

ELLOWYN CHRONICLES

REALMS OF RUIN MONSTER CARDS

21 monsters · Double-sided Healthy / Damaged · 12 Common · 6 Elite · 3 Boss

TWO-STATE COMBAT MODEL

Healthy side: attack rolls successes \geq Toughness to damage — flip the card.

Damaged side: ANY single success (1+) defeats the monster outright.

Every monster takes exactly 2 successful hits to kill — no partial damage.

WND and COR (automatic damage to heroes) never change between sides.

Damaged side always has a weaker — or no — special trait.

Print double-sided: Healthy on front, matching Damaged on back of same card.

COMMON

12 types

ELITE

6 types

BOSS

3 types

MONSTER ELEMENTS



FIRE

3 monsters



WATER

3 monsters



EARTH

4 monsters



FOREST

3 monsters



PLAINS

2 monsters



SHADOW

6 monsters

COMMON HEALTHY

Goblin Skirmisher

TOUGHNESS 1

WND 1 COR 0 MOV 3

HUNTER

TRAIT
Swarm: +1 attack die per adjacent Goblin in this space.

Drop: 1 gp/Focus

COMMON HEALTHY

Warg

TOUGHNESS 1

WND 2 COR 0 MOV 4

HUNTER AGI < 3

TRAIT
Pounce: on first attack, hero rolls AGI vs. 2 or takes +1 wound.

Drop: 1 gp/Focus

COMMON HEALTHY

Skeleton Warrior

TOUGHNESS 2

WND 1 COR 0 MOV 2

HUNTER

TRAIT
Rattle: immune to hero retaliation on its first attack each round.

Drop: 1 gp/Focus

COMMON HEALTHY

Shadow Wisp

TOUGHNESS 1

WND 0 COR 1 MOV 4

HUNTER INT lowest

TRAIT
Flicker: after being attacked, moves 1 space — no retaliation by that hero.

Drop: 1 gp/Focus

COMMON HEALTHY

Mud Crawler

TOUGHNESS 2

WND 1 COR 0 MOV 2

HUNTER STR lowest

TRAIT
Drag: hero hit rolls STR vs. 2 or loses 1 MOV on their next turn.

Drop: 1 gp/Focus

COMMON HEALTHY

Ash Hound

TOUGHNESS 1

WND 2 COR 0 MOV 4

HUNTER

TRAIT
Pack: +1 WND for each other Ash Hound in the same space.

Drop: 1 gp/Focus

COMMON HEALTHY

Goblin Shaman

TOUGHNESS 2

WND 1 COR 0 MOV 3

HUNTER INT highest

TRAIT
Hex: hero attacked rolls INT vs. 2 or loses 1 Focus token.

Drop: 1 gp/Focus

COMMON HEALTHY

Plague Rat Swarm

TOUGHNESS 1

WND 1 COR 1 MOV 3

HUNTER

TRAIT
Overwhelm: attacks every hero in the space simultaneously.

Drop: 1 gp/Focus

COMMON HEALTHY

Barrow Ghoul

TOUGHNESS 2

WND 1 COR 1 MOV 3

HUNTER Corruption 1+

TRAIT
Drain: hero hit loses 1 gold, placed as a cache on this space.

Drop: 1 gp/Focus

COMMON HEALTHY

Vine Horror

■ TOUGHNESS
2

WND **2** COR **0** MOV **2**

HUNTER —

TRAIT
Grasp: hero hit must spend 1 action to leave this space on their next turn.

Drop: 1 gp/Focus

COMMON HEALTHY

Stone Gargoyle

■ TOUGHNESS
3

WND **2** COR **0** MOV **1**

HUNTER STR highest

TRAIT
Sentinel: cannot be moved, pushed, or repositioned by any effect.

Drop: 1 gp/Focus

COMMON HEALTHY

Fell Crow

■ TOUGHNESS
1

WND **1** COR **0** MOV **5**

HUNTER HP lowest

TRAIT
Scout: before activating, teleports to the space of the hero with lowest current HP.

