

# ELLOWYN CHRONICLES: REALMS OF RUIN

Quick Reference · 1–5 Players · 3–6 Hours · Single Session

## COMPONENTS NEEDED

Component	Quantity
d6 dice	At least 10 (more speeds up Combined Attacks, group Banish rolls, and the Reckoning's Dark Pact rolls)
Doom tokens (board)	~20 (board placement on tile spaces; 1 per space cap — see Doom Token rules)
Doom Track marker	1 (a distinct pawn or token — not a board Doom token — placed on the Doom Track and moved as Doom rises or
Benediction tokens	~20 (no hard cap on holdings)
Focus tokens	~20 (4 per hero maximum at Level 5 under normal rules — some encounter rewards let a hero exceed this)
Gold tokens/counters	~30 (or use a shared bank/tray)
Hero standees or minis	1 per player (1–5)
Monster standees or minis	Enough to represent multiple simultaneous spawns (8–10 recommended) — also covers a hero-turned-Wraith from
Rift Gate markers	Up to 5 (1 per non-Court tile — the Ashen Court never holds a Rift Gate)
Encounter tokens	6 (5 Lore spaces across the 6 tiles need 1 each — Ashpeak has none — plus 1 spare)
Hazard (Fire) markers	~10 (placed on Hazard spaces; discarded when triggered)
Hazard (Ice) markers	~10 (placed on Hex spaces; discarded when triggered)
Blessed / Cursed markers	A few of each (1 per hero is usually enough — only one can be active on a hero at a time)
Realm tiles	6 (printed from Realm Tile Cards)
Decks	6 Encounter decks (9 each), Item deck (38), Spell deck (18), Quest deck (9), Monster cards (21, double-sided), Da
Fate token bag	18 tokens (3 each of Doom, Rift, Monster, Encounter, Blank, Reckoning)

## SPACE ICONS — REALM TILE SETUP

Every space on every Realm tile carries exactly one Space Icon. This is the single reference for what each icon means — it is reprinted identically on every tile's page, so no other rule text is needed at the space level.

Icon	Effect
Monster	Place 1 monster matching this tile's element.
Lore	Place 1 Encounter token on this space. When a hero enters this space, draw and resolve an Encounter card.
Fate	Place 1 Doom token on this space.
Hazard	Place 1 Hazard (Fire) marker on this space. A hero who ends their turn here takes 1 Wound, then discards the marker.
Hex	Place 1 Hazard (Ice) marker on this space. A hero who ends 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 a Venture
Scrye	Reserved for future use — no effect yet.
Portal	Reserved for future use — no effect yet.

## GAME OVERVIEW

Malachar the Undying has torn Rifts into the Realms of Ellwyn, and Doom spreads with every passing round. 1–5 heroes work together to complete 3 of 9 possible Quests, unlock the Ashen Court, and defeat Malachar before the Doom Track fills or the party falls.

<b>Choosing Difficulty</b>	<b>Before any other setup, the group agrees on a session Difficulty: Easy, Medium, or Hard. This is currently used for two things</b>
Setup	Choose a Difficulty (see Choosing Difficulty). Place all 6 Realm tiles. Fill the Fate token bag (18 tokens: 3 of each icon — Doom, Rift
Each round	Hero Phase (heroes act) → Monster Phase (monsters act) → Fate Phase (every hero draws a Fate token) → Clean-up (refresh abil
Win	Complete all 3 active Quest cards → Ashen Court unlocks → defeat Malachar.
Lose	The Doom Track reaches 13, or all heroes are Vanquished simultaneously.

## DICE & TESTS

Roll	Result
1 – 4	Failure (no effect)
5 – 6	Success

- Dice pool = attribute value + bonus dice (Focus tokens, items, spells)
- Combined Attack: heroes in the same space may pool STR or AGI into one shared attack roll (see Combat Rules)
- Triumph: exceed a test's difficulty by 3+ successes → draw 1 item card as a reward (Common or Uncommon, dealer's choice from the loot deck).

## WIN CONDITIONS — QUEST CARDS

At setup, shuffle the 9 Quest cards and draw 3 at random — place them face-up, visible to all players. Quests may be completed in any order, by any hero(es), simultaneously. Once all 3 are completed (flipped face-down), the Ashen Court unlocks. Enter it and defeat Malachar to win the game.

