



Peer into Battle

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

: Reveal the top five cards instead.

82

Heal 1
Affect all allies
REGENERATE

574

Anticipate Intricacies

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

79

CURSE
Range 3
Target 2

575

Protective Aura

Affect all allies within Range 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.

576

Clairvoyance

When any ally within Range 2 is attacked this round, consider any positive or attack modifier card the enemy draws to be a instead.

08

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.

577

Otherworldly Journey

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

34

Teleport to any unoccupied hex within 4 hexes of you.

578

Ray of Light

Heal 4

Affect one ally within Range 3

48

Move 2
Attack 2
Range 2

579





Cursed Ground

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

When any enemy enters a hex containing a Rift token this round, it gains CURSE.

Attack 1
Range 3
Target 2
MUDDLE ?

582

Void Snare

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

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

Attack 1
Range 3
Target 2
IMMOBILIZE

581

Dimensional Transfer

INVISIBLE and STUN

Target one enemy or affect one ally within Range 3.

Teleport to any unoccupied hex within 4 hexes of you.

580

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 6 hexes.

Teleport to any unoccupied hex within 6 hexes of you.

583

Inspiration from Beyond

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

When any ally enters a hex containing a Rift token for the first time this round, they gain BLESS.

Move 3
Heal 1
Self
REGENERATE

584

Duality Shards

Attack 3
Range 2
PUSH 1

Attack 2
Range 3
PULL 1

585



Preordain the Path

You and all allies within Range 3 may perform

Move 2

1

87

Reveal the top card of any non-boss monster ability card deck.

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

590

Eviscerate the Course

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

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

80

Summon 2 Ghost Falcons

4

3

2

2

1

588

Revitalizing Fount

Heal 4

Affect one ally within Range 3

Shield 3

Affect all adjacent allies

2

6

21

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.

586

Cleansing Rite

Heal 2

Affect one ally within Range 3

Remove all cards from the attack modifier deck of the healed figure, then shuffle their discard pile back into their deck.

62

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

2

591

Call of the Nether

Attack 0

Range 3

CURSE

43

Place one Rift token in the hex you occupy.

Teleport to any hex an enemy occupies within 5 hexes of you and simultaneously Teleport that enemy to the hex you occupy.

589

Gift of the Void

BLESS

Affect all allies within Range 2

STRENGTHEN

Affect one ally within Range 2

72

Move 3

Remove all negative conditions on one ally within Range 2.

587



Curative Flux

Heal 3
Affect self and all allies
REGENERATE

40

STUN
Target all enemies within Range 3
Remove all negative conditions on all allies within Range 3.

596

Enfeebling Hex

Shuffle three 1 cards into the monster attack modifier deck.
Shuffle six 1 cards into the deck instead.

52

MUDDLE ?
Target all enemies
When any ally enters a hex containing a Rift token this round, they gain STRENGTHEN.

594

Seal Their Fate

If any enemy draws a negative or attack modifier card during its attack, that enemy suffers 1 damage.

37

Move 3
Attack 2
Range 3
CURSE

592

Ethereal Vortex

Move all Rift tokens up to 2 hexes.

Attack 2
Target all enemies occupying a hex containing a Rift token
PIERCE 2
CURSE

59

Place one of your character tokens on any 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 all of your allies.

Move 3

597

Careful Arrangement

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

17

Move 3
When any ally within Range 3 is attacked this round, consider any positive or attack modifier card the enemy draws to be a +1 instead.

595

Dimensional Divide

Place one Rift token on any unoccupied hex within Range 5.
When any enemy enters a hex containing a Rift token this round, it gains WOUND and IMMOBILIZE.

23

Teleport to any unoccupied hex within 4 hexes of you.
Shield 1
Affect all allies within Range 3

593



Deep Contemplation

Heal 3
Self

INVISIBLE
BLESS
STRENGTHEN

91

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

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

588

Anguish and Salvation

Retaliate 3
Range 4
Affect all allies

29

Heal 5
Affect any one ally

589

Hand of Destiny

Reveal the top three 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 five cards instead.

96

Search any non-boss monster ability card deck for one 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

Planar Fissure

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

Attack 3
Target all enemies within Range 2 of this Rift token

MUDDLE ?

75

Summon Twilight Archon

9
3
CURSE
2
2

601

Diviner

9

Start of Round: Choose one path
 A Play 2 cards
 B Long rest
 Reveal monster actions, act in initiative [^] order.

Initiative [^]: A Leading card played
 B 99

On turn: A Perform top ability of one card and bottom ability of the other in any order.
 B Lose one discard and recover the rest. Heal 2 (self) and refresh spent items.

