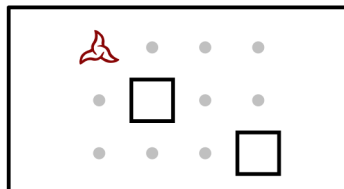




Plainswalker



Move yourself 5 spaces through lowlands.

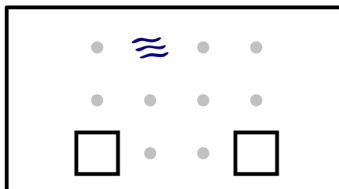


Prereq: Target is in lowland
Target: Self or teammate

14 1



Waterstride



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

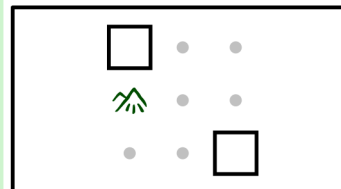


Prereq: Target must be adjacent to river
Target: Self or teammate

14 2



Longarm



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

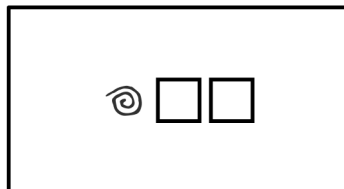


Target: Self or teammate

14 3



Haste



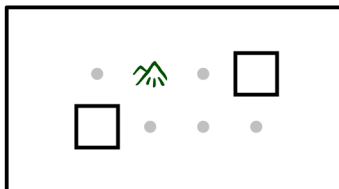
Move 4 along the same elevation.



14 4



Forest Swap



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

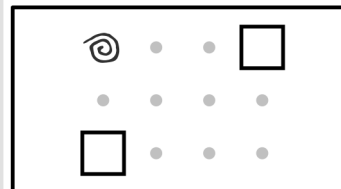


Prereq: You and target Eye are in a Forest
Target: Self or teammate

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.

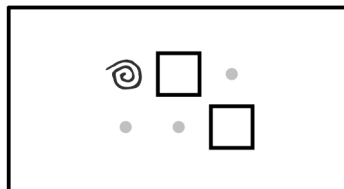


Target: Self or teammate

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.

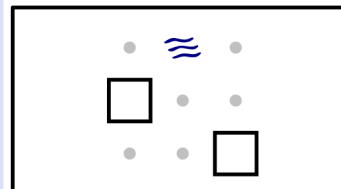


Target: Self or teammate

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.

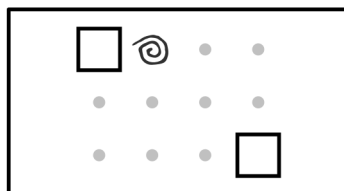


Target: Self or teammate

14 9



Move Range Boost



Place a Charge on this spell.

While charged: When you cast a movement spell, your maximum distance or range is increased by 2.

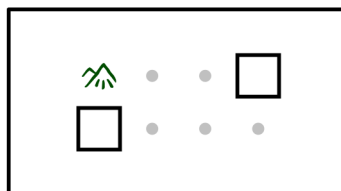


Target: Self or teammate

14 10



Endurance



Place a Charge on this spell.

While charged: When moving non-magically, you may move 2 spaces and ignore elevation changes.

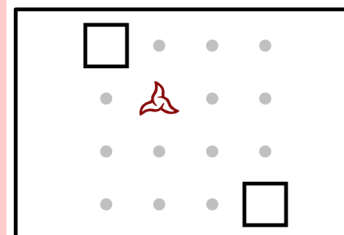


Target: Self or teammate

14 11



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

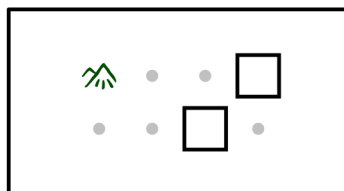
Trigger: Target is attacked



14 12



Deflect



Place a Charge on this spell.

