

ELLOWYN CHRONICLES

REALMS OF RUIN

SPELL CARDS

TO CAST A SPELL

1. Spend 1 Focus token from your hero sheet (any attribute — see note below).
2. Roll the dice test listed on the card.
3. Count successes (5 or 6). Apply the effect.
4. On 3+ successes (Common) or 5+ successes (Arcane): apply the upcast bonus.

INT requirement: the casting hero must meet the INT threshold at time of casting.

Any Focus token may pay the spell cost — it does not have to be on INT specifically.

Common spells require INT 2+. Arcane spells require INT 4+.

One spell per action. Spells count as your action for that turn.

12 COMMON SPELLS · INT 2+ · Pages 2–3

6 ARCANE SPELLS · INT 4+ · Page 4

Common Spells

Requires INT 2+ · Cost: 1 Focus (INT)

Available to any hero whose INT is 2 or higher at the time of casting. ■ Enhanced (upcast) effect triggers on 3+ successes.

12 spell cards in this section

COMMON SPELL RESTORATION

Requires INT 2+ COST: 1 FOCUS (any attr)

Mend Wounds

TEST **INT vs. 1** RANGE Self or adjacent

EFFECT
Restore wounds equal to successes rolled (max 4) to the target hero.

★ **3+ SUCCESSES**
3+ successes: also remove 1 Corruption from the target.

"The body remembers what whole felt like. This spell reminds it."

COMMON SPELL EVOCATION

Requires INT 2+ COST: 1 FOCUS (any attr)

Searing Bolt

TEST **INT vs. 1** RANGE 3 spaces

EFFECT
Counts as a ranged attack action against one monster — this spell may join a Combined Attack pool exactly as an AGI contribution would, if other heroes are attacking the same monster. If successes

★ **3+ SUCCESSES**
3+ successes: the bolt ignites — the target monster takes 1 additional automatic success on top of your roll.

"Not subtle. Not elegant. Exactly as effective as it needs to be."

COMMON SPELL WARDING

Requires INT 2+ COST: 1 FOCUS (any attr)

Ward of Turning

TEST **INT vs. 1** RANGE Self

EFFECT
Until the start of your next turn, the next monster attack against you deals 0 WND and 0 COR (fully negated). Does not cost your Attack action — this is a Cast Spell action, resolved separately.

★ **3+ SUCCESSES**
3+ successes: the ward negates 2 attacks instead of 1 before expiring.

"An invisible hand, raised in refusal."

COMMON SPELL ILLUSION

Requires INT 2+ COST: 1 FOCUS (any attr)

Voice of Command

TEST **INT vs. 1** RANGE 2 spaces

EFFECT
One Common-tier monster skips its next activation entirely — it does not move or attack. Its Hunter condition is suppressed for that activation only. Does not work on Elite or Boss monsters.

★ **3+ SUCCESSES**
3+ successes: this monster's Hunter condition, if any, is also suppressed for the rest of the round, not just its next

"The tone matters more than the words."

COMMON SPELL DIVINATION

Requires INT 2+ COST: 1 FOCUS (any attr)

Reveal Hidden

TEST **INT vs. 1** RANGE Tile-wide

EFFECT
Immediately reveal the top card of your current tile's encounter deck without resolving it. You may leave it on top or shuffle it back into the deck, caster's choice.

★ **3+ SUCCESSES**
3+ successes: also reveal the second card from the top, and choose the order of both before returning them.

"The world is full of things that do not want to be seen. This spell disagrees."

COMMON SPELL WARDING

Requires INT 2+ COST: 1 FOCUS (any attr)

Brace the Faithful

TEST **INT vs. 1** RANGE Self and all heroes in this space

EFFECT
Each affected hero gains +1 die on their next INT test this round. The bonus expires unused at end of round.

★ **3+ SUCCESSES**
3+ successes: the bonus applies to the next TWO INT tests for each affected hero.

"Courage is contagious when someone with enough of it stands beside you."

COMMON SPELL NECROMANCY

Requires INT 2+ COST: 1 FOCUS (any attr)

Banish Undead

TEST **INT vs. 1** RANGE 3 spaces

EFFECT
Force one undead monster to lose its next activation entirely — it does not move or attack this round.

★ **3+ SUCCESSES**
3+ successes: a second undead monster within range is also forced to skip its next activation.

"The dead have no right to be here. This spell enforces that."

COMMON SPELL ILLUSION

Requires INT 2+ COST: 1 FOCUS (any attr)

Cloak of Mist

TEST **INT vs. 1** RANGE Self

EFFECT
Until the start of your next turn, any Hunter targeting you reverts to standard targeting rules for this round. You may move through occupied spaces freely this round.

★ **3+ SUCCESSES**
3+ successes: extend the cloak to one adjacent hero as well.

"You are still there. The monsters simply stop believing it."

COMMON SPELL TRANSMUTATION

Requires INT 2+ COST: 1 FOCUS (any attr)

Alchemical Transformation

TEST **INT vs. 1** RANGE Self

EFFECT
Gain 1 gold for each success rolled.