Quest	Goal	Reward on completion
Rift Sealed	Close any 1 Rift Gate (Banish to 4+ successes)	Draw 1 item card
Elite Slain	Defeat any 1 Elite-tier monster	All heroes gain 1 Benediction
Discard 3 Benedictions	Discard 3 Benediction tokens (any heroes)	Remove 1 Doom token (party's choice)
Discard 4 Focus	Discard 4 Focus tokens (any heroes)	Draw 1 item card
Defeat 4 Monsters	Defeat 4 monsters, any tier, any tile	All heroes gain 1 Focus token
Clear 5 Doom Tokens	Clear 5 Doom tokens via the WIS action	Reduce Doom Track by 1
Discard 10 Gold	Discard 10 gold (any heroes)	Draw 1 Uncommon-or-better item
Discard 2 Items	Discard 2 item cards (any heroes)	All heroes gain 2 gold
Reach Level 3	Any 1 hero reaches Level 3	All heroes gain 1 Benediction

## ROUND STRUCTURE (repeat each round)

<b>1 HERO PHASE</b>	Each hero takes a full turn in any player-chosen order: 2 Actions + 1 free Move, OR 3 Actions (spending the Move). Heroes may interrupt to Assist.
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<b>2 MONSTER PHASE</b>	Monsters activate one at a time, highest Toughness to lowest. Each monster resolves fully (move + attack) before the next activates. Targeting is evaluated fresh each activation — if the target hero was Vanquished by a previous monster, re-apply targeting rules to choose the next hero. Heroes may retaliate after each monster attack. Then: Travelling Merchant moves 1 space clockwise (perimeter only, may cross tile borders — see Travelling Merchant rules).
<b>3 FATE PHASE</b>	Each hero draws 1 Fate token from the bag and resolves its icon (Doom, Rift, Monster, Encounter, Blank, or Reckoning) on their current tile. Drawn tokens are set aside; refill and reshuffle the bag once it's empty. All effects resolve fully before Clean-up begins.
<b>4 CLEAN-UP</b>	Refresh one exhausted ability per hero. Level Up: each hero may spend 3 gold to advance one level (Focus Limit +1, max Level 5) — this is the ONLY time leveling is permitted. Optional Short Rest (all heroes same tile): heal 1 wound each, advance Doom 1.

## HERO ACTIONS (2 per turn + 1 free Move)

■ If monsters are present in your space, you may only take Attack actions (melee or ranged) or cast Combat Spells. All other actions are blocked until the space is clear.

Action	Attribute	What it does
Attack (melee)	STR	Roll vs. monster's Toughness. Healthy monster: successes $\geq$ Toughness flips it to Damaged. Damaged mon
Attack (ranged)	AGI	Roll AGI vs. monster Toughness — same resolution as melee. Never triggers monster retaliation. Must be in
Move	—	Move up to Movement (3). Difficult terrain costs 2. Free action once/turn
Banish	WIS	Heroes on the space pool their WIS and roll together. On any space: 1+ successes removes 1 Doom token t
Use Ability	varies	Activate hero special power (most require a test; refreshes on 5+)
Focus	—	Place 1 Focus token on any attribute (max 1 per attribute). Each token adds +1 die to that attribute's tests. S
Cast Spell	INT	Spend 1 Focus token (any attribute). Roll the spell's listed INT test. Apply the base effect on success; apply t
Cache	—	Remove any items, Focus tokens, or gold from your inventory and place them on your current space. Other h

Focus rules	Detail
Focus Limit	Each hero starts with a Focus Limit of 1 — the maximum number of Focus tokens they can hold on their hero sheet at once. TH
Gaining Focus	Spend 1 action to place 1 Focus token on any attribute (STR, AGI, WIS, or INT). Maximum 1 token per attribute. Cannot excee
+1 die bonus	While a Focus token sits on an attribute, add +1 die whenever you roll that attribute. Passive and automatic — the token is not
Spend: Reroll	At any point during a test, remove 1 Focus token from the tested attribute to reroll 1 die of your choice. Keep the new result. Or
Spend: Spell cost	Remove any 1 Focus token from your hero sheet to pay the casting cost of a spell. The token does not need to be on INT — bu
Spend: Gain 1 gold	Remove any 1 Focus token to gain 1 gold immediately. May be done at any time, including during another hero's turn.
Spend: Extra move	Remove any 1 Focus token during your movement to move 1 additional space beyond your Movement. Once per turn only. Ter
Persistent	Focus tokens never clear automatically. They persist across rounds and encounters until spent or voluntarily removed.
Replacing Focus	Cannot place a second token on an attribute that already has one. To shift Focus, spend the existing token first, then Focus ag

Leveling up	Detail
When to level	Level Up may only be performed during the Clean-up at the end of each round. It cannot be taken as an action during the Hero
Effect of leveling	Each level gained increases the hero's Focus Limit by 1. At higher limits, heroes can hold — and benefit from — more Focus to
5 levels total	Heroes begin at Level 1 and cap at Level 5. The Focus Limit caps at 4 (Level 5 grants +1 limit, but the hard cap of 1 token per
Gold cost	Each level costs 3 gold paid from the hero's personal supply at the moment of leveling (Clean-up only). A hero cannot level if th



Rule	Detail
What they are	9 Quest cards exist as a pool. At setup, shuffle them and draw 3 at random — place these face-up where all players can see.
Completing a quest	Quests are tile-agnostic — they can be completed anywhere on the board, in any order, by any combination of heroes. The
Physical tracking	Several quests use the quest card itself as a physical tracker. Tokens, gold, or defeated monster cards are placed directly on
Simultaneous progress	Multiple quests can progress at the same time across different heroes and locations. There's no restriction on which hero c
Quests are session-specific	Once 3 quests are drawn at setup, they don't change. If a quest becomes effectively impossible to complete (extremely rare)
Unlocking the Ashen Court	The moment all 3 active quests are flipped face-down (completed), the Ashen Court unlocks. Heroes may now enter it and

