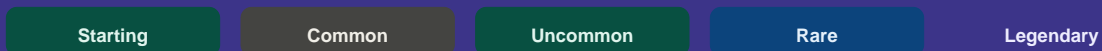


ELLOWYN CHRONICLES

REALMS OF RUIN

ITEM CARDS

RARITY TIERS



USAGE ICONS



Discard after use



Exhaust after use — refresh at end of round

5 Starting items

One per hero, dealt at session start

9 Common / Loot

Earned from encounters and exploration

9 Uncommon

Bought or found in later encounters

7 Rare

Loot only — earned, not bought

4 Legendary

Loot only — session-defining artefacts

4 Merchant exclusive

Only available from the travelling merchant

Print on card stock · Cut along guidelines · Sleeve for protection

Each card is poker-card size (2.5 × 3.5 in)

STARTING ITEMS

One per hero · Dealt at session start

5 items in this section

STARTING

WEAPON

Ancestral Warhammer

Starting item · Torvin

STARTING ITEM

PASSIVE

+2 dice on all STR melee attack rolls. On any natural 6 rolled for this attack, ignore monster retaliation.

"Forged in the deep furnaces of Karak Dûm, this hammer has cracked a hundred skulls and never chipped."

STARTING

TOME

Spellweave Staff

Starting item · Sylara

STARTING ITEM

PASSIVE

+3 dice on all INT tests.

"Carved from a heartwood branch given to Sylara on the day she was accepted into the Crystal Spire."

STARTING

WEAPON

Bloodmaw Cleaver

Starting item · Drek

STARTING ITEM

PASSIVE

+2 dice on STR melee attack rolls. Add +1 to any one die.

"Drek took this from the warchief who killed his father. He has not cleaned it since."

STARTING

ARMOUR

Wraithsilk Cloak

Starting item · Mira

STARTING ITEM

ACTION 

When a monster would engage you, exhaust and test AGI. On success, ignore the attack and move to a neighboring space.

"Woven from spider-silk and shadow-thread by the halfling guild of night-walkers. Only three were ever made."

STARTING

TRINKET

Icon of the Dawn

Starting item · Sister

STARTING ITEM

PASSIVE

+1 die on all attacks against undead monsters.

ACTION 

Exhaust, test INT: on success, prevent 1 Doom token from being added to your space.

"An heirloom of the Dawnchurch, given to Aelindra at her ordination. It grows warm in the presence of shadow."

COMMON ITEMS


Loot & merchant · Early-session staples

9 items in this section

COMMON

CONSUMABLE

Health Potion

COST 2 

BOTH

ACTION 


Restore 3 wounds to self or any hero in your space (free action).

"Tastes like iron and elderberries. Works anyway."

COMMON

TRINKET

Iron Gauntlets

COST 2 

BOTH

PASSIVE


+1 die on all STR tests.

"Dented, scarred, and still tight at the knuckle. They've held up worse than this."

COMMON

TRINKET

Worn Traveler's Boots

COST 2 

BOTH

PASSIVE


+1 die on all AGI tests.

"Broken in over a thousand miles of roads that led nowhere good."

COMMON

TRINKET

Scholar's Cipher

COST 2 

BOTH

PASSIVE


+1 die on all WIS tests.

"A pocket-sized code-wheel, stained with ink and old riddles."

COMMON

TRINKET

Prayer Beads

COST 2 

BOTH

PASSIVE


+1 die on all INT tests.

"Worn smooth by countless quiet mornings and a few desperate nights."

COMMON

WEAPON

Throwing Knives

COST 2 

BOTH

ACTION 

Make a ranged AGI attack as a free action — does not use your Attack action.

"Light. Silent. Replaceable. Three virtues that also describe their former owner."

COMMON

WEAPON

Dagger

COST 2 

BOTH

PASSIVE

+1 die on attack rolls. Finesse: either STR or AGI may be used as this weapon's attack attribute.

"Small enough to hide, sharp enough not to need hiding for long."

