

ELLOWYN CHRONICLES

FATE TOKEN BAG

18 tokens — draw 1 per hero, per round, from the bag

THE 6 ICONS - 3 TOKENS EACH



DOOM

Place 1 Doom token on any open space on your tile — center or perimeter, your choice (or advance the Doom Track if every space on your tile already has one).



RIFT

Place a new Rift Gate on your tile (or another tile if yours already has one).



MONSTER

Spawn 1 monster adjacent to a Rift Gate on your tile, at the current Doom tier (any monster — not element-restricted).



ENCOUNTER

Draw and resolve 1 Encounter card from your tile's deck. Mandatory.



BLANK

No effect — a pass. (Effect TBD; currently just skips the hero's Fate icon this round.)

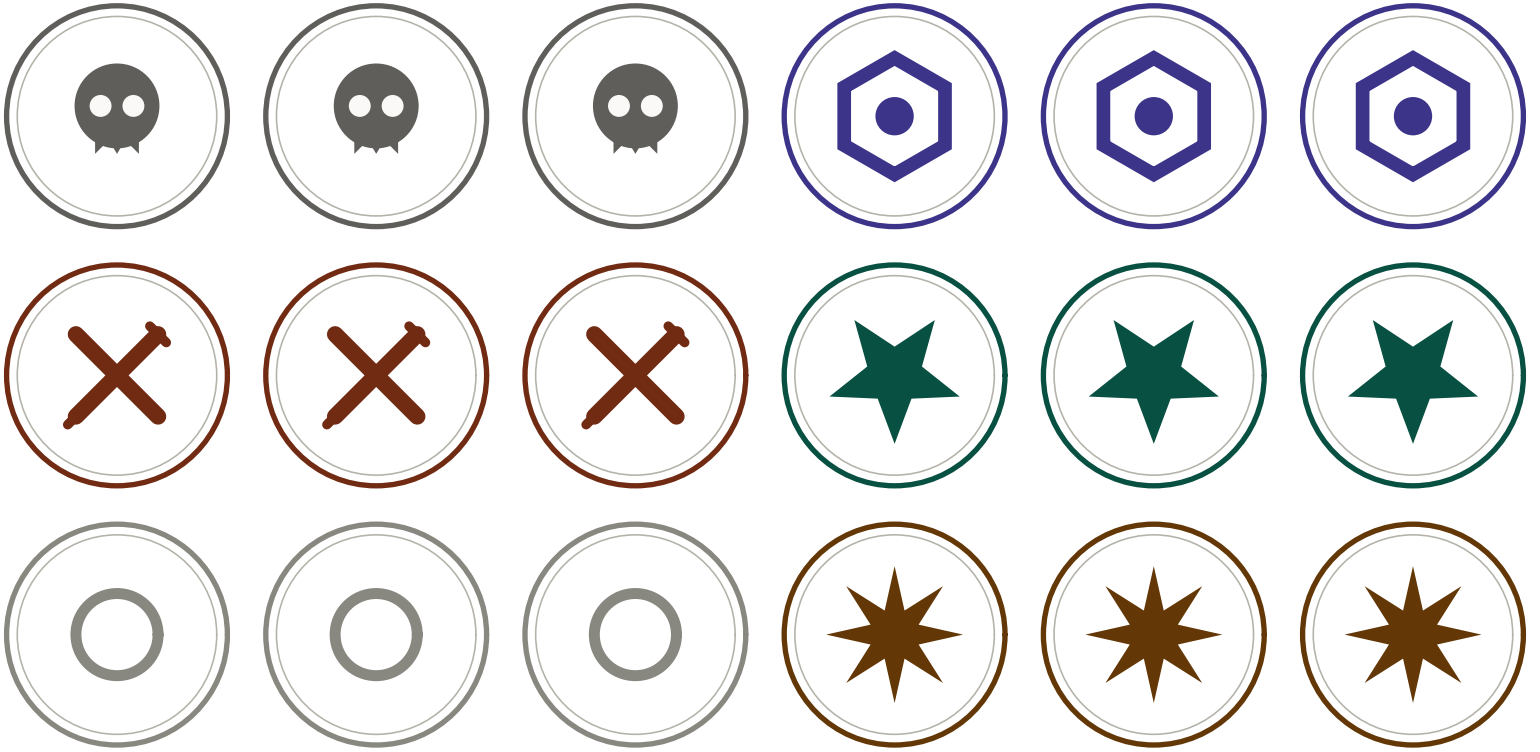


RECKONING

Resolves as Doom (Hard), Encounter (Medium), or Blank (Easy) — based on the session's chosen Difficulty (set at setup).

Fate Phase: each hero draws 1 token from the bag and resolves its icon. Set drawn tokens aside; reshuffle when the bag empties.

FATE TOKENS — cut along the outer circle, inner ring is a fold/print guide only





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