Monster actions: Elite first, then normal in ascending numerical order. Focus on 1 closest, 2 lowest initiative. Then move to maximize attack on focus.

End of round: ♦ Reduce element strength.
 ♦ Optional short rest: lose one random discard and recover the rest.
 ♦ Shuffle O attack and monster decks where applicable.

Conditions

1	2	3	4	5	6	7	8	9
6	7	8	9	10	11	12	13	14



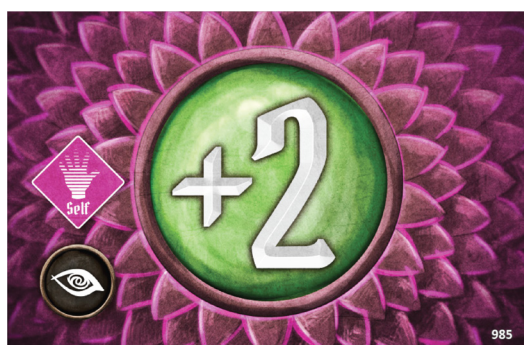
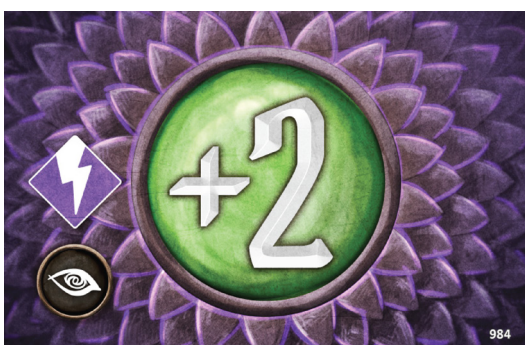
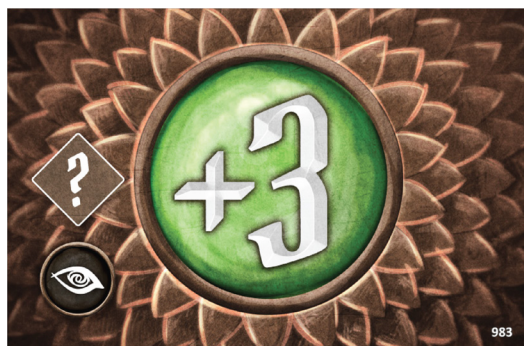
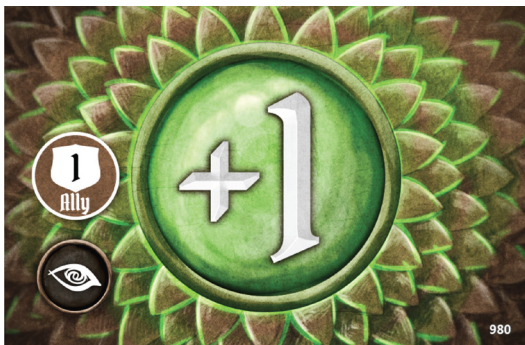
Aesther Diviner

