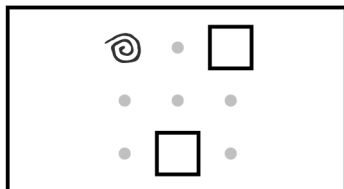




## Slapper



All creatures in target space are pushed by gusts of wind into the same neighboring space.

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

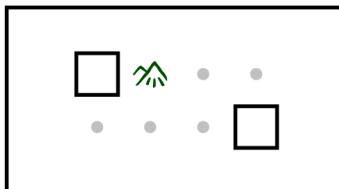
Target: Location where you have an Eye  
Cost: Target Eye is sacrificed

S1

13/1



## Extend (Land)



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

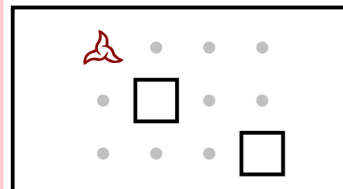
Prereq: Target Eye must not be over water  
Target: One of your Eyes

S1

13/2



## Plainswalker



Move yourself 6 spaces through lowlands.

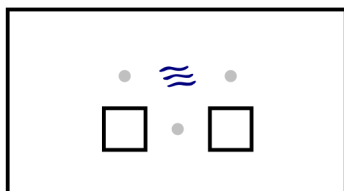
Prereq: Target is in lowland  
Target: Self or teammate

S1

13/3



## Asunder



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

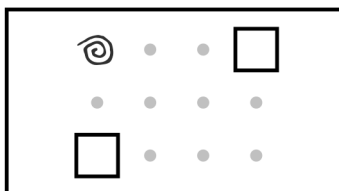
Target: One of your Eyes

S1

13/4



## Cloudwalk



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.

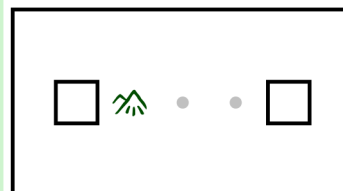
Target: Self or teammate

S2

13/5



## Tumbler



A cascade of rock tumbles from the target location into an adjacent space of lower elevation.

All creatures in the lower space are crushed (Attack 1).

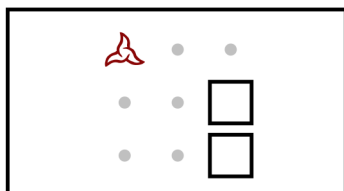
Prereq: Target is in highlands or midlands  
Target: Location where you have an Eye  
Cost: Target Eye is sacrificed

S2

13/6



## Scorch



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

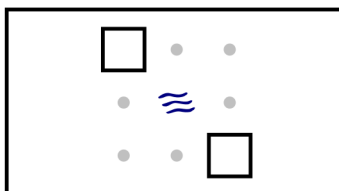
Target: One of your Eyes  
Cost: Target Eye is sacrificed

S2

13/7



## Disperse (+Water)



Move your Eyes a total of 4 spaces.

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

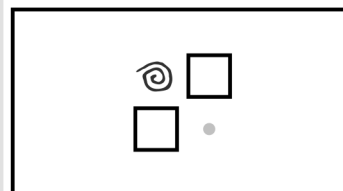
Target: One or more of your Eyes

S2

13/8



## Extend



Move one of your Eyes 5 spaces.

Target: One of your Eyes

S3

13/9