

**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.

☠️ 2

☠️ 2

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.

☠️ 2

☠️ 2

79

CURSE

Range 3

Target 2

575

**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.

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.

☠️ 2

☠️ 2

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.

☠️ 2

☠️ 2

34

Teleport to any unoccupied hex within 4 hexes of you.

578

**Ray of Light**

Heal 4

Affect one ally within Range 3

☠️ 2

☠️ 2

48

Move 2

Attack 2

Range 2

579

**Dimensional Transfer**

INVISIBLE and STUN

Target one enemy or affect one ally within Range 3

☠️ 2

☠️ 2

57

Teleport to any unoccupied hex within 4 hexes of you.

580

**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.

☠️ 2

☠️ 2

30

Attack 1

Range 3

Target 2

IMMOBILIZE

581

**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.

☠️ 2

☠️ 2

25

Loot 1

MUDDLE

Range 3

Target 2

582

**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.

☠️ 2

☠️ 2

66

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.

☠️ 2

☠️ 2

28

Move 3

Heal 1

Self

REGENERATE

584

**Quality Shards**

Attack 3

Range 2

PUSH 1

☠️ 2

☠️ 2

39

Attack 2

Range 3

PULL 1

585

**Revitalizing Fount**

Heal 4

Affect one ally within Range 3

Shield 3

Affect all adjacent allies

☠️ 2

☠️ 2

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

**Gift of the Void**

BLESS

Affect all allies within Range 2

STRENGTHEN

Affect one ally within Range 2

☠️ 2

☠️ 2

72

Move 3

Remove all negative conditions on one ally within Range 2.

587

**Enoision 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.

☠️ 2

☠️ 2

80

Summon 2 Ghost Falcons

☠️: 4

☠️: 3

☠️: 2

☠️: 1

Flying

588

**Call of the Nether**

Attack 0

Range 3

CURSE

☠️ 2

☠️ 2

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

**Preordain the Path**

You and all allies within Range 3 may perform

Move 2

☠️ 2

☠️ 2

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

**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.

☠️ 2

☠️ 2

62

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

591

**Seal Their Fate**

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

☠️ 2

☠️ 2

37

Move 3

Attack 2

Range 3

CURSE

592

**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.

☠️ 2

☠️ 2

23

Teleport to any unoccupied hex within 4 hexes of you.

Shield 1

Affect all allies within Range 3

593

**Enfeebling Hex**

Shuffle three ☠️ cards into the monster attack modifier deck.

☠️: Shuffle six ☠️ cards into the deck instead.

☠️ 2

☠️ 2

52

MUDDLE

Target all enemies

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

594

**Careful Attunement**

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.

☠️ 2

☠️ 2

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 ☠️ instead.

595

**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.

596

**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

☠️ 2

☠️ 2

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

**Deep Contemplation**

Heal 3

Self

INVISIBLE

BLESS

STRENGTHEN

☠️ 2

☠️ 2

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.

598

**Anguish and Salvation**

Retaliate 3

Range 4

Affect all allies

☠️ 2

☠️ 2

29

Heal 5

Affect any one ally

599

**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.

☠️ 2

☠️ 2

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

☠️ 2

☠️ 2

75

Summon Twilight Archon

☠️: 9

☠️: 3

☠️: 2

☠️: 1

CURSE

601