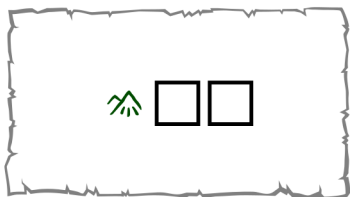


Plainswalker

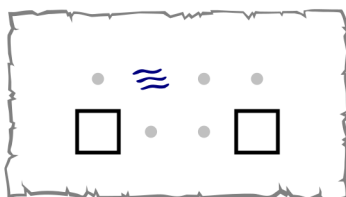


If in low-elevation, move 7 spaces through low-elevation.



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Waterwalk

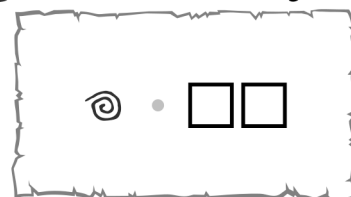


If adjacent to a river, move 5 spaces along that river, switching sides at will.



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Forest Passage

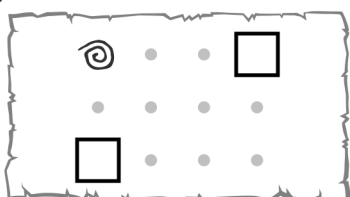


If you are in a Forest location, you may move to any connected Forest location up to 6 spaces away, ignoring any terrain costs and crossing rivers.



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Forest Home



If in a Forest location, jump to another Forest location no more than 4 spaces away.

Reaction: If attacked while in a Forest, you may cast this to move into a neighboring location within the same Forest.



10/13

Dodge



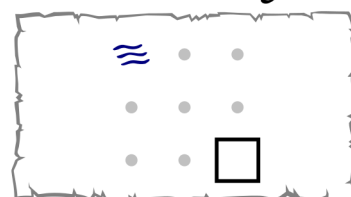
Move 4 through any terrain.

Reaction: When attacked, cast to move into any valid adjacent location.

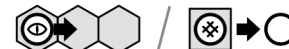


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Water Target



If next to a river, place an Eye in any location along that river within 5 spaces.



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Eyedrop

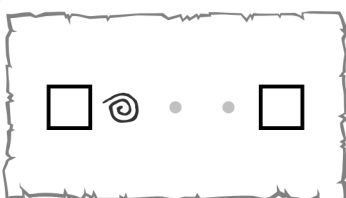


Create an Eye and then move it 4.



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Seek

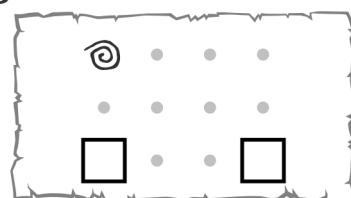


Move one of your Eyes 2 spaces. If it ends in the same location as another Mage's Eye, then move your Eye to that Mage's location.

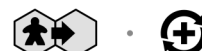


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Gust



Move your Eyes 6 spaces, split among any number of Eyes.



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