

ELLOWYN CHRONICLES

REALMS OF RUIN

ULTIMATE ABILITY CARDS

Torvin Stonefist · Ancestral Bulwark

Sylara Dawnweave · Arcane Overload

Drek Ashblade · Death's Edge

Mira Whisper · Ghost Walk

Sister Aelindra · Divine Intercession

REQUIREMENTS: Hero must be Level 5 · Each ultimate may only be used ONCE PER SESSION

Place this card face-down beside your hero sheet at game start.

Flip it face-up when you reach Level 5 — it is now available.

Mark the card as USED when activated. It cannot be reset or reused this session.

Alternative ultimate cards (future expansions) replace this card in the same slot.

TORVIN STONEFIST

Dwarven Warden

LEVEL 5 · ULTIMATE ABILITY

ONCE PER SESSION

★

ANCESTRAL BULWARK

TRIGGER

Once per session · Free action · Requires Level 5

COST

No action cost · Cannot be used if Vanquished

EFFECT

Torvin plants his ancestral banner on his current space. Until the start of his next turn, the following apply to all heroes on or adjacent to Torvin's space:

- ◆ Cannot be targeted by any Hunter condition.
- ◆ Reduce all incoming damage to 0 (fully negated).
- ◆ Cannot gain Corruption from any source.
- ◆ May still act, move, and cast spells normally.

STRATEGY

Deploy at a Rift Gate to create an impenetrable ritual chamber for one full round — let the casters close the gate while Torvin holds the line.

LIMIT

Torvin cannot move while the banner is planted. If he moves, the effect ends immediately.

"The mountain does not retreat. Neither do I."

SYLARA DAWNWEAVE

Elven Arcanist

LEVEL 5 · ULTIMATE ABILITY

ONCE PER SESSION

★

ARCANE OVERLOAD

TRIGGER

Once per session · Replaces a Cast action · Requires Level 5

COST

No Focus token required · No INT requirement applies

EFFECT

Sylara tears open the weave of magic and casts any one spell from the spell deck — Common or Arcane — with the following modifications:

- ◆ No Focus token cost — the cast is free.
- ◆ No INT requirement — any spell may be chosen regardless of INT score.
- ◆ Roll double INT in dice instead of the normal test pool.
- ◆ The upcast bonus applies automatically, regardless of successes rolled.
- ◆ The spell cannot be interrupted, countered, or suppressed.

LIMIT

The spell chosen must be from the session's available spell cards. Sylara may not invent effects.

"Every spell has a cost. Today, the cost is yours."

DREK ASHBLADE

Half-Orc Marauder

LEVEL 5 · ULTIMATE ABILITY

ONCE PER SESSION

DEATH'S EDGE

TRIGGER
Once per session · Replaces an Attack action · Requires Level 5

COST
No dice roll required · Cannot miss

EFFECT
Drek makes one devastating strike against a single monster in his space. The strike always succeeds, regardless of the monster's Toughness:

- ◆ Against a Healthy monster: it is immediately flipped to Damaged, no roll needed.
- ◆ Against a Damaged monster: it is immediately defeated, no roll needed.
- ◆ Works on any monster, including the Boss — Malachar is not immune.
- ◆ Bypasses Toughness entirely on the Healthy side; bypasses the Damaged-side success requirement too.
- ◆ Reckless Assault can still be used this turn (take 1 wound for a free action) — stacks with the free Attack action below.
- ◆ If this defeats the monster, Drek immediately gains 1 free Attack action.

LIMIT
Drek must be able to reach the target with normal movement this turn. Range: melee only.

"Every wound you gave it — I'm giving back."

MIRA WHISPER

Halfling Rogue

LEVEL 5 · ULTIMATE ABILITY

ONCE PER SESSION

GHOST WALK

TRIGGER
Once per session · Grants a bonus full turn · Requires Level 5

COST
No action cost · Activates at the start of Mira's turn

EFFECT
Mira phases out of reality for one full turn. She takes a complete bonus turn (2 actions + 1 free Move) with the following protections active:

- ◆ Monsters cannot target Mira with Hunter conditions this turn.
- ◆ No attacks of opportunity, counter-attacks, or special trait triggers.
- ◆ Mira may move through monster-occupied spaces freely.
- ◆ The Merchant can be accessed even if a monster shares his space.
- ◆ Any cache on any space Mira visits may be picked up as a free action.

LIMIT
Ghost Walk ends at the end of Mira's turn. She reappears in her current space. Any monsters in that space then apply their Hunter rules normally.

"She was here. Then she wasn't. Then the job was done."

SISTER AELINDRA

ONCE PER SESSION

Human Cleric

LEVEL 5 · ULTIMATE ABILITY

DIVINE INTERCESSION

TRIGGER

Once per session · Free action · Requires Level 5

COST

No Focus token, no roll, no range requirement

EFFECT

Aelindra calls upon her divinity across the entire board. The effect applies simultaneously to every hero regardless of location, distance, or tile:

- ◆ Every hero removes ALL Corruption from their Corruption track.
- ◆ Every hero restores 3 wounds (cannot exceed maximum HP).
- ◆ Every hero's next spell cast this round requires no Focus token.
- ◆ Every Doom token on the board is removed from play.
- ◆ The Doom Track does not advance during the next Fate Phase.

LIMIT

Must be used on Aelindra's turn (not as a reaction). Vanquished heroes receive the healing when they return to the board, not immediately.

"She closed her eyes. When she opened them, the shadow had retreated."