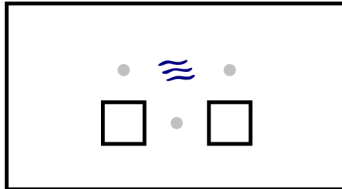




## Asunder



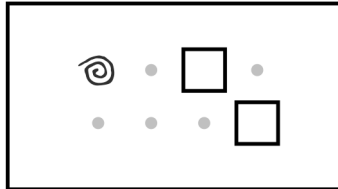
Duplicate one of your Eyes and then move it 2 spaces.

Target: One of your Eyes

14 (19)



## Eyedrop

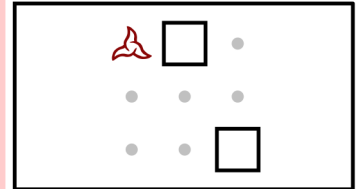


Create an Eye and then move it 4.

14 (20)



## Extend (Land)



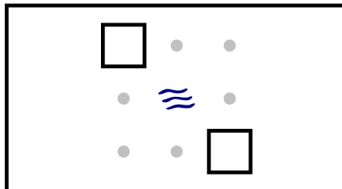
Move one of your Eyes 5 spaces, but it may not cross water.

Prereq: Target Eye must not be over water  
Target: One of your Eyes

14 (21)



## Disperse (Water)



Move your Eyes a total of 4 spaces.

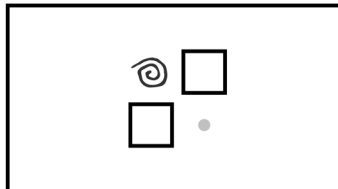
Each Eye moves +1 space if at some point it crosses a river.

Target: One or more of your Eyes

14 (22)



## Extend



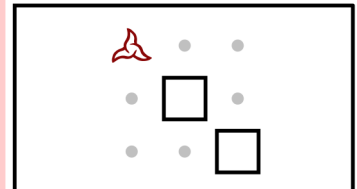
Move one of your Eyes 5 spaces.

Target: One of your Eyes

14 (23)



## Extend (Highland)



Move one of your Eyes 3 spaces, +1 space if the start location is within 2 spaces of highland.

Target: One of your Eyes

14 (24)



## Gust

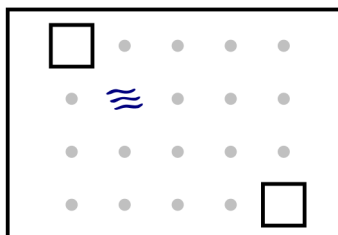


Move your Eyes 6 spaces, split among any number of Eyes.

14 (25)



## Spread

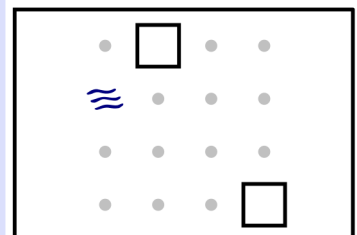


Move all your Eyes 2 spaces each.

14 (26)



## River Flow



Move one of your Eyes 5 spaces along river.

Prereq: Target Eye next to River  
Target: One of your Eyes

14 (27)