## THE 9 QUEST CARDS

Quest	Goal	Tracker	Reward
Rift Sealed	Close any 1 Rift Gate (Banish to 4+ success)	None — completes instantly.	Draw 1 item card.
Elite Slain	Defeat any 1 Elite-tier monster.	Defeated Elite's card placed on this quest card; returns to pool on completion.	All heroes gain 1 Benediction.
Discard 3 Benedictions	Discard 3 Benediction tokens (any heroes, any combination)	Discarded Benedictions placed on this quest card; returns to pool on completion.	Redeem supply Doom token (party's choice of
Discard 4 Focus	Discard 4 Focus tokens (any heroes, any combination)	Discarded Focus tokens placed on this quest card; returns to pool on completion.	Draw 1 item card.
Defeat 4 Monsters	Defeat 4 monsters of any tier, any tile, across the board.	Each defeated monster's card placed on this quest card; returns to pool on completion.	All heroes gain 1 Focus token.
Clear 5 Doom Tokens	Clear 5 Doom tokens via the WIS removal action.	Each cleared token placed on this quest card; returns to pool on completion.	Redeem the Doom token supply on completion.
Discard 10 Gold	Discard 10 gold (any heroes, any combination)	Discarded gold placed on this quest card; returns to pool on completion.	Draw 1 item card (better item card).
Discard 2 Items	Discard 2 item cards (any heroes, any combination)	Discarded item cards placed on this quest card; returns to pool on completion.	All heroes gain 2 gold.
Reach Level 3	Any 1 hero reaches Level 3 (normal Level 3 process, class upstably).	None — completes instantly.	All heroes gain 1 Benediction.

## THE FINAL FIGHT — DEFEATING MALACHAR

Rule	Detail
Unlocking the fight	Once all 3 active Quest cards are completed (flipped), the Ashen Court unlocks. Heroes may enter it. There is no Resolution
Engaging Malachar	Once any hero stands on the Shattered Palace space (with Malachar present), the boss fight begins on the next Monster P
Defeating Malachar	Malachar is defeated using the standard Healthy → Damaged → Defeated combat model: land a hit meeting Toughness 4
No vulnerability window needed	Unlike the previous Resolution-card-driven fight, Malachar is now fought using ordinary combat rules — no special timed w
His traits remain dangerous	Healthy: Doom Aura (+1 Doom/round), Rift Call (summons 2 Rift Lurkers), attacks all heroes in his space, no retaliation all

## RIFT SPAWNING

Rule	Detail
The Rift icon	When a hero draws a token showing the Rift icon, a Rift event occurs. Unlike the old card-text system, the variant is now determ
New Rift	Players choose which tile receives the Rift Gate — must be a tile without an active Rift (max 1 per tile). Place the token on that
Rift Surge	An existing open Rift intensifies. Place 1 Doom token on each space adjacent to the Rift Gate. Spawn 1 monster at the current
Design note — Rift Crack removed	The old Rift Crack variant (minor fracture, 2-success seal, no extra draw) depended on Fate card text to trigger and has no tok
Rift re-opening	A closed Rift Gate cannot be re-opened by a drawn Fate token. Only Malachar's Rift Call special trait can re-open a previously
Maximum Rifts	Each tile may hold at most 1 Rift Gate at a time. When a New Rift is placed, players choose any tile without an active Rift Gate

Rule	Detail
Rift monster spawning	Rifts do not automatically spawn monsters each round. Monsters spawn at Rifts only when a drawn Monster token targets a Rift.
Rift Surge spawning	When a drawn Rift token resolves as a Rift Surge, the Rift spawns 1 monster on its space (at current Doom tier) in addition to passive spawning.
Monster cap per Rift	A single Rift space cannot hold more than 3 monsters at once. If a passive or surge spawn would exceed this cap, no additional monsters are spawned.
Closing stops spawning	The moment a Rift Gate closes, it stops all monster spawning from that Rift — no Monster token or Rift Surge effect can target a Rift.
Closing a spawned Rift	A hero Banishes a spawned Rift identically to the starting Rift Gate: heroes on the space pool their WIS and roll together, need to roll a 10+.

## BENEDICTION TOKENS

Benediction rules	Detail
What they are	Benediction tokens represent knowledge, insight, and advantage gathered by heroes as they Banish the Realms. They are used to spend on Benediction Branches.
Earning Benedictions	Benedictions are earned two ways: (1) the 2 dedicated Benediction-reward cards in every tile encounter deck — succeeding on the test they represent; (2) the Benediction Branches on the tile cards.
Personal currency	Benediction tokens are held individually per hero. They cannot be shared or transferred. A hero who Investigates keeps the tokens they earn.
Persistent	Benediction tokens never expire. They carry between rounds and encounters until spent. There is no maximum — heroes can accumulate as many as they want.
Spend: Encounter Benediction branch	Before resolving an encounter test, a hero may spend 1 Benediction token to access the Benediction Branch printed on the encounter card.
Spend: Banish dice	Before a Banish roll, any participating hero may spend any number of Benediction tokens — each adds 1 die to the shared pool.
Location spends	Individual tile locations have their own Benediction spend effects printed on the tile card (e.g. Dwarven Archives: each Benediction token spent here adds 1 die to the shared pool).

