that one or more cubes be discarded by the participating characters. These cubes may be discarded from one character or the participating characters may divide the burden.





## CHARACTER CARDS

**Cutter** Blood of Ten Chiefs

Young · Elf · Wolfrider · Forest

Care  
Community   
Make  
Provide   
Rest  
Train

Max # of Hand Cards

4 0 1 1

Physique Cubes Savvy Cubes Grace Cubes Magic Cubes

**Basic Traits** (points to Young · Elf · Wolfrider · Forest)

**Bonus dice to Tasks** (points to Community, Provide, Train)

**Attribute Cubes** (points to 4, 0, 1, 1)

## CHARACTER CARDS

Each character is portrayed on a series of cards depicting them at their various stages of growth. The “Start” version of each character is the one they begin the game using, even if they are brought in during a game that is in progress in order to replace a previous character that has been killed.

The basic **traits** at the top of the card each allow for the re-rolling of one die when engaged in a task or event that has a matching trait.

***For Example:** The **Provide** task on the Home card would let Cutter re-roll one of his dice because his character card has the **Forest** trait on it.*

The **Bonus Task Dice** are granted every time a character undertakes a task on the Home card. In Cutter’s case (above) he gets one additional die when engaging in a **Community** or **Train** task and two extra dice when doing a **Provide** task.

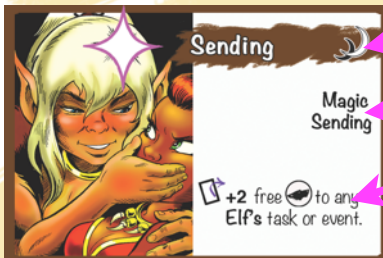


The **Attribute Cubes** depicted on the character card (and on some Hand cards) are acquired when the character enters the game. If a character is entering the game to replace a lost or dead character they gain these cubes once.

A character can never have more cubes than the total number provided by their character card and hand cards.

A character, in their starting version, can not have more than **8 Hand Cards**. Once they reach their Growth 2 stage they will earn an additional hand card. With future expansions there will be new hand cards that characters can acquire and swap out for their existing hand cards.

## HAND CARDS



**Card Type**  
symbol

**Dice Re-roll Traits**

**Bonus Effect:**

Sending provides 2 successes to any other elf's task or event when it is flipped over.



**Craft Requirements:**

This will be relevant with future expansions.





**Bonus Die:**

Add ONE die to your pool during an event or task that has one or more of the traits on this card




**Attribute Cube:**  
add it to your character's total

## HAND CARDS


Each Hand card represents an **item**  possessed by the character, an **ally**  that aids them, or their **skills**  and **demeanor**  (personality). Some Hand cards provide additional attribute cubes or additional dice on certain tasks/ events and/or a number of dice re-roll traits. Some hand cards may also have additional abilities or provide other types of benefits.

### Flipping Hand Cards

The information on the face of the Hand cards (such as additional dice and cubes, traits, etc.) is not the only use for hand cards. The cards themselves can be used as resources to generate additional dice.

 When you flip over a Hand card to its plain side you gain 3 dice to add to your current dice pool. **The card you flip MUST have at least one trait in common with the event or task you are currently attempting.**



When a card is in its flipped state it no longer provides cubes, traits, dice, abilities or bonuses of any kind.

 Another option, admittedly a desperate one, is to permanently discard a Hand card. If you do, you gain 6 extra dice to your dice pool. This is called **sacrificing** a card and the sacrificed card must have at least one trait in common with the task or event at hand.



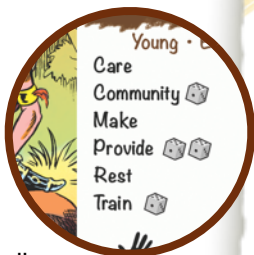
## HOME CARDS



If a character is not participating in the revealed event card they may take on a task from the Home card as their one action for the season.




During the game you will find it necessary for characters to utilize the benefits from undertaking Tasks since they garner the replacement of used resources: success tokens , attribute cubes  and flipped hand cards.

Tasks may only be undertaken by one character at a time. Each provides three base (white) dice. Characters also add additional dice to the pool depending upon what their character card depicts.

Once you have assembled your dice pool, roll the dice. You may re-roll a number of dice equal to the number of times your character's traits match the traits of the task. Consult the chart on the Home card as to the reward(s) you may have gained.



**Care Tasks:** For every **three** success  on the dice one attribute cube  may be regained to one character or hand card.

**Community Tasks:** For every **three** successes  on the dice one **Ally**  or **Boon**  card may be un-flipped by any one character.

