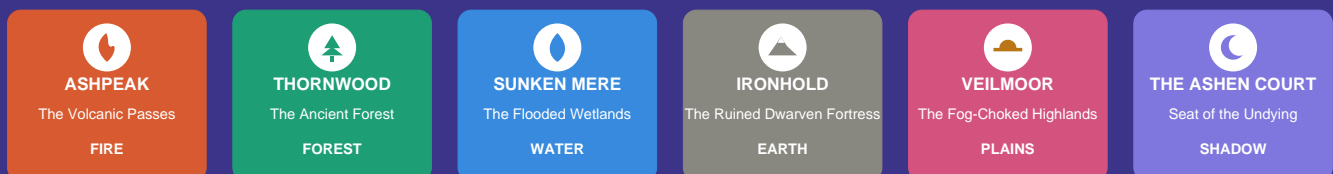


# ELLOWYN CHRONICLES

## REALMS OF RUIN

### REALM TILE LAYOUT CARDS

Modular · Edge-to-edge · Any perimeter space connects at 1 MOV



### TILE CONNECTION RULES

Tiles are placed edge-to-edge, in any arrangement — any perimeter space may be lined up against a neighbouring tile's perimeter space (1 MOV to cross).

Rotate and arrange tiles freely at setup to build the board.

Monsters never cross tile borders.


Every space carries one Space Icon — see the legend on each tile's page for setup and effects.


The Ashen Court must be placed attached to the bottom-most tile of the arrangement (the current player chooses if more than one tile is tied for bottom-most).


One page per Realm · Space Icon legend repeated on every tile


**SPACE ICONS — SETUP REFERENCE**


Every space on this tile shows one icon. Place the matching token when a hero first enters it, or at setup for starting spaces.

 **MONSTER**  
 Place 1 monster matching this tile's element.


 **LORE**  
 Place 1 encounter token. A hero entering this space draws and resolves an Encounter card.


 **FATE**  
 Place 1 Doom token on this space.

 **HAZARD**  
 Place 1 Hazard (Fire) marker. A hero ending their turn here takes 1 Wound, then discards the marker.



 **HEX**  
 Place 1 Hazard (Ice) marker. A hero ending their turn here takes 1 Corruption, then discards the marker.

 **FORTUNE**  
 Place 1 Gold token on this space.

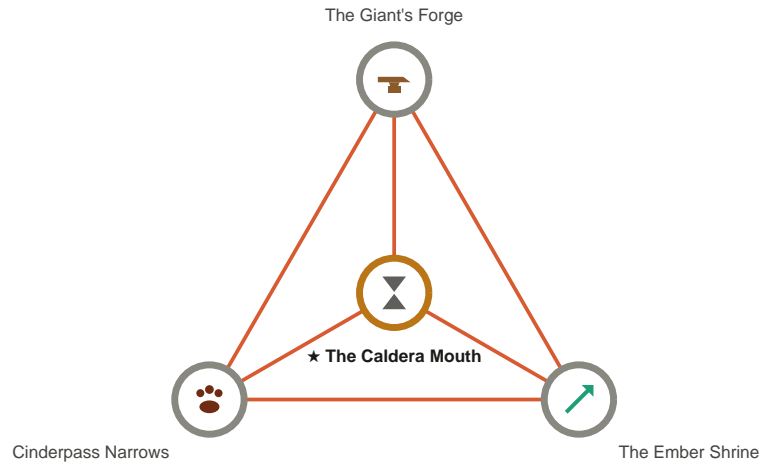
 **FORGE**  
 Place 1 Item card on this space.

 **VENTURE**  
 Each hero may choose to begin their journey here at setup (heroes are not required to start together). A hero who starts on

**RESERVED — FUTURE EXPANSION**


-  Scrye — Reserved for future use.
-  Portal — Reserved for future use.


