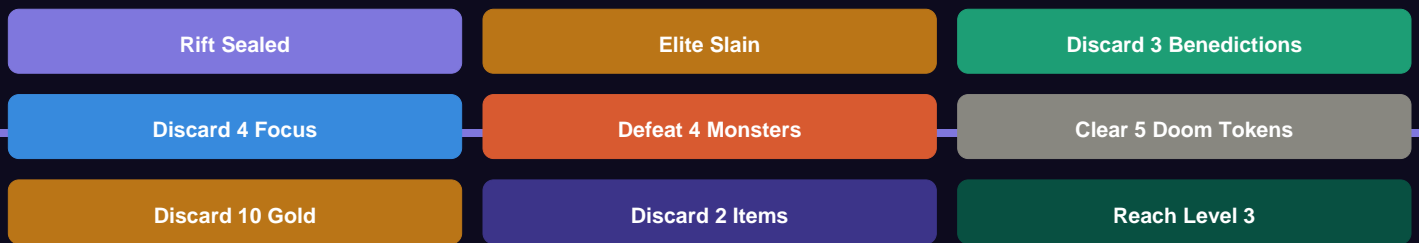


# ELLOWYN CHRONICLES

## REALMS OF RUIN

# QUEST CARDS

9 possible quests · 3 drawn at random each session · Win by completing all 3, then defeating Malachar



### SETUP

Shuffle all 9 Quest cards. Draw 3 at random and place them face-up, visible to all players.

Quests may be completed in any order, simultaneously, by any hero(es).

### WIN CONDITION

Complete all 3 active quests (flip each face-down on completion).

Once all 3 are flipped, the Ashen Court unlocks — enter and draw from its encounter deck.

Resolve the Malachar boss fight (see Reference Sheets — Ashen Court section).

Defeating Malachar wins the game.

QUEST CARD



## Rift Sealed

**GOAL**

Close any 1 Rift Gate (Banish to 4+ successes).

**TRACKER**

No physical tracker — completes the instant a Rift closes.

**REWARD**

Draw 1 item card from the loot deck.

The world holds its breath a little less.

QUEST CARD



## Elite Slain

**GOAL**

Defeat any 1 Elite-tier monster (Orc Warchief, Drowned Shade, Wyvern Rider, or Rift Lurker).

**TRACKER**

Place the defeated Elite's monster card on this quest card. Return it to the monster pool once the quest completes.

**REWARD**

Every hero gains 1 Benediction token.

Some threats do not return from where they were sent.

QUEST CARD



## Discard 3 Benedictions

### GOAL

Discard 3 Benediction tokens, contributed by any hero(es) in any combination.

### TRACKER

Move discarded Benediction tokens onto this quest card as they're spent. At 3, return all tokens to the supply.

### REWARD

Remove 1 Doom token from any space (party's choice).

Faith given freely is faith that returns.

QUEST CARD



## Discard 4 Focus

### GOAL

Discard 4 Focus tokens, contributed by any hero(es) in any combination.

### TRACKER

Move discarded Focus tokens onto this quest card as they're spent. At 4, return all tokens to the supply.

### REWARD

Draw 1 item card from the loot deck.

Discipline is not lost when it is given purpose.

QUEST CARD



## Defeat 4 Monsters

### GOAL

Defeat 4 monsters of any tier, on any tile, across the session.

### TRACKER

Place each defeated monster's card on this quest card as it falls. At 4, return all 4 cards to the monster pool.

### REWARD

Every hero gains 1 Focus token (any attribute).

The Realms remember every blade that was raised in their defense.

QUEST CARD



## Clear 5 Doom Tokens

### GOAL

Clear 5 Doom tokens from the board via Banish (across any spaces, any heroes).

### TRACKER

Each Doom token removed via Banish is placed on this quest card instead of the supply. At 5, return all tokens to the supply.

### REWARD

Reduce the Doom Track by 1.

Light does not erase the dark all at once. It erodes it, token by token.

QUEST CARD



## Discard 10 Gold

**GOAL**

Discard 10 gold, contributed by any hero(es) in any combination.

**TRACKER**

Move discarded gold onto this quest card as it's spent. At 10, return all gold to the bank.

**REWARD**

Draw 1 Uncommon-or-better item card.

Coin spent on a cause outlives coin spent on comfort.

QUEST CARD



## Discard 2 Items

**GOAL**

Discard 2 item cards from hero inventories, in any combination.

**TRACKER**

Place discarded item cards on this quest card. At 2, return all cards to the item deck discard pile.

**REWARD**

Every hero gains 2 gold.

Sometimes the heaviest weapon is the one you set down.

QUEST CARD



## Reach Level 3

### GOAL

Any 1 hero reaches Level 3 through the normal Level Up process (Clean-up only).

### TRACKER

No physical tracker — completes the instant a hero hits Level 3.

### REWARD

Every hero gains 1 Benediction token (in addition to the leveling hero's normal Focus Limit increase).

Mastery is rarely sudden. It simply becomes undeniable.



**QUEST  
COMPLETED**

Flip this card face-down once its goal is met. Return tracked tokens to the supply and pay the reward.



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