

# Peer into Battle



Reveal the top four cards of any attack modifier deck, then place them back in any order.



: Reveal the top six cards instead,

2

2

Heal 1 •

Affect all allies

REGENERATE



574

# Diviner



# Anticipate Intricacies



Reveal the top three cards of any attack modifier deck, then place up to one card on the bottom of the deck and the rest on top in any order.



Reveal the top five cards instead, then place up to two cards on the bottom of the deck and the rest on top in any order,

★ 2

▼ 2

79

## CURSE

Range 2 •

Target 2 •



575



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# Protective Aura



Shield 2

Affect all allies within Range 2 •



2

2

13

Reveal the top two cards of any non-boss monster ability card deck, then place them back in any order.



: Reveal the top four cards instead,

# Diviner



# Clairvoyance



When any ally within Range 3 is attacked this round, consider any positive and attack modifier card the enemy draws to be a instead.



2

2

08

Reveal the top card of any two non-boss monster ability card decks, then place up to one card of each deck on the bottom of its deck, and the rest on top of their respective decks in any order.



: Reveal the top two cards of both decks instead, .



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# Otherworldly Journey



Force one enemy within Range 3 to Teleport to any unoccupied hex within 2 ● hexes of you.



2

2



Place one Rift token in the hex occupied by you.

.....

Teleport to any unoccupied hex within 4 ● hexes of you.



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# Ray of Light



Heal 4 • •

Affect one ally within Range 3



2

2

48

Move 2

.....

Attack 2 •

Range 2 •

579

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# Dimensional Transfer



## INVISIBLE and STUN



Target one enemy or affect  
one ally within Range 3



2

2

57



: Place one Rift token in the  
hex occupied by you.

.....

Teleport to any unoccupied  
hex within 4 hexes of you.



580



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# Void Snare



Place one Rift token on any unoccupied hex within Range ⚡ 3.

When an enemy enters a hex containing a Rift token this round, it gains DISARM .



25

2

2

Attack ⚡ 1 •

Range ⚡ 3

Target ◎ 2

IMMOBILIZE



581

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# Cursed Ground



Place one Rift token on any unoccupied hex within Range ⚔ 4.

When an enemy enters a hex containing a Rift token this round, it suffers 1 damage and gains CURSE ⚡.



2

2

17

Loot ⚪ 1

MUDGLE ?

Range ⚔ 3 •

Target @ 2 •

582

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# Bad Omen



The next six times an enemy would shuffle a

card into their attack modifier deck, you may place it as the sixth card from the top instead.



Move one Rift token up to six hexes.  
This movement triggers all active Rift effects as if an ally or enemy would have entered the hex containing the Rift token.

.....  
Teleport

to any unoccupied hex within 6

hexes of you.



583

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# Inspiration from Beyond



Place one Rift token on any unoccupied hex within Range ⚡ 4.

Whenever an ally enters each hex containing a Rift token for the first time this round, they gain BLESS ☘ .



⚡ 2

⚡ 2

23

Move ⚔ 3 •

Heal 💧 1 •

Self

REGENERATE



584



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# Duality Shards



Attack 3

Range 3 •

PUSH 1 •



2

2

39

Attack 2 •

Range 4

PULL 1 •



585



# Diviner



# Revitalizing Fount



Place one Rift token on any unoccupied hex within Range ⚡ 3.

Heal • 4

Affect one ally adjacent to that Rift token.

Shield • 3

Affect all allies adjacent to that Rift token.

• 2



• 2



Place one Rift token on any unoccupied hex within Range ⚡ 3.

PULL ← 2

Target one enemy within Range ⚡ 3 of any Rift token and pull them toward that Rift token.



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# **Gift of the Void**



## **STRENGTHEN**

Affect all allies within Range

## **BLESS**

Affect one ally within Range



Place one Rift token in the  
hex occupied by you.

## **Move**



Remove all negative conditions  
on one ally within Range



# Diviner



# Envision the Course



Reveal the top five cards of any attack modifier deck, then place them back in any order.



Reveal the top five cards of a second attack modifier deck, then place them back in any order,

2

2

80



## Summon 2 Ghost Falcons



: 4



: 3



: 2



: -

Flying

2

8



588

# Diviner



# Call of the Nether



Teleport to a hex occupied by an enemy within 4 hexes of you and simultaneously Teleport that enemy to the hex occupied by you.