COMMON

ARMOUR

Iron Shield

COST 2 

BOTH

PASSIVE

Reduce all incoming melee damage by 1 (minimum 0). STR heroes only — requires STR 3+.

ACTION 


When a monster attacks you, exhaust and test STR. On success, ignore 1 damage.

"Dented and scorched, but the dents prove it did its job."

COMMON

CONSUMABLE

Swiftess Potion

COST 2 

BOTH

ACTION 

Move 1 additional space for free.

"Bottled lightning, more or less. The aftertaste lasts longer than the effect."

UNCOMMON ITEMS

Loot & merchant · Mid-session power

9 items in this section

UNCOMMON

ARMOUR

Chainmail Armor

COST 5 

BOTH

PASSIVE


Reduce all incoming attack damage by 1 (minimum 1).

"Every link forged and tested by hand. Heavy on the shoulders, light on regrets."

UNCOMMON

ARMOUR

Runecarved Buckler

COST 4 

BOTH

PASSIVE

Reduce incoming WND by 1 (minimum 0) from every monster attack against you.

ACTION 


When a monster attacks you, exhaust and test STR. On success, ignore either all damage or all Corruption from that attack.

"The runes glow faintly when struck. Dwarven craftsmanship — the runes are a warranty."

UNCOMMON

TRINKET

Alchemist's Satchel

COST 5 

BOTH

PASSIVE

The first Consumable you use each round is not discarded — it exhausts instead and refreshes during Clean-up.

ACTION 

When you use a Consumable, double its effect.

"Smells of sulphur and lavender. The alchemist insists this is normal."

UNCOMMON

WEAPON

Scout's Longbow

COST 4 

BOTH

PASSIVE

+1 die on all ranged AGI attacks. Ignores Flyby — a successful AGI roll hits normally regardless of any flight-evasion trait.

ACTION 

Make a ranged AGI attack. While exhausted, the passive +1 die bonus still applies but you cannot make an active ranged attack.

"The bow remembers every arrow it has loosed. The fletching is notched with kill-marks."

UNCOMMON

WEAPON

Duskfang Longsword

COST 4 

BOTH

PASSIVE

+3 dice on all attack rolls.

"Its edge holds the last light of evening — cold, thin, and impossible to look away from."

UNCOMMON

WEAPON

Skullrend Battleaxe

COST 4 

BOTH

PASSIVE


+4 dice on all attack rolls. If the attack scores 0 successes (a miss), this weapon exhausts and refreshes at end of round as normal.

"Too heavy to swing twice in a hurry. Fortunately, it rarely needs to."

UNCOMMON

WEAPON

Wand of Starsight

COST 4 

BOTH

PASSIVE

+3 dice on all spell INT tests.

"Carved from a fallen star, still faintly warm centuries later."

UNCOMMON

CONSUMABLE

Purifying Salts

COST 3 

BOTH

ACTION 

Remove 2 Corruption from all heroes in your space (you count as a hero in your space).

"The order of the Ashenwarden distils these from sacred spring water and dawn-light. Expensive and worth every coin."

UNCOMMON

TOME

Grimoire of Warding

COST 5 

BOTH

PASSIVE

+4 dice on all Banish rolls.

"Written in a script that changes each time you read it, but always says exactly what you need."

RARE ITEMS


Loot only · Earned through major encounters

7 items in this section

RARE

TOME

Codex of Endless Ruin

COST 8 

BOTH

PASSIVE

+4 dice on all spell INT tests.

ACTION 

Exhaust: ignore the Focus token cost when casting a spell this turn. Add 1 Doom token to your space.

"Its pages have no end, no beginning, and no patience for those who read slowly."

RARE

WEAPON

Dawnbreaker Claymore

LOOT

PASSIVE


+4 dice on all attack rolls. Natural 6s count as 2 successes instead of 1.

"Two-handed, two-edged, and twice as heavy as it looks. It has never needed a second swing."

RARE

TRINKET

Elven Wayfinder Orb

COST 3 

BOTH

PASSIVE

+1 Movement (maximum 4).