**Make Tasks:** For every **three** successes 🐾 on the dice one **Item** 🗡️ card may be un-flipped by any one character.

**Provide Tasks:** For every success 🐾 on the dice gain one **Success token** 🐾. You may share these tokens with anyone.

**Rest Tasks:** One **Demeanor** 🦋 card may be un-flipped for every **three** success 🐾 on the dice.

**Train Tasks:** For every **three** success 🐾 on the dice one **Skill** 🦋 card may be un-flipped by any one character. Note that the **Elder** trait provides 2 re-rolls and **Ancient** provides 3 re-rolls of the dice.

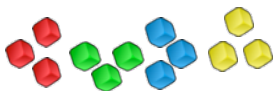
## SCENARIO CARDS



Each Scenario has a deck of unique Event cards that accompany it. Some scenarios require the event deck to be shuffled while others need them to be stacked in a specific order.

The front of the card lists the number of seasons you have to complete all the associated event cards. If you run out of seasons before completing all the events, you keep playing but EACH character loses **1 attribute cube** 🎲 and **2 success tokens** 🐾 for every additional season used.

The back of the scenario card is revealed once you've completed all the tasks. Every character in your tribe gains the depicted reward.





## ATTRIBUTE CUBES


Attributes abstractly represent a character's physical, mental, social and magical qualities. These cubes are also the measure of a character's health and survivability.

If all of a character's cubes are discarded and they are required to discard one more, the character **dies** and is removed from the game forever. All associated tokens and cards are discarded, though **allies** and **items** can be taken by another character if they are not at their maximum number of hand cards. A new character is chosen and enters the game with all its "Start" cards.


Attribute cubes are used to pay for completing many events representing the physical, mental, social and magic stress and exertion required to get through life and its travails.

 At anytime when engaged in a task or event you may discard a cube and gain 2 success tokens .

## SUCCESS TOKENS

Success tokens  can be discarded from your character card to the event or task you are currently working on and count as one success each.

## GROWTH TOKENS

Growth tokens  are usually earned from completing events. Once you have gained eight you may discard them and switch your starting character card for the "Growth 1" version. When you have earned another nine you may switch to the "Growth 2" version plus gain the "Growth 2" hand card.



## The WOLFRIDERS



The Wolfriders are the central focus of ElfQuest, a shy and secretive tribe of forest dwellers who have allied themselves with the wolves of the world of Two Moons. Their story began when the High One, Timmain, the only of the first-comers to understand the necessities of survival on this new, harsh world, shape-changed herself into a wolf and mated with one of the native creatures. Her son, Timmorn Yellow-Eyes, half-elf, half-wolf, became chieftain of the group of elves who would later evolve into the small tribe now led by Cutter, blood of ten chiefs. Through successive generations, the Wolfriders migrated and suffered at the hands of aggressive humans.

### Cutter

**Chief • Hunter • Warrior**

Cutter is the eleventh chief of the Wolfriders. His tribe name reflects his ability to cut to the heart of things as much as it does his impressive skill with a sword. Yet despite his deadliness with a blade and his quick temper, he is no cold and merciless death-dealer. Cutter loves his small tribe deeply and will do anything to protect his people and their preserve the Wolfriders' Way of life.

### Skywise

**Stargazer • Advisor • Hunter • Warrior**

Skywise is the Wolfriders' dreamer and astronomer whose love of the stars is matched only by his love for Cutter, his soul-brother and chief. Wise-cracking, sly and perceptive Skywise is fond of sharing furs with a long succession of lovmates and other partners. Skywise was named before birth by Eyes High, who understood much about the son she would never



know. He never saw his father, Shale, killed by the same humans who kidnapped his mother. Eyes High died after childbirth, though not before impressing upon the orphaned infant his unique connection to their distant, star-faring ancestors.

## Nightfall

**Huntress • Warrior • Archer • Scout**

Trustworthy, brave and determined, Nightfall is defender of all she loves and believes in. She would have no fear of felling a long-tooth with just a knife in her hand—but she would prefer to have her bow. A huntress, she kills to provide and protect, but is also a seductive maiden, fond of dancing naked in the moonlight. A striking counterpoint to her gentle lifemate, Redlance, they are like yin and yang in their contrast.

## Redlance

**Tracker • Gatherer • Herbalist • Guardian**

Named Redmark in his youth after both his crimson-red hair and his unmatched ability to track the blood trail of wounded prey through the dark forest Redlance earned his current tribe name after an extreme act of bravery: he faced off against a huge longtooth cat and saved Chief Bearclaw from the beast by bracing his spear against a rock and impaling it as it leapt to the attack. Despite his aggressive-sounding name, he is actually a mild-natured Wolfrider. He gets fulfillment from simply being useful to his tribe and from communion with the living flora of the Wolfrider's Holt and softly counseling his more aggressive tribe mates.