Drop: 1 gp/Focus

ELITE HEALTHY

Orc Warchief

■ TOUGHNESS
3

WND **3** COR **0** MOV **3**

HUNTER STR highest

TRAIT
Rally: Orcs in this space gain +1 MOV. Armor: reduce incoming damage by 1.

Drop: 2 gp/Focus

ELITE HEALTHY

Drowned Shade

■ TOUGHNESS
2

WND **1** COR **1** MOV **2**

HUNTER Corruption 1+

TRAIT
Corruption Strike: applies WND and COR simultaneously on attack.

Drop: 2 gp/Focus

ELITE HEALTHY

Wyvern Rider

■ TOUGHNESS
3

WND **3** COR **0** MOV **5**

HUNTER Ranged user

TRAIT
Flyby: moves through any space, attacks at any point. No retaliation on Flyby.

Drop: 2 gp/Focus

ELITE HEALTHY

Rift Lurker

■ TOUGHNESS
3

WND **2** COR **2** MOV **3**

HUNTER Corruption 3+

TRAIT
Void Step: teleports to any Doom token on the board. Terror: INT vs. 2 or lose 1 action. Attacks ALL heroes in its space.

Drop: 2 gp/Focus

ELITE HEALTHY

The Rootbound Horror

■ TOUGHNESS
3

WND **2** COR **1** MOV **2**

HUNTER AGI lowest

TRAIT
Entangling Roots: all heroes in its space have -1 MOV while present. Bark Armor: reduce incoming damage by 1.

Drop: 2 gp/Focus

ELITE HEALTHY

Wraith

■ TOUGHNESS
3

WND **2** COR **2** MOV **3**

HUNTER Corruption 3+

TRAIT
Wail of the Damned: all heroes in its space take -1 die on their next roll this round. This is what a hero becomes when Corrupted (Corruption reached 6) or hit by the Final Corruption Dark Pact.

Drop: 2 gp/Focus

COMMON DAMAGED

Goblin Skirmisher

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 0 MOV 3

HUNTER —

WEAKENED TRAIT
No trait.

Drop: 1 gp/Focus

COMMON DAMAGED

Warg

ANY SUCCESS
DEFEATS THIS MONSTER

WND 2 COR 0 MOV 4

HUNTER AGI < 3

WEAKENED TRAIT
Pounce lost — attacks normally.

Drop: 1 gp/Focus

COMMON DAMAGED

Skeleton Warrior

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 0 MOV 2

HUNTER —

WEAKENED TRAIT
Rattle lost — retaliation works normally.

Drop: 1 gp/Focus

COMMON DAMAGED

Shadow Wisp

ANY SUCCESS
DEFEATS THIS MONSTER

WND 0 COR 1 MOV 4

HUNTER INT lowest

WEAKENED TRAIT
Flicker lost — stays in place, retaliation works normally.

Drop: 1 gp/Focus

COMMON DAMAGED

Mud Crawler

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 0 MOV 2

HUNTER STR lowest

WEAKENED TRAIT
Drag lost — no movement penalty on hit.

Drop: 1 gp/Focus

COMMON DAMAGED

Ash Hound

ANY SUCCESS
DEFEATS THIS MONSTER

WND 2 COR 0 MOV 4

HUNTER —

WEAKENED TRAIT
Pack lost — deals base WND only.

Drop: 1 gp/Focus

COMMON DAMAGED

Goblin Shaman

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 0 MOV 3

HUNTER INT highest

WEAKENED TRAIT
Hex lost — no Focus drain on attack.

Drop: 1 gp/Focus

COMMON DAMAGED

Plague Rat Swarm

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 1 MOV 3

HUNTER —

WEAKENED TRAIT
Attacks only 1 hero (players choose) instead of all.