ACTION 


Exhaust, test AGI: on success, automatically move to any space that has a Doom token.

"It pulses with a warmth that always points toward the nearest living flame."

RARE

TRINKET

Soulfire Lantern

COST 8 

BOTH

PASSIVE

Undead monsters in your space roll 1 fewer die on all special trait effects.

ACTION 


Flare: flip all Healthy undead in your space to Damaged; defeat all Damaged undead. Add 1 Doom token to your space.

"It burns with a pale fire that does not consume — it simply judges."

RARE

TRINKET

Voidbreaker Amulet

COST 9 

BOTH

PASSIVE


Take 1 additional action each turn.

"The void stares back. This amulet blinks first."

RARE

WEAPON

Stormcaller Javelin

COST 8 

BOTH

PASSIVE

All ranged AGI attacks made with this javelin apply their result to every monster in your space, instead of a single target.

ACTION 


Exhaust: +3 dice on your ranged attack this turn. Any success defeats a Healthy monster outright, bypassing its Toughness.

"It screams on the way in. The giants who made it thought that was funny."

RARE

TRINKET

Healer's Phylactery

COST 8 

BOTH

PASSIVE

Any hero in your space may restore 2 wounds at the start of their turn (free action, once per hero per round).

ACTION 

Restore a Vanquished hero in your space to 4 HP — they may act this round.

"The glass sphere inside holds what appears to be a small, persistent sunrise."

LEGENDARY ITEMS

Loot only · Session-defining artefacts

4 items in this section

LEGENDARY

TRINKET

Seal of the Ancient Kings

LOOT

PASSIVE

All heroes in your space roll +1 die on all tests.

ACTION

Once per session: reduce the Doom Track by 3. This is a session-long limit, not a per-round exhaust — track it separately from the normal exhaust/refresh cycle.

"The kings who bore this seal are long dead. Their oath, however, persists."

LEGENDARY

TRINKET

Malachar's Shattered Crown

LOOT

PASSIVE

+2 dice on all Banish rolls. The bearer can never become a Hunter target — no monster will single them out while they carry it.

ACTION

Add 2 automatic successes to your Banish roll this turn (must be on the center space).

"It hums with stolen power. Using it feels like shouting in a cathedral."

LEGENDARY

WEAPON

Blade of Sundered Oaths

LOOT

PASSIVE

+2 dice on all STR melee attacks. Successes rolled with this blade count double when attacking a Boss-tier monster (e.g. 2 successes count as 4

"Forged to kill a god. Used for something smaller. Still works."

LEGENDARY

TRINKET

The Last Lantern

LOOT

PASSIVE

Heroes in your space and adjacent spaces do not gain Corruption from Doom tokens there while you hold this lantern. The die-face penalty from those

"There were seven lanterns lit against the first Doom Tide. Six went out. This one didn't."

MERCHANT EXCLUSIVES

Bought only · The travelling merchant's stock

4 items in this section

UNCOMMON

TRINKET

Merchant's Ledger

COST 3 

MERCHANT

PASSIVE


Reduce your own merchant item costs by 1 gold (minimum 1).

"Every transaction is an opportunity. So is every disaster."

COMMON

TOOL

Courier Pigeon

COST 2 

MERCHANT

ACTION 

Exchange any number of items with another player at any time. Heroes place those items into their inventory immediately.

"Smart bird. Knows not to fly toward the dark."

UNCOMMON

CONSUMABLE

Blessed Oil

COST 3 

MERCHANT

ACTION 

Coat weapon with oil. Reroll any number of dice on an attack roll.

"The Ashenwarden blesses these in small batches. The waiting list is long."

RARE

TRINKET

Forgestone Ingot

COST 5 

MERCHANT

PASSIVE

Once per session, a hero may spend the ingot (discard) to upgrade one of their Common or Uncommon items to the next rarity tier — gaining its

"A lump of raw possibility, if you know what to ask a forge to do with it."