★ **3+ SUCCESSES**
3+ successes: gain 2 additional gold.

"Lead into gold is a myth. Rust into gold, however, just takes the right words."

COMMON SPELL

TRANSMUTATION

Requires INT 2+

COST: 1 FOCUS (any attr)

Earthen Snare

TEST INT vs. 1

RANGE 2 spaces

EFFECT

The ground grips one Common or Elite monster — its MOV is reduced to 0 until end of round. It may still attack if a hero is in its space. Does not affect the Boss.

★ 3+ SUCCESSES

3+ successes: attacks against the snared monster this round gain +1 die.

"The earth is patient. It has been waiting for something to stand still long enough."

COMMON SPELL

DIVINATION

Requires INT 2+

COST: 1 FOCUS (any attr)

Guiding Light

TEST INT vs. 1

RANGE Any hero on the board

EFFECT

The target hero may immediately move up to 3 spaces, free, outside their turn. This movement does not trigger monster retaliation.

★ 3+ SUCCESSES

3+ successes: the target may move up to their full Movement instead of 3.

"Not a push. An invitation."

COMMON SPELL

WARDING

Requires INT 2+

COST: 1 FOCUS (any attr)

Bulwark

TEST INT vs. 1

RANGE Self

EFFECT

Reduce all incoming WND from monster attacks this round by 1 (minimum 0 per attack). Applies separately to each attack you take this round, not as a one-time pool.

★ 3+ SUCCESSES

3+ successes: also reduce all incoming COR by 1 this round.

"Not a wall. A decision to not be moved."

Arcane Spells

Requires INT 4+ · Cost: 1 Focus (INT)

Available only to heroes whose INT is 4 or higher at the time of casting. ■ Enhanced (upcast) effect triggers on 5+ successes.

6 spell cards in this section

ARCANE SPELL CONJURATION

Requires INT 4+ COST: 1 FOCUS (any attr)

Rift Collapse

TEST **INT vs. 2** RANGE Current Rift Gate space

EFFECT
Must be cast at a Rift Gate space. Add 2 automatic successes to the next Banish roll attempted at this Rift this round (does not require the casting hero to participate in that Banish roll). Casting this spell does

★ **5+ SUCCESSES**
5+ successes: add 3 automatic successes instead of 2. If this causes the Rift to close (4+ successes total), each

"The Rift is a wound in the world. Some wounds can be forced shut."

ARCANE SPELL CONJURATION

Requires INT 4+ COST: 1 FOCUS (any attr)

Storm of Blades

RANGE Any Tile RANGE Current Realm tile (caster need not be present)

TEST **INT vs. 2**

EFFECT
Conjure spectral blades to strike one monster anywhere on a target tile, even a tile the caster is not on. Successes ≥ the monster's Toughness flips it to Damaged; against an already-Damaged monster,

★ **5+ SUCCESSES**
5+ successes: target a second monster on the same tile, resolved with the same successes independently.

"Distance is a courtesy she no longer extends to her enemies."

ARCANE SPELL ILLUSION

Requires INT 4+ COST: 1 FOCUS (any attr)

Veil of Forgetting

TEST **INT vs. 2** RANGE Current Realm tile

EFFECT
All Hunter conditions on this tile are immediately removed. Every monster on this tile reverts to standard targeting (players choose, or lowest HP on Hard) until a new Fate token or encounter re-applies

★ **5+ SUCCESSES**
5+ successes: also prevent any new Hunter condition from being applied on this tile until the next Fate Phase.

"They were hunting someone. They can no longer recall who, or why."

ARCANE SPELL NECROMANCY

Requires INT 4+ COST: 1 FOCUS (any attr)

Soul Anchor

TEST **INT vs. 2** RANGE Any hero on the board

EFFECT
The target hero cannot be Corrupted this round — if their Corruption would reach 6, it is held at 5 instead. Additionally, remove 3 Corruption from the target.

★ **5+ SUCCESSES**
5+ successes: the anchor holds for the rest of the session — the target's Corrupted threshold is raised to 7

"The body can be lost. The soul is argued over."

ARCANE SPELL EVOCATION

Requires INT 4+ COST: 1 FOCUS (any attr)

Fireball

TEST **INT vs. 2** RANGE Your current space

EFFECT
Counts as an attack action against every monster in your space simultaneously — this spell may join a Combined Attack pool exactly as a STR or AGI contribution would. Resolve successes against

★ **5+ SUCCESSES**
5+ successes: the explosion also places 1 Doom token on this space (the heat scars the ground, drawing the

"She does not aim. She simply stops holding it back."

ARCANE SPELL TRANSMUTATION

Requires INT 4+ COST: 1 FOCUS (any attr)

Temporal Unravelling

TEST **INT vs. 2** RANGE Self

EFFECT
Take an additional full hero turn immediately (2 actions + 1 free Move). This extra turn resolves completely before the Monster Phase begins. Can only be cast once per session.

★ **5+ SUCCESSES**
5+ successes: one adjacent hero also takes an additional full turn immediately after yours.

"She felt the moment stretch. She used it."