

### Lava Shield

Reaction: Molten rock and metal shoot up from the ground to form a protective barrier (Defend 1) around you before melting back into the ground.

Prereq: Target is in highlands or midlands  
Target: Self or teammate  
Trigger: Target is attacked

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### Riverbank

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

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### Haste

Move 3 along the same elevation.

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### 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

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### Dispel

Consume one of your Eyes to remove all Eyes in that space.

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### 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

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