

### Ground

Remove all Eyes from your location and all adjacent spaces.

Target: Your location

**S3** 13/10

### 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

**S3** 13/11

### Waterstride

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

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

**S3** 13/12

### 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

**S4** 13/13

### Longarm

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

Target: Self or teammate

**S4** 13/14

### 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

**S