.....



: INVISIBLE



Self

2

2

43

Attack 3

POISON

Target an enemy occupying or adjacent to any Rift token



589

# Diviner



# Preordain the Path

4

You and all allies within  
Range ⚔ 3 may perform

1

Move ⚪ 2 • •

If any affected ally is a summon  
or non player character, you may  
control the action for that ally.

★ 2

⚡ 2

87

Reveal the top card of all non-boss  
monster ability card decks.



Additionally, you may place any  
number of revealed cards on the  
bottoms of their decks, ♦ 1.

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# Cleansing Rite

4

Heal  2 •

Affect all allies within Range  2  
Remove all CURSE  cards from  
the attack modifier deck of any healed  
figure, then shuffle their discard  
piles back into their deck, .

 2

 2

62

Recover  up to one of your lost cards.

.....  
All allies may Recover  a collective  
total of up to six of their discarded cards.



2



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# Seal Their Fate



If an enemy draws any negative or attack modifier card during its attack, they suffer 1 damage for each card drawn of that kind.



2

2

37



Move 3 •

.....

Attack 2 •

Range 3

CURSE

592

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# Dimensional Divide



Place one Rift token on any unoccupied hex within Range ⚡ 5.

When an enemy enters a hex containing a Rift token this round, it gains WOUND 🔥 and IMMobilize ✎.



2

2

13

Teleport 🕵️ to any unoccupied hex within 5 ● hexes.

Shield 🛡 1

Affect all allies within Range ⚡ 2



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# Enfeebling Hex



Shuffle four **-1** cards into the monster attack modifier deck.



: Shuffle eight **-1** cards into the deck instead, **1**.



2

2

**52**

## MUDDLE ?

Target all enemies

.....

When an ally enters a hex containing a **Rift token** this round, they gain **STRENGTHEN** .



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# Careful Attunement



Reveal the top six cards of any attack modifier deck, then place up to three cards on the bottom of the deck and the rest on top in any order.



Additionally, reveal the top three cards of all other attack modifier decks, then place them back in any order,



Move



When an ally within Range

is attacked this round, consider any positive and

attack modifier card the enemy draws to be a



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# Curative Flux



Heal 3 •

Affect self and all allies

REGENERATE



2

2

40

STUN

Target all enemies within Range 3

.....

Remove all negative conditions  
on all allies within Range 3.

1



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# Ethereal Vortex

7

Move all Rift tokens up to three hexes.

Attack ⚡ 2 •

Target all enemies occupying  
a hex containing a Rift token

PIERCE ⚡ 2

CURSE ⚡

⚡ 2

⚡ 2

59

Place one of your character tokens on each of two separate Rift tokens. Until the end of the round, the hexes containing these Rift tokens are considered adjacent to each other for the purpose of movement for you and your allies.

Move ⚡ 4

1



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# Deep Contemplation



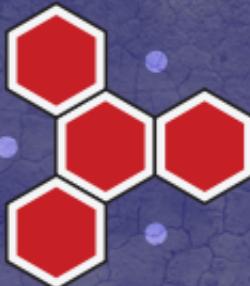
Attack 2

Range 3

IMMOBILIZE



:



2

2

91

Reveal the top three cards of any monster ability card deck, then place them back in any order.



: Reveal the top three cards of a second monster ability card deck, then place them back in any order, .



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# Anguish and Salvation



Retaliate ⚡ 3

Range ⚡ 4

Affect all allies



⚡ 2

⚡ 2

⚡ 1

Heal 💧 6

Affect any one ally



599

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# Hand of Destiny



Reveal the top four cards of all attack modifier decks, then place any number of them on the bottom of their respective decks and the rest on top in any order.



: Reveal the top six cards instead,



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Search any non-boss monster ability card deck for a card of your choice and remove it from that deck for the remainder of the scenario.



: Search the same deck for a second monster ability card, this one without a icon, and remove it as well.



600



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# Planar Fissure

9

Place one Rift token on any unoccupied hex within Range ⚡ 4.

Attack ⚡ 3 •

Target all enemies within Range ⚡ 2 of this Rift token

MUDGLE ?

⚡ 2

• 2

75



## Summon Twilight Archon



: 9 •



: 3 •

CURSE



⚡ : 2 •

⚡ : -



2

8 →



601

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