## ENCOUNTER SYSTEM

Encounter rules	Detail
Tile encounter decks	Each Realm tile has its own dedicated encounter deck of 9 cards, thematically matched to that tile. Decks are shuffled at the start of the round.
Trigger — Lore spaces or Fate tokens	Encounters trigger two ways: (1) a hero enters a Lore space (see Space Icons) and draws immediately, or (2) a hero draws the Encounter card.
Active hero	The encounter is resolved by the hero who triggered it — the one who entered the Lore space, or the one who drew the Encounter card.
Cannot skip	Encounters must be resolved fully when triggered. A hero cannot choose to ignore an encounter card. All effects — positive and negative — are applied.
Card anatomy	Each encounter card has: a title and type badge (Combat / Mystery / Social / Hazard) · 2–3 sentences of narrative flavour · a test (WIS, INT, STR, DEX, CHA, LUK) · a result (Success, Failure, Critical Success, Critical Failure).
Outcome resolution	Hero reads the card narrative aloud. May spend 1 Benediction to access the Benediction Branch — this bypasses the roll and grants the result of the branch.
Discard and reshuffle	Resolved cards go to a face-up discard pile beside their tile deck. When the deck is exhausted, shuffle the discard to form a new deck.
Combat encounter cards	When a Combat encounter card is drawn, it spawns monsters as described (tier set by current Doom level unless the card specifies otherwise).

## BLESSED & CURSED CONDITIONS

Rule	Detail
Blessed	+1 die on all tests while active. Granted only by specific encounter cards (marked individually, not every card grants it).
Cursed	-1 die (minimum 1 die) on all tests while active. Granted only by specific encounter cards (marked individually, not every card grants it).
Removing Blessed	Automatically removed the instant a test taken while Blessed yields 0 successes — the blessing is spent absorbing the first failure.
Removing Cursed	Automatically removed the instant a test taken while Cursed yields 1+ successes — the curse breaks the moment its holder succeeds.
Stacking	A hero cannot be both Blessed and Cursed at once. Gaining one while holding the other removes the existing condition first.
Duration	Both conditions persist indefinitely across rounds until removed by their trigger above — there is no automatic end-of-round removal.

## BOARD LAYOUT & TILE CONNECTIONS

Rule	Detail
Modular tiles	The board is built from individual Realm tiles placed before the session. Each tile is a hex with 4 named location spaces: 1
Hex layout	The center space is adjacent to all 3 perimeter spaces (1 MOV to move between center and any perimeter space). The 3 p
Center space bonus	Each tile's center space is its most significant location — usually the Rift Gate or a major Boss/NPC encounter. Any hero st
Tile adjacency	Tiles are placed edge-to-edge. When two tiles share an edge, the border perimeter spaces on each tile are directly adjac
Border spaces	Each tile has 1–2 designated border spaces among its 3 perimeter spaces (marked on the tile card). A tile placed next to tw
Which spaces connect	When placing tiles, the connecting player designates which border space on each tile faces which neighbour. This is agree
Setup — tile placement	Choose or randomly determine a tile arrangement: place all 6 Realm tiles edge-to-edge so every tile is reachable. The Ash
Expansion tiles	New tiles from expansions slot directly into any session. Replace one of the standard 6 tiles or add a 7th. Border connectio
Monsters and tile borders	Monsters do not cross tile borders during the Monster Phase. A monster pursues its target only within its current tile. If a H
The Merchant and tile borders	The Merchant crosses tile borders freely as part of his normal perimeter movement — he is the one board entity that routi

## TRAVELLING MERCHANT

Rule	Detail
Starting position	Since heroes may start on different Venture spaces (see Space Icons), players choose together which Venture tile the Mer
Movement	At the end of the Monster Phase, the Merchant moves 1 space clockwise along the connected map's perimeter — his curre
Travels the whole map	The Merchant is no longer anchored to a single tile. Track his current space as he circuits the connected map — heroes on
Activation blocked	If a monster occupies the Merchant's current space, he cannot be activated — heroes on that space cannot buy until the m
Trading	A hero on the same space as the Merchant spends 1 action to buy. No roll required. The top 5 cards of the shuffled Item de
Monster drops	When a monster is defeated, the killing hero immediately receives their choice of reward: gold OR a Focus token (assigne
Encounter gold	Encounter cards may award gold as a success outcome (listed on the card). This is always gold — not a choice. Gold is tra
Gold — spending	Pay the item's listed gold cost. If a hero cannot afford an item they cannot buy it.
Selling back	Any hero on the Merchant's space may sell any item back for half its listed gold cost (rounded up), free action. This is alwa

<b>WIN</b>	Complete all 3 active Quest cards, then defeat Malachar in the Ashen Court, before the Doom Track reaches 13.
<b>LOSE</b>	Doom Track reaches 13, OR all heroes are simultaneously Vanquished.