**LOCATIONS (hex layout — center + 3 perimeter)**




**SPACE SETUP**

 **The Caldera Mouth**  
 FATE SPACE **CENTER** ★

 **The Giant's Forge**  
 FORGE SPACE

 **Cinderpass Narrows**  
 MONSTER SPACE


 **The Ember Shrine**  
 VENTURE SPACE


**ENCOUNTER DECK (9 cards, fixed composition — same on every)**


- 2x Common spell
- 2x Benediction (on success)
- 1x Gold
- 1x Uncommon item
- 1x Arcane spell
- 1x Rare item
- 1x Focus token, any attribute


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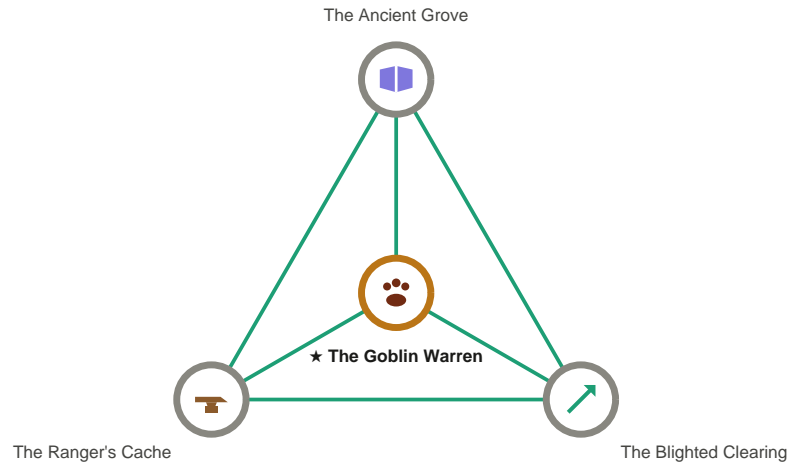
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**SPACE SETUP**

 **The Goblin Warren**  
MONSTER SPACE CENTER ★

 **The Ancient Grove**  
LORE SPACE

 **The Ranger's Cache**  
FORGE SPACE

 **The Blighted Clearing**  
VENTURE SPACE

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#### MONSTER



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#### LORE



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#### FATE



Place 1 Doom token on this space.

#### HAZARD



Place 1 Hazard (Fire) marker. A hero ending their turn here takes 1 Wound, then discards the marker.

#### HEX



Place 1 Hazard (Ice) marker. A hero ending their turn here takes 1 Corruption, then discards the marker.

#### FORTUNE



Place 1 Gold token on this space.

#### FORGE



Place 1 Item card on this space.

#### VENTURE



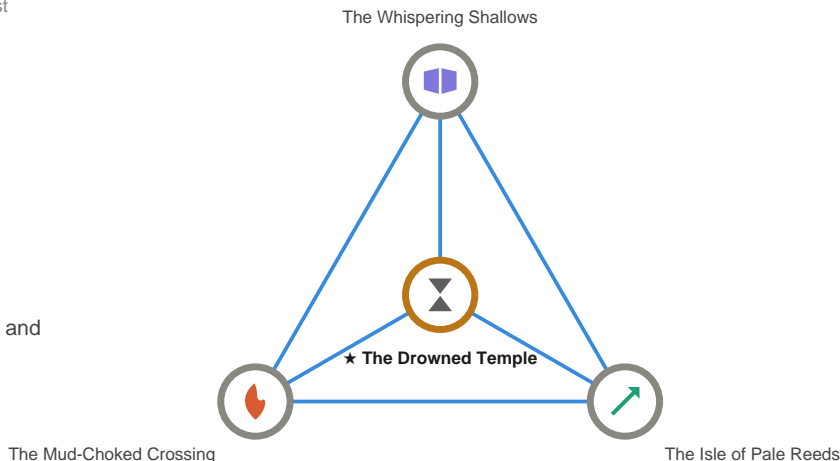
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### LOCATIONS (hex layout — center + 3 perimeter)