Drop: 1 gp/Focus

COMMON DAMAGED

Barrow Ghoul

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 1 MOV 3

HUNTER Corruption 1+

WEAKENED TRAIT
Drain lost — no gold loss on hit.

Drop: 1 gp/Focus

COMMON DAMAGED

Vine Horror

ANY SUCCESS
DEFEATS THIS MONSTER

WND 2 COR 0 MOV 2

HUNTER —

WEAKENED TRAIT
Grasp lost — hero may leave normally.

Drop: 1 gp/Focus

COMMON DAMAGED

Stone Gargoyle

ANY SUCCESS
DEFEATS THIS MONSTER

WND 2 COR 0 MOV 1

HUNTER STR highest

WEAKENED TRAIT
Sentinel lost — can be moved or pushed normally.

Drop: 1 gp/Focus

COMMON DAMAGED

Fell Crow

ANY SUCCESS
DEFEATS THIS MONSTER

WND 1 COR 0 MOV 5

HUNTER HP lowest

WEAKENED TRAIT
Scout lost — moves normally toward its target.

Drop: 1 gp/Focus

ELITE DAMAGED

Orc Warchief

2 TOUGHNESS
(reduced from 3)

WND 3 COR 0 MOV 3

HUNTER STR highest

WEAKENED TRAIT
Rally only — Armor lost. Orcs still gain +1 MOV.

Drop: 2 gp/Focus

ELITE DAMAGED

Drowned Shade

3 TOUGHNESS
STRONGER than Healthy (2)

WND 1 COR 1 MOV 2

HUNTER Corruption 1+

WEAKENED TRAIT
Comes back stronger! Corruption Strike still applies in full — WND and COR together.

Drop: 2 gp/Focus

ELITE DAMAGED

Wyvern Rider

2 TOUGHNESS
(reduced from 3)

WND 3 COR 0 MOV 5

HUNTER Ranged user

WEAKENED TRAIT
Flyby lost — moves normally, retaliation applies as usual.

Drop: 2 gp/Focus

ELITE DAMAGED

Rift Lurker

2 TOUGHNESS
(reduced from 3)

WND 2 COR 2 MOV 3

HUNTER Corruption 3+

WEAKENED TRAIT
Terror only — Void Step lost. Still attacks all heroes in its space.

Drop: 2 gp/Focus

ELITE DAMAGED

The Rootbound Horror

2 TOUGHNESS
(reduced from 3)

WND 2 COR 1 MOV 2

HUNTER AGI lowest

WEAKENED TRAIT
Entangling Roots only — Bark Armor lost.

Drop: 2 gp/Focus

ELITE DAMAGED

Wraith

2 TOUGHNESS
(reduced from 3)

WND 2 COR 2 MOV 3

HUNTER Corruption 3+

WEAKENED TRAIT
Wail lost — the Wraith fights on in silence.

Drop: 2 gp/Focus

BOSS DAMAGED

Malachar the Undying

4 TOUGHNESS
(unchanged — still as tough)

WND 3	COR 2	MOV 3
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HUNTER WIS highest

WEAKENED TRAIT
Doom Aura only — Rift Call lost. Still attacks all heroes in his space. Retaliation now allowed.

Drop: 5 gp/Focus

BOSS DAMAGED

The Blighted Warden

4 TOUGHNESS
(unchanged — still as tough)

WND 3	COR 1	MOV 3
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HUNTER HP lowest

WEAKENED TRAIT
Wild Fury lost — attacks only 1 hero (standard targeting). No longer regenerates.

Drop: 4 gp/Focus

BOSS DAMAGED

Cinderfang the Ember Wurm

4 TOUGHNESS
(unchanged — still as tough)

WND 3	COR 0	MOV 4
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HUNTER STR highest

WEAKENED TRAIT
Inferno Breath lost — attacks only 1 hero (standard targeting), normal damage. Molten Hide still applies.

Drop: 4 gp/Focus