# HERO ROSTER

Ellowyn Chronicles: Realms of Ruin · Choose one hero per player (no duplicates)

## TORVIN STONEFIST

Dwarven Warden

STR	AGI	WIS	INT
4	2	2	3

HP	MOVEMENT
6	2

### Shield Wall

After you take any amount of damage, gain 1 Focus token.

**Starting item:** Ancestral Warhammer

*How to play:* Tank / Protector. Low WIS means he rarely Banishes alone — pair with Sylara or Aelindra on Rifts. Lead melee charges.

## SYLARA DAWNWEAVE

Elven Arcanist

STR	AGI	WIS	INT
1	2	3	5

HP	MOVEMENT
6	2

### Arcane Surge

On a INT check, you may take 1 wound to reroll one or all dice.

**Starting item:** Spellweave Staff

*How to play:* Spellcaster specialist. Access to all Common and Arcane spells (INT 4). Focus INT for spells, WIS for Banish contributions.

## DREK ASHBLADE

Half-Orc Marauder

STR	AGI	WIS	INT
5	3	1	2

HP	MOVEMENT
6	2

### Reckless Assault

As part of an attack action, take 1 wound to gain a free action after this attack.

**Starting item:** Bloodmaw Cleaver

*How to play:* Glass-cannon melee. Hit hard and fast. Keep a healer nearby.

## MIRA WHISPER

Halfling Rogue

STR	AGI	WIS	INT
2	5	3	1

HP	MOVEMENT
6	2

### Daring Defiance

Before a test, spend 1 gold: +1 to all die faces on this test. If you fail, lose 1 gold.

**Starting item:** Wraithsilk Cloak

*How to play:* Scout / Flank. Get into position fast; set up flanks for your allies.

## SISTER AELINDRA

Human Cleric

STR	AGI	WIS	INT
2	1	4	4

HP	MOVEMENT
6	2

### Channel Divinity

Once per round, absorb 1 Wound or Corruption meant for another hero. Then, gain a Focus token.

**Starting item:** Icon of the Dawn

*How to play:* Healer / Support with a dual edge — WIS 4 makes her a top Banisher, INT 4 unlocks and fuels all spells including Arcane. Equally strong closing Rifts or casting. Prioritize Mend Wounds and Soul Anchor in the late game.

## ATTRIBUTE QUICK REFERENCE

Attribute	Abbreviation	Used for
Strength	STR	Melee attacks, breaking obstacles, feats of brute force
Agility	AGI	Ranged attacks, dodging, stealth, disarming traps, movement tests
Intelligence	INT	Spellcasting, resisting Corruption, social encounters, morale — all magic flows through Intelligence
Wisdom	WIS	Banish (Rift closure and Doom removal), identifying items, arcane knowledge

# MONSTER MANUAL

Ellowyn Chronicles: Realms of Ruin · Bestiary and Branching Narrative Guide

## MONSTER CARDS — TWO-STATE COMBAT MODEL

Rule	Detail
No DEF, no HP	Monsters no longer have a Defense stat or a Hit Point pool. Both are replaced by a single stat: Toughness.
Toughness	The number of successes a hero's attack roll needs to damage the monster. Roll your attack dice (STR melee or AGI ranged) and compare to the monster's Toughness.
Healthy → Damaged	Each monster has a double-sided card. The Healthy side is active when the monster spawns. The first successful hit (successes ≥ Toughness) flips the card to Damaged.
Damaged → Defeated	Once Damaged, Common monsters lose their Toughness entirely — any single success (1+) on a subsequent attack defeats the monster.
Two hits to kill, always	Every monster takes exactly 2 successful attacks to defeat: 1 to damage (meeting Toughness), 1 to finish (any success). An attack that meets Toughness on the Damaged side counts as the first hit.
Damaged side is weaker	Flipping to Damaged also weakens the monster's special trait — printed on the back of the card. Most lose their most dangerous trait.
WND/COR unaffected	A monster's automatic wound and Corruption damage to heroes (WND/COR) is identical on both Healthy and Damaged sides.