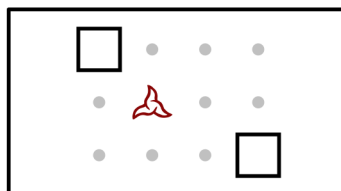
Reaction: When attacked, you may immediately cast this spell.

Sacrifice charge: Remove a charge to deflect an attack of 1 into a neighboring space.

14 13



Reflect



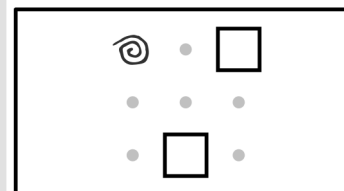
Reflect an attack of 1 back at the attacker.

Reaction: When attacked, you may immediately cast this spell.

14 14



Cloudpush



All creatures in target space are surrounded by aggressive cloud puffs and pushed into the same neighboring space.

If they are pushed through a barrier (off a cliff, into a cliff wall, or over a river), then that's really unfortunate (Attack 1).

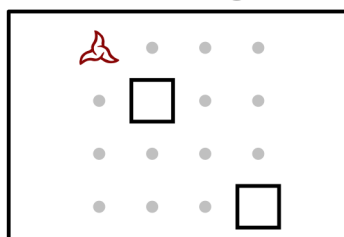
Target: Location where you have an Eye

Cost: Target Eye is sacrificed

14 15



Flambough



The trees in the target location burst into flame and the main boughs shoot out in all directions.

All creatures in the target space (and in one neighboring space at the same elevation) are pierced in an unpleasant manner (Attack 1).

Prereq: Target Eye must be in Forest space

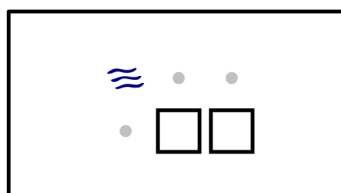
Target: Location where you have an Eye

Cost: Target Eye is sacrificed

14 16



Riverbank

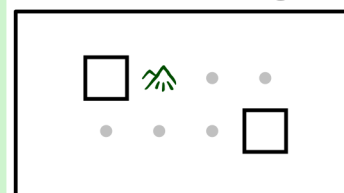


If next to a river, place an Eye in any location along that river within 5 spaces.

14 17



Woodland Target

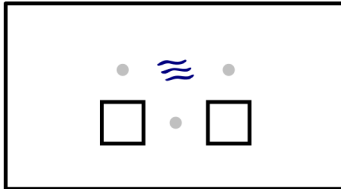


If in a forest, place an Eye in any connected forest location.

14 18



Asunder



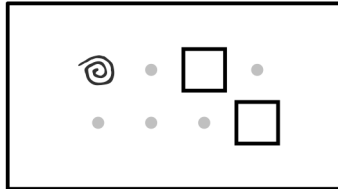
Duplicate one of your Eyes and then move it 2 spaces.

Target: One of your Eyes

14 19



Eyedrop

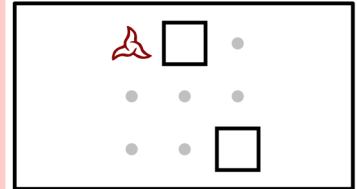


Create an Eye and then move it 4.

14 20



Extend (Land)



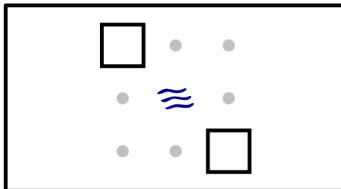
Move one of your Eyes 5 spaces, but it may not cross water.

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.

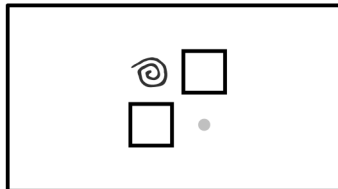
Each Eye moves +1 space if at some point it crosses a river.

