



ELLOWYN CHRONICLES: REALMS OF RUIN

DARK PACTS

7 cards — identical faces, distinct reverse effects

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 deck.

Do not look at its face — place it face-down in front of that hero. Corruption reaching 0 is never a defeat condition by itself.

A hero may hold more than one Dark Pact at once.

THE RECKONING

The Reckoning is the Reckoning Fate token icon itself, not a separate step. Whenever any hero draws one during the Fate Phase, after it resolves normally, every hero holding 1+ face-down Dark Pacts rolls 1 die per card held.

On a 1: flip that card, resolve its effect immediately, then discard it.

On a 2-6: nothing happens. The card stays face-down until the next Reckoning token is drawn.



DARK PACT

*Do not look at the reverse side until the
Reckoning demands it.*

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 **Consumed by the Blight**

There was no scream. There wasn't time for one. The blight doesn't announce itself twice — it simply reaches in and takes what it was always owed, quietly, the way debts are settled when no one thinks to check the ledger.

You are Consumed. Remove your hero from the board immediately — permanently.

 **Sacrifice Offered**

You didn't choose this. But you didn't refuse it either. Somewhere on the map, another hero just felt the ground go cold beneath them, and some small, unkind part of you is relieved it wasn't your own name that got called.

Choose any other hero. That hero is Consumed. Remove this hero from the board immediately and permanently.

 **The Tide Turns**

The dark was always going to come. You just opened the door a little wider. Now it knows exactly which tile to walk into, and it isn't waiting for an invitation anymore — three shapes are already moving through the dark toward you.

Spawn 1 monster on each of the 3 perimeter spaces of your current Realm tile (3 monsters total), at the current Doom spawn tier.



Fate Unravels

Five threads pulled at once. None of them kindly. The bag doesn't care that you weren't ready, and it doesn't care what falls out next either — fate has never once bothered to explain itself before it unravels completely.

Draw and resolve 5 Fate tokens from the bag, one at a time, fully resolving each before drawing the next.



Stripped Bare

Everything you gathered was only ever borrowed. The blight keeps better records than you do, and tonight it calls in every loan at once — your pockets, your hands, your pouch, all of it gone before you even notice it's missing.

Discard all Focus tokens, all items, and all Benediction tokens you currently hold.



A Debt Collected

The pact never said the price would be yours alone to pay. Somewhere else on the map, a hero who never signed anything is about to learn that the hard way. You didn't warn them. You didn't even know it would be them.

Choose any hero not on your current space. That hero immediately takes 3 wounds and 3 Corruption. Any wounds or Corruption not applied to another hero is applied to you instead.

The Final Corruption

What's left of you remembers just enough to hate what you were. The rest simply hungers, and it always has, patiently, since long before the pact finally gave it permission to take the wheel for good.

You become the Wraith. Find the Wraith monster card from anywhere and replace your hero with it, on the same space. You may play as the Wraith for the rest of the session.