## Strongbow

**Archer • Hunter • Warrior • Keeper of the Way**

Strongbow is the reserved, silent archer of the Wolfriders. Ever the devil's advocate, Strongbow is often right, but finds no value in saying "I told you so." He has a powerful ability to send, and is considered by his tribe as a strong magic-user. He is extremely serious, rarely smiles, and prefers sending to audible speech. He only speaks when overcome by great emotion or to communicate with those who cannot send. While loyal, he will question his chief's judgment when he truly believes it to be wrong. Completely devoted to his lifemate, Moonshade, intensely proud of their son Dart, Strongbow will do anything to protect lifemate and cubs.

## Moonshade

**Tanner • Keeper of the Way • Gatherer • Huntress**

Moonshade is a Wolfrider elder and tribal tanner. A creative "maker" by nature, she takes great pleasure in turning animal hides into beautiful, functional clothing. Although the process of tanning leather can be lengthy

and tedious, she enjoys the quiet hours bringing the beauty out of supple hide and transforming it into clothing. That she also plays a useful, practical role in her tribe only adds to her enjoyment of her work. Moonshade is completely devoted to her lifemate Strongbow and has been known to defend him even when she knows him to be wrong. Over the centuries, they recognized many times and have borne two children, Crescent and Dart.

## Pike

### Howlkeeper • Hunter • Berry-Keeper • Layabout

Pike is the Wolfriders' happy-go-lucky howlkeeper, a fun-seeking and mischievous "keeper of the dreamberries," always content with a roll in the furs and a sack of wine. Ready with a certain sarcastic insight that even a troll would not mistake for intellect, Pike's story-telling gifts nonetheless represent the soul of a tribe given to forgetting. He has a love of the easy path and for the intoxicating dreamberries with no grand ideals or desire for quests, and constantly needs to be told what to do. His initiative is generally limited to matters of sex, low humor, partying, fighting, larceny, and sex.

## The STORY (by Scenario)

The story, as depicted in this game and its planned expansions, is broken up in to segments called **Scenarios**. Each scenario covers a slice of the ElfQuest story taken directly from the published comics or it contains random events and happenings, sometimes taken from the comics as well or may be made up of new or abstract story elements (non-canon, of course). We highly recommend that you read the comics, which at the time of this printing are free on the ElfQuest.com website.

### Forest Life (Scenario 1)

Life in the deep forest can be both tranquil and dangerous. Seasonal weather can bring both harsh winter freezes and summers full of abundant food and game with no great predictability. Tribes of short-lived and fearful humans come and go constantly threatening the safety of the elves. Accidents can bring grievous injury or even death all while the elves strive to live in the Now like their bonded wolf friends.

### Madcoil (Scenario 2)

A unique crisis befalls the Wolfriders as a magically-mutated monster invades the forest and starts killing the inhabitants with no distinction between animal, human and elf. It's going to take concerted effort and inventive unity for the small elven tribe to survive this threat and put an end to it.

## Neighboring Humans (Scenario 3)

For some time now, a tribe of persistent humans has dwelt near the Father Tree Holt. Antagonism between the Wolfriders and the Gotarra-worshipping humans is perpetual and loss of life to both sides is becoming constant. The single-minded shaman of the tribe has made it his life's goal to rid the world of the forest demons at any cost. One of the Wolfriders is captured and the tribe needs to mount a rescue before their elfin kin is sacrificed and hope the crazed humans don't do anything too rash.

## Troll Caverns (Scenario 4)

Cutter's father, Chief Bearclaw, had discovered the existence of Trolls living in caverns under the forest. Trade relations between the elves and trolls have become regular and mutually-beneficial with the elves providing fresh meat, pelts and other food stuffs in exchange for durable metal items and weapons. Now that the humans have forced the elves to flee they have no choice but to seek sanctuary in the troll tunnels that have never been seen before.

## The Burning Waste (Scenario 5)



After negotiating with the troll king, Greymung, the elves are led through distant tunnels to a promised new land of light and wonder that the surface-dwelling elves can make as their new home. Sadly, the tricksome trolls have misled the elves and trapped them in a desert of blasted sand and scorching sun. The Wolfriders have no choice but to cross that inhospitable terrain in the hopes of finding sanctuary elsewhere.

## What Comes Next?

After completing these five scenarios, make a note of what cubes, cards, success and growth tokens your characters all currently possess. Future expansions will progress the story further with new scenarios and new elements of game play.



# Iconography

	flip over hand card
	sacrifice hand card
	discard 1 Success token
	a cube of any color
	discard 1 cube of any color
	discard a Growth token
	Success on dice (5 or 6)
	Skill Card
	Item Card
	Ally Card
	Demeanor Card
	Savvy Cube (green)
	Grace Cube (blue)
	Physique Cube (red)
	Magic Cube (yellow)
	Success token
	Growth token
	One six-sided die (d6)

## Credits

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