Target: One or more of your Eyes

14 22



Extend

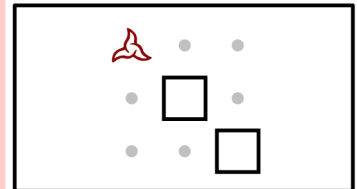


Move one of your Eyes 5 spaces.

14 23



Extend (Highland)



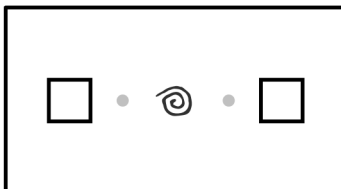
Move one of your Eyes 3 spaces, +1 space if the start location is within 2 spaces of highland.

Target: One of your Eyes

14 24



Gust

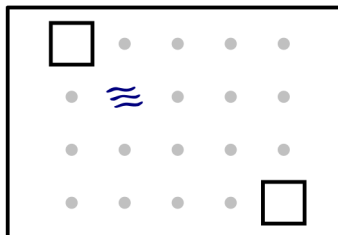


Move your Eyes 6 spaces, split among any number of Eyes.

14 25



Spread

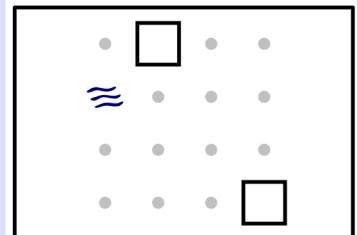


Move all your Eyes 2 spaces each.

14 26



River Flow



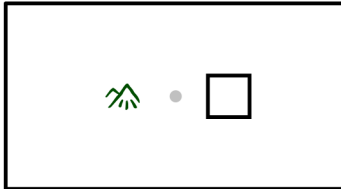
Move one of your Eyes 5 spaces along river.

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

14 27



Sylvan Seeker



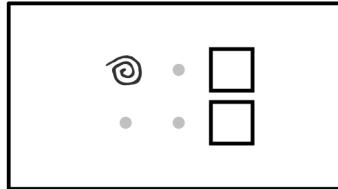
Move one of your Eyes in a Forest location to another Forest space no further than 5 spaces away.

Prereq: Target Eye in Forest
Target: One of your Eyes

14 28



Disperse



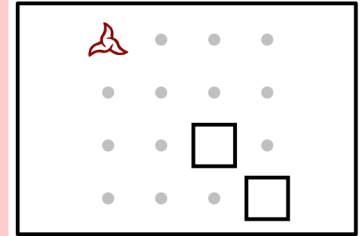
Move one of your Eyes 3 spaces. When moving this Eye into a space, push any Eyes already in that space into an adjacent space.

Target: One of your Eyes

14 29



Scorch



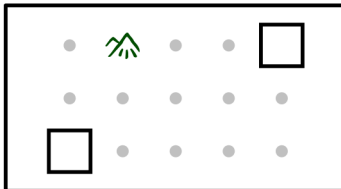
Move one of your Eyes 3 spaces, removing one opponent Eye from each location it moves into this turn.

Target: One of your Eyes
Cost: Target Eye is sacrificed

14 30



Switch



Place a Charge on this spell.

Reaction: You may cast this when one of your Eyes is attacked.

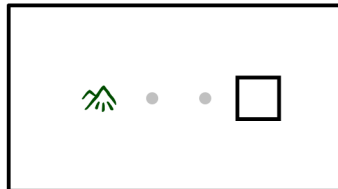
While charged: When you need to remove an Eye, you may instead remove one of your other Eyes.



14 31



Sacrificium



Place a Charge on this spell.

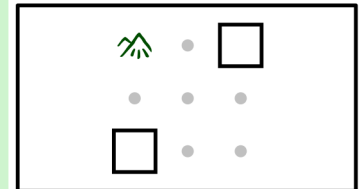
Reaction: You may cast this when one of your Eyes is attacked.

While charged: When you need to remove an Eye, you may instead remove a Charge from this spell.

