

Diviner Rules

REGENERATE



REGENERATE is a positive condition. If a figure has REGENERATE, it performs a "Heal 1, Self" action at the start of each of its turns (even if the figure has STUN). If the figure suffers any damage, the REGENERATE token is removed and the damage continues normally. If a figure has both WOUND and REGENERATE at the start of its turn, the REGENERATE effect happens first, removing the WOUND token and healing normally.

RIFTS



Rifts are permanent overlay tiles the Diviner can create. Though the effects of a Rift ability usually last until the end of the round, any Rifts created with that ability remain on the map to be activated by future Rift abilities, as well. A hex with a rift is not considered empty, nor is it considered negative. The Diviner can only have five Rifts on the map at once. If a sixth were to be placed, remove one of the others.

TELEPORT



Teleport is an ability that transports a figure to a specific location without evaluating moving through all the hexes between where the figure currently is and where it is going. However, it is not considered a Move ability (and thus can be performed while the figure has IMMOBILIZE). It is also not inhibited by enemies, walls, obstacles, or any type of terrain when evaluating its path. The hex a figure teleports to must be a valid hex for that figure to occupy, and any effects of entering that hex will trigger normally, such as traps, hazardous terrain, or special character abilities. A figure cannot teleport into an unrevealed room.

MIXED ELEMENTS



An element symbol showing art of two different element icons can be considered to be either one of the elements, but not both.

ABILITY CARD LINES

- • • • These lines separate the individual abilities of a card action.