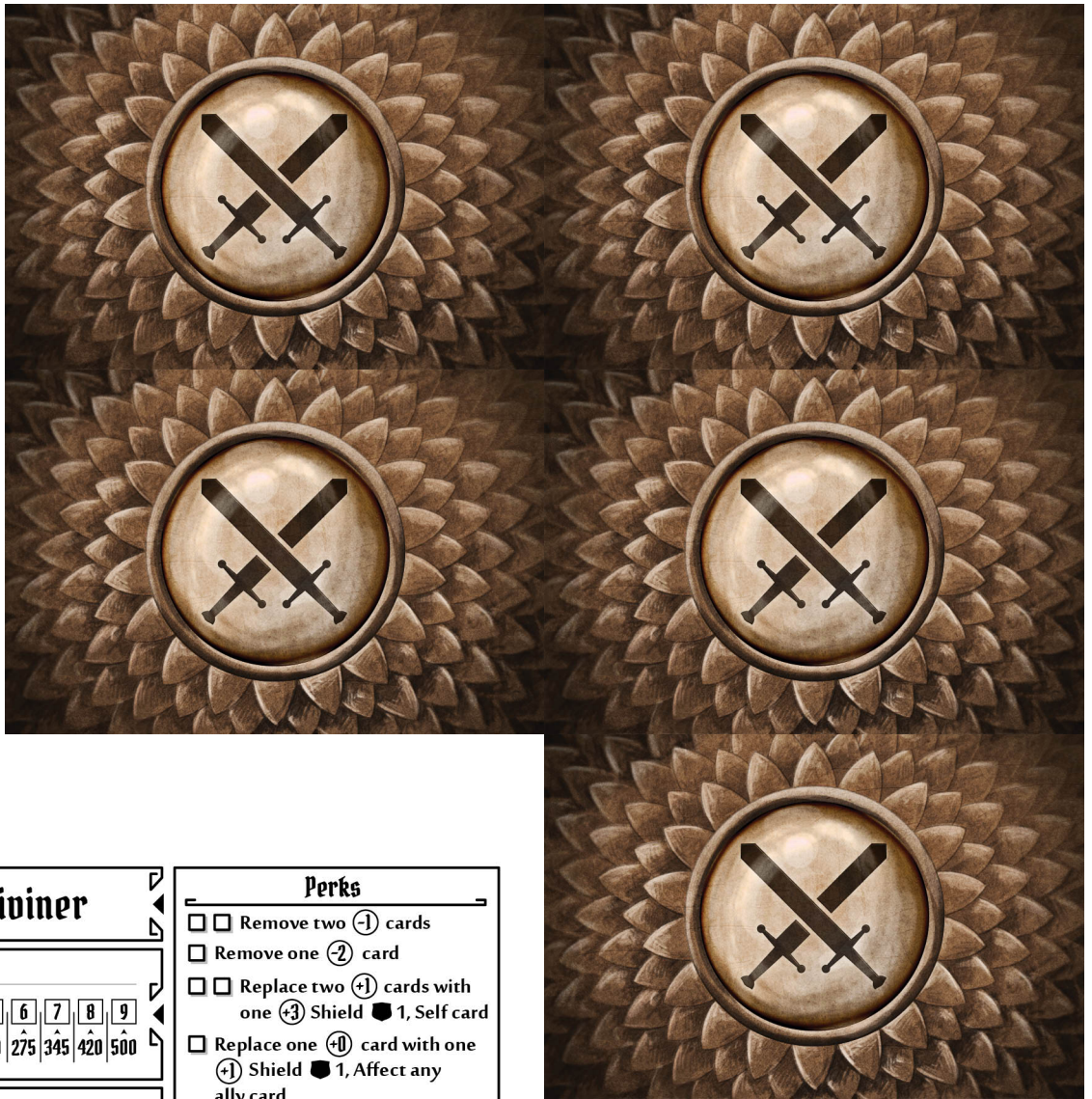
Thought to once be human, Aesthers were an intellectual society that delved too deeply into studies of trans-planar travel. Something went horribly wrong and they now live an eternal existence trapped between the planes, forced to forever witness infinite realities at once. Aesthers interact with other races as little as possible, preferring to stay out of their mundane goings-on. An Aesther's thirst for knowledge, however, is insatiable, and they are willing to use their powers of shifting reality to further this pursuit.

















Caught between the endless voids for thousands of years, a small group of Aesthers developed a curiosity for other dimensions. For them, visiting as many realities as possible became an addictive passion. Through careful study, patterns began to emerge in their observations over time. Realities no longer presented themselves as chaotic inconsistencies, but rather as structured strands of cause and effect. And so, it was only a mere step beyond the horizons of their minds to genuinely divine the future and bend the flow of temporal continuity for their own purposes.









	Aesther Diviner
Name: _____	
Level  : <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9	
XP  : <input type="checkbox"/> 0 <input type="checkbox"/> 45 <input type="checkbox"/> 95 <input type="checkbox"/> 150 <input type="checkbox"/> 210 <input type="checkbox"/> 275 <input type="checkbox"/> 345 <input type="checkbox"/> 420 <input type="checkbox"/> 500	
XP  Notes:	
Gold Notes:	
Items:	
Perks	
<input type="checkbox"/> Remove two (-1) cards <input type="checkbox"/> Remove one (-2) card <input type="checkbox"/> Replace two (+1) cards with one (+3) Shield  , 1, Self card <input type="checkbox"/> Replace one (+0) card with one (+1) Shield  , 1, Affect any ally card <input type="checkbox"/> Replace one (+0) card with one (+2)  card <input type="checkbox"/> Replace one (+0) card with one (+2)  card <input type="checkbox"/> Replace one (+0) card with one (+3) MUDDLE  card <input type="checkbox"/> Replace one (+0) card with one (+2) CURSE  card <input type="checkbox"/> Replace one (+0) card with one (+2) REGENERATE  , Self card <input type="checkbox"/> Replace one (-1) card with one (+1) Heal  , 2, Affect any ally card <input type="checkbox"/> Add two  Heal  , 1, Self cards <input type="checkbox"/> Add two  CURSE  cards <input type="checkbox"/> Ignore negative scenario effects and add two (+1) cards	
Notes	
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