14 32



Ground



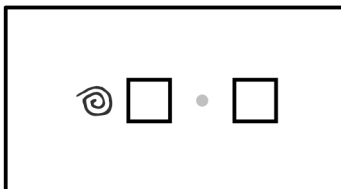
Remove all Eyes from your location and all adjacent spaces.

Target: Your location

14 33



Repel



Place a Charge on this spell.

Reaction: You may cast this when an Eye moves into your location.

Sacrifice charge: When an Eye moves into your location, you may spend a Charge to destroy that Eye.

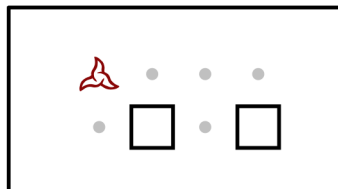


Trigger: An Eye moves into your location

14 34



Burn



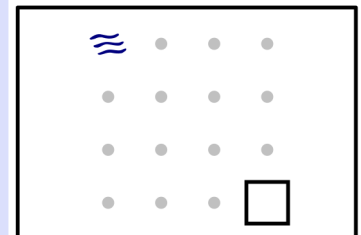
Consume one of your Eyes to remove all Eyes in that space.

Cost: Target Eye is sacrificed

14 35



Recover Thread

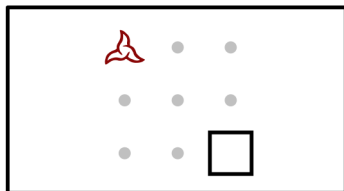


Recover a Thread from your Tapestry.

14 36



Sacrifice for Threads



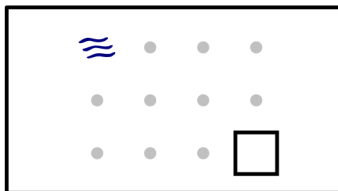
Place a Charge on this spell.

Sacrifice charge: You may sacrifice a charge to recover a Thread.

1d 37



Introspect

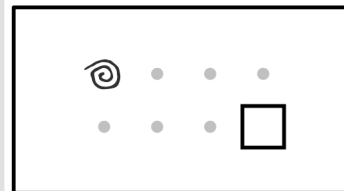


Move a Thread in your Tapestry to another square. If this completes a spell, you may cast it.

1d 38



Move Threads

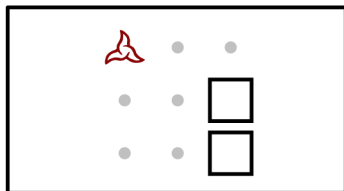


Move 2 threads. No auto-casting.

1d 39



Cover Element

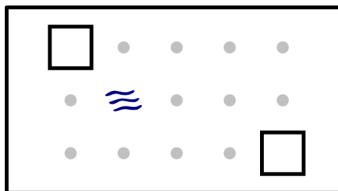


Attack tapestry: cover an element in another mage's tapestry

1d 40



Swap Tapestry Square

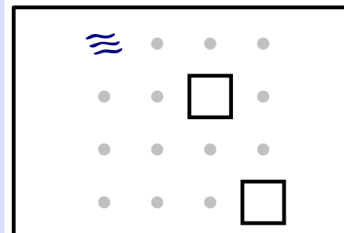


Attack tapestry: replace mana with your own in another mage's tapestry

1d 41



Fill Empty Tap

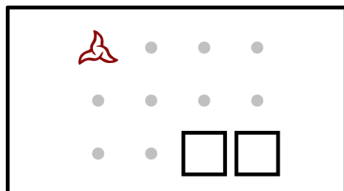


Attack tapestry: fill an empty square in another mage's tapestry

1d 42



Magic Drain

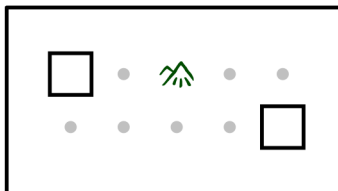


Force opponent to add thread to tapestry to defend. Must be placed adjacent to existing thread

1d 43



Store Action



Store an action, sacrifice charge to take it.

1d 44