## COMMON MONSTERS (12 types · spawned at Doom 1–5)

Monster	Tgh	WND	COR	MOV	Drop	Hunter	Healthy Trait	Damaged Trait
Goblin Skirmisher	1	1	0	3	1 gp/Focus	—	Swarm: +1 attack die per adjacent Goblin	No trait
Warg	1	2	0	4	1 gp/Focus	AGI < 3	Pounce: AGI vs. 2 or +1 wound on first attack	Pounce lost
Skeleton Warrior	2	1	0	2	1 gp/Focus	—	Rattle: immune to retaliation on first attack	Rattle lost
Shadow Wisp	1	0	1	4	1 gp/Focus	INT lowest	Flicker: moves after attack, no retaliation	Flicker lost
Mud Crawler	2	1	0	2	1 gp/Focus	STR lowest	Drag: STR vs. 2 or -1 MOV next turn	Drag lost
Ash Hound	1	2	0	4	1 gp/Focus	—	Pack: +1 WND per other Ash Hound in space	Pack lost
Goblin Shaman	2	1	0	3	1 gp/Focus	INT highest	Hex: INT vs. 2 or lose 1 Focus token	Hex lost
Plague Rat Swarm	1	1	1	3	1 gp/Focus	—	Overwhelm: attacks every hero in the space	attacks 1 hero only
Barrow Ghoul	2	1	1	3	1 gp/Focus	Corruption 1+	Drain: hero hit loses 1 gold	Drain lost
Vine Horror	2	2	0	2	1 gp/Focus	—	Grasp: hero must spend action to leave space	Grasp lost
Stone Gargoyle	3	2	0	1	1 gp/Focus	STR highest	Sentinel: cannot be moved or pushed	Sentinel lost
Fell Crow	1	1	0	5	1 gp/Focus	HP lowest	Scout: teleports to lowest-HP hero before activating	Scout lost

## ELITE MONSTERS (6 types · spawned at Doom 6–10 · Damaged Toughness varies — see table)

Monster	Tgh	Dmg Tgh	WND	COR	MOV	Drop	Hunter	Healthy Trait	Damaged Trait
Orc Warchief	3	2	3	0	3	2 gp/Focus	STR highest	Rally: +1 MOV to Orcs in space. Armor: Rattle	Rattle lost
Drowned Shade	2	3	1	1	2	2 gp/Focus	Corruption 1+	Corruption Strike: WND + COR simultaneously	Corruption Strike lost
Wyvern Rider	3	2	3	0	5	2 gp/Focus	Ranged user	Flyby: free movement, no retaliation on Flyby	Flyby lost — retaliates normally
Rift Lurker	3	2	2	2	3	2 gp/Focus	Corruption 3+	Void Step: teleport to any Doom token. Terror: INT vs. 2 or lose action	Terror lost

## LEGENDARY BOSS (Doom 11+ · Ashen Court only · Toughness unchanged on Damaged side)

Monster	Tgh	WND	COR	MOV	Drop	Hunter	Healthy Trait	Damaged Trait
Malachar the Undying	4	3	2	3	5 gp/Focus	WIS highest	Doom Aura: +1 Doom/round. Rift Call: summons 2 Rift Lurkers	Attacks all heroes in his space

Tgh — successes needed to damage (Healthy side)

WND — wounds applied automatically on attack

COR — Corruption applied automatically on attack

## SPELL SYSTEM

Rule	Detail
Casting attribute	All spells use INT. Common spells require INT 2+, Arcane spells require INT 4+. Sylara (INT 5) and Aelindra (INT 4) start a
Cost	Every spell costs 1 Focus token (from any attribute) to cast, spent when the Cast Spell action is taken — regardless of suc
Casting is individual	Cast Spell is always a solo action — each hero casts and resolves their own spell separately. Spells never pool into a Com
Resolving a spell	Roll the spell's listed INT test. Apply the base effect on any success meeting the difficulty. If the success count meets the u
Spells vs. monsters	Spells that damage monsters interact with the Toughness/Healthy/Damaged model exactly like a weapon attack: succe
Spells vs. Rifts	Rift Collapse is the only spell that interacts with Banish — it adds automatic successes to the next Banish roll at that Rift th
Doom token interaction	Doom tokens reduce every die face by 1 for ALL actions taken in that space, including spellcasting. A hero casting a spell c

## BANISH — CLOSING RIFT GATES

Banish rules	Detail
Attribute	Banish uses WIS (Intelligence) — arcane knowledge drives Rift closure and Doom removal. INT (Wisdom) governs spellca
Two sub-types, one action	Banish has two outcomes depending on where it's used. On any space: clearing Doom from that space. On a Rift Gate spe
Requirement	Any hero on the target space may join. Each participating hero spends their Banish action for the turn. If any monster is pre
Cooperative dice pool	Add together the WIS scores of all participating heroes on the space. Roll that many dice as a single shared pool. Count to
Success threshold — Doom removal	1+ successes on any space, perimeter or center, removes 1 Doom token from that space (if one is present). On a space th
Success threshold — closing a Rift Gate	4+ successes on a Rift Gate space closes the Rift: remove the Rift token, discard all Doom tokens from every space on this
Doom tokens can penalise Banish	Doom tokens on the Banishing hero's space reduce this roll's die faces by 1 each — the universal Doom-token penalty app
Benediction bonus	+1 die per Benediction spent by any participating hero before rolling. Benedictions are spent whether or not Doom is remov
Other modifiers	Necromancer's Study: +2 dice to the pool. Rift Collapse spell: automatic successes count toward the 4 needed to close a R
Malachar interrupts (Final Rift only)	At the Shattered Palace, Malachar targets the hero with highest WIS before dice are rolled. That hero must roll WIS vs. 3 ir