### SPACE SETUP



#### The Drowned Temple

FATE SPACE

CENTER ★



#### The Whispering Shallows

LORE SPACE



#### The Mud-Choked Crossing

HAZARD SPACE



#### The Isle of Pale Reeds

VENTURE SPACE

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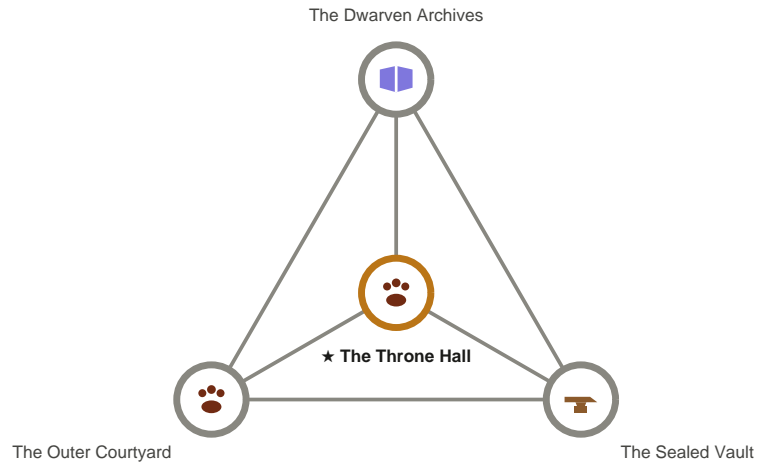
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**LOCATIONS (hex layout — center + 3 perimeter)**



**SPACE SETUP**

**The Throne Hall**  
 MONSTER SPACE CENTER ★

**The Dwarven Archives**  
 LORE SPACE

**The Outer Courtyard**  
 MONSTER SPACE


**The Sealed Vault**  
 FORGE SPACE


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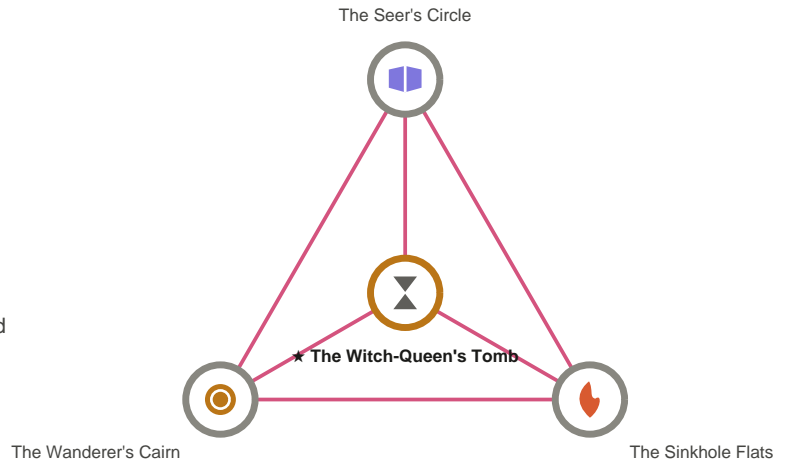
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**LOCATIONS (hex layout — center + 3 perimeter)**



**SPACE SETUP**

 **The Witch-Queen's Tomb**  
FATE SPACE **CENTER** ★

 **The Seer's Circle**  
LORE SPACE

 **The Wanderer's Cairn**  
FORTUNE SPACE

 **The Sinkhole Flats**  
HAZARD SPACE

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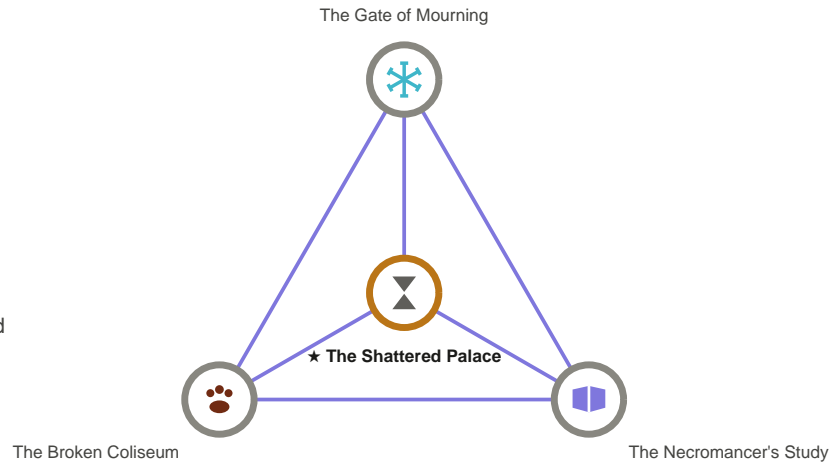
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**SPACE SETUP**

**The Shattered Palace**  
 FATE SPACE **CENTER ★**

**The Gate of Mourning**  
 HEX SPACE

**The Broken Coliseum**  
 MONSTER SPACE

**The Necromancer's Study**  
 LORE SPACE

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