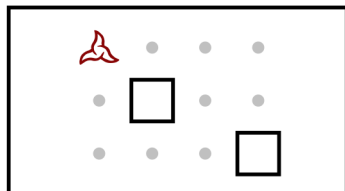




## Plainswalker



Move yourself 5 spaces through lowlands.

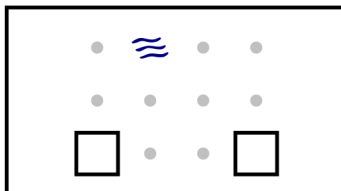


Prereq: Target is in lowland  
Target: Self or teammate

14 1



## Waterstride



Move yourself 6 spaces along the river, switching sides at will.

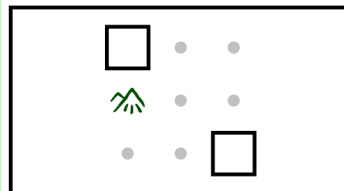


Prereq: Target must be adjacent to river  
Target: Self or teammate

14 2



## Longarm



You swing from treetop to treetop into neighboring forest spaces (max 5), ignoring barriers like rivers and cliffs.

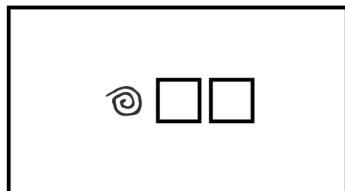


Target: Self or teammate

14 3



## Haste



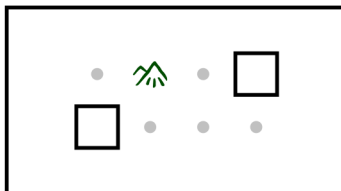
Move 4 along the same elevation.



14 4



## X



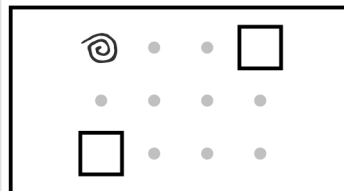
If in forest, swap positions with one of your eyes in a forest location within 8 spaces



14 5



## Airwalk



A perfectly flat-top cloud walkway forms between the start and end location.

Move yourself 5 spaces across this walkway, passing over any barriers and water.

The walkway must end at the same elevation as the start location, and it may not pass through a higher elevation space.

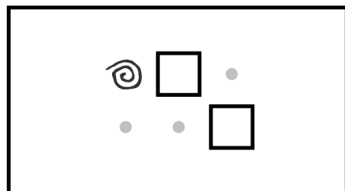


Target: Self or teammate

14 6



## Slipstream



You catch a gust of air which transports you to a neighboring location (of your choice), bypassing any barriers.

Reaction: Same effect as when cast normally, with the added bonus of avoiding the attack.



Target: Self or teammate  
Trigger: Target is attacked

14 7



## Beetlefeet



Place a Charge on this spell.

While charged: When you enter a space with a cliff edge, you may immediately (for no cost) scramble up or down that cliff edge into the neighboring space.

Only once per movement action (physical or magical) per charge.

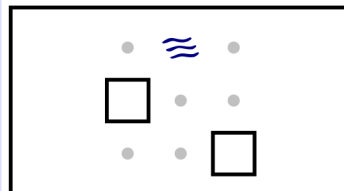


Target: Self or teammate

14 8



## Fjord



Place a Charge on this spell.

While charged: When you enter a space with a river edge, you may force the waters to part so you can (immediately, for no additional cost) walk across the muddy riverbed to the space on the other side.

Only once per movement action (physical or magical) per charge.



Target: Self or teammate

14 9