## COMBAT RULES

Rule	Detail
Activation order	Monsters activate one at a time, from highest Toughness to lowest (Damaged-side monsters use their Healthy-side Tough
Monster targeting	Targeting is evaluated fresh at the start of each individual monster's activation. Default: move toward and attack the hero m
Retargeting mid-phase	If the target hero is Vanquished before a monster activates, that monster immediately re-evaluates targeting using the sam
All combat is in one space	Heroes and monsters must be in the same space to fight. Ranged attacks (AGI) also only target within the hero's current sp
Monsters can move to any space	Monsters may move into any space on their tile, including the center space. There is no restriction on which spaces monste
Monsters block non-combat actions	If one or more monsters are present in a hero's space, that hero may only take Attack actions (melee STR or ranged AGI)
Combat Spells	A Combat Spell is any spell that directly targets a monster, deals damage to a monster, or whose card text says 'counts as
Hero attacks a Healthy monster	Move into a monster's space (or already be there), then spend an Attack action. Roll STR (melee) or AGI (ranged). If succe
Hero attacks a Damaged monster	Any single success (1+) on an attack against a Damaged monster defeats it outright. Toughness no longer applies once a
Damaged side is weaker	When a monster flips to Damaged, its special trait changes to the weaker version printed on the back of its card (see Besti

Rule	Detail
Monster damage is automatic	Monsters do not roll dice. When a monster attacks, it automatically applies its WND (wounds) and COR (Corruption) values.
Monster attacks — when	At the end of its activation in the Monster Phase, a monster attacks. By default a monster attacks only its targeted hero (per the Monster's target).
Hero retaliation	If a monster attacks a hero in the Monster Phase, that hero may immediately roll a free melee attack (STR) against that monster.
Monster retaliation	If a hero attacks a monster during the Hero Phase and does not defeat it (fails to meet Toughness while Healthy), the monster attacks the hero.
Ranged attacks — no retaliation	Ranged attacks (AGI) never trigger monster retaliation on either Healthy or Damaged monsters. The hero must be in the same space as the monster.
Ranged weapons — exhaust and refresh	Ranged weapons exhaust after each use. An exhausted ranged weapon cannot make further attack rolls until refreshed.
Combined attack — multiple heroes	All heroes in the same space as a monster may combine their attacks into a single roll. Add together the STR (melee) or AGI (ranged) values.
Combined attack — retaliation	If a combined attack fails to defeat a Damaged monster (or fails to meet Toughness on a Healthy one), the monster retaliates against the hero who attacked.
Spells are never combined	Cast Spell is always an individual action — each hero casts and resolves their own spell separately, even if several heroes are in the same space.
Multiple monsters in one space	Each monster in the space applies its damage independently. A hero who enters a space with 2 monsters and attacks one monster will be attacked by both.
Defeating a monster	A monster is defeated the moment a successful attack lands on its Damaged side. Remove the standee/card immediately.
Hero Vanquished	If a hero reaches 0 HP from any damage source, they are Vanquished — removed from the board for 1 full round, then return to play.

## HUNTER CONDITION

The **Hunter** condition marks a monster as fixated on a specific hero trait, skill, or state. A Hunting monster ignores normal targeting priority and will always move toward and attack the hero that matches its Hunter target, even if other heroes are closer.

Rule	Detail
Applying Hunter	A monster gains the Hunter condition when a Fate token, Encounter outcome, or special trait triggers it. Place a Hunter token on the monster.
Identifying the prey	At the start of the Monster Phase, before any monster activates, identify which hero matches the Hunter target. If no hero matches, the Hunter condition is removed.
Movement	A Hunting monster uses its full MOV toward its prey each activation, ignoring all other heroes. It will move through difficult terrain.
Attack	A Hunting monster attacks only its prey. If adjacent to its prey it attacks normally. If it cannot reach the prey this activation (due to terrain or distance), it attacks the hero in the space it is adjacent to that is closest to the prey.
Losing the prey	If the prey hero is Vanquished, Corrupted, or Consumed, the Hunter condition is immediately removed from the monster. It will then attack the hero in the space it is adjacent to that is closest to the prey.
Multiple Hunters	Multiple monsters may be Hunting the same prey simultaneously. This is intentional — Fate tokens can create wolf-pack scenarios.
Blocking Hunter	Heroes may voluntarily interpose: if a non-prey hero moves adjacent to a Hunting monster before it activates, the monster will attack that hero instead.
Hunter target types	Attribute toughness (e.g. WIS highest, AGI < 3) · Status condition (Corruption 1+, Vanquished last round) · item possession

## HEALTH & CORRUPTION

Condition	Toughness	Effect
Vanquished (HP 0)	0 HP	Removed for 1 full round; returns at nearest unoccupied space on current tile with 2 HP.
Corrupted (Corruption 6)	6 Corruption	Permanently lost this session. The hero token becomes a Wraith enemy on the board, controlled by the GM.
Final Corruption (Dark Pact)	N/A	Not removed from play. The hero becomes the Wraith monster and its player keeps playing — as a monster.
Consumed (Dark Pact)	N/A	Permanently lost this session via a Dark Pact (Consumed by the Blight or Sacrifice Offered). No Wraith token.
Corruption 0	0 Corruption	NOT a defeat condition — reaching 0 never harms a hero by itself. It does trigger a Dark Pact (see Dark Pact).

## DOOM TOKENS (BOARD)

Doom tokens (board)	Rule
What they are	Doom tokens are physical markers placed on board spaces by drawn Doom Fate tokens, Rift events, monster special traits
Universal die-face penalty	Each Doom token on a space reduces every die face rolled by 1 for any action taken in that space — attacks, Banish, Cast
One per space (cap)	Doom tokens may be placed on any space of a tile, including the center (Rift Gate space) — no space is exempt. Max 1 Do
Overflow chain	If every space on the tile — the center plus all 3 perimeter spaces, 4 total — already holds a Doom token, the token cannot
Fully Doomed tile	When all 4 spaces on a tile (center + all 3 perimeter) each hold 1 Doom token, the tile is Fully Doomed. Any further Doom t
Removing Doom tokens	Handled by Banish (see Banish rules). Any hero on the space, alone or pooled with others, rolls WIS: 1+ successes remov
Doom tokens vs. Doom Track	Fully separate. Board tokens never advance the Track. The Track only advances when a Doom icon fires with no open Rift
Doom tokens vs. hero Corruption	Fully unrelated. Doom tokens only ever penalise dice on the board — they have no effect on a hero's personal Corruption s

## DARK PACTS

Rule	Detail
What they are	A 7-card deck. Each card represents a bargain the blight offers a hero at their lowest moment. Shuffle at setup; when the deck
Gaining a Dark Pact	The instant any hero's Corruption is reduced to exactly 0, from any source, they immediately draw the top card of the Dark Pact
The Reckoning	The Reckoning is the Reckoning Fate token icon itself — not a separate step. Whenever any hero draws a Reckoning token du
Holding multiple	Roll separately for each Dark Pact a hero holds when a Reckoning token is drawn — a hero with 2 face-down Dark Pacts rolls

## ENDINGS

Outcome	Condition	Epilogue
Legendary Victory	3 Quests completed + Malachar defeated, Doom < 6	All conditions met — Epilogue S
Radiant Victory	3 Quests completed + Malachar defeated, Doom ≤ 6	Malachar banished; Realms heal — Epilogue A
Pyrrhic Victory	3 Quests completed + Malachar defeated, Doom 7-10	Victory but the land is scarred — Epilogue B
Last Stand	1 hero remains, all others Corrupted or Consumed	Solo fight vs. Malachar (see Last Stand rules below)
Doom's Fall	Doom Track reaches 13	Malachar fully manifests — Epilogue C
Consumed World	All heroes Vanquished simultaneously	The Realms fall into shadow — Epilogue D

## LAST STAND — SOLO FINAL FIGHT

Rule	Detail
Trigger	If every hero except one has been permanently removed from play — Corrupted (Corruption reached 6) or Consumed (Cor
Solo adjustments	The lone hero's Focus Limit increases by +1 immediately (stacks with their current level). All Doom token die-face penalties
Winning a Last Stand	If the lone hero can still complete the session's 3 Quest cards and defeat Malachar under normal rules (with the above adju
Losing a Last Stand	If the lone hero is also Vanquished while no other heroes can act (all Corrupted or Consumed), the session ends in Consum

## EPILOGUES

### Epilogue S — Legendary Victory

The Rifts close not with force but with understanding. Malachar's shadow unravels, and where it touched the land, new growth follows within the week. Bards will sing of this party by name for a generation. The Realms remember kindness as clearly as they remember strength.

### Epilogue A — Radiant Victory

Malachar is banished. The Doom Tide recedes, slow but certain. Villages that emptied in fear begin to refill. Scars remain on the land — burned groves, cracked stone — but they will heal, given time. The heroes are remembered as saviors, if imperfect ones.

#### **Epilogue B — Pyrrhic Victory**

Malachar falls, but the cost was steep. The Doom Tide leaves permanent marks: a tile of Ashpeak remains volcanic wasteland, Sunken Mere's waters stay tinged grey. The Realms survive, but those who lived through the Doom Tide will tell their grandchildren it was closer than the songs admit.

#### **Epilogue C — Doom's Fall**

The Doom Track fills before the final blow can land. Malachar steps fully into the world. The last thing the heroes see is the sky tearing open above the Ashen Court. What happens after is not for this telling — perhaps another party, in another age, will finish what was started here.

#### **Epilogue D — Consumed World**

One by one, the heroes fall to the dark. The Rifts widen unchecked. Malachar's first act upon full manifestation is to raise the fallen as his own. The Realms of Ellowyn do not end quickly — they are unmade slowly, generation by generation, until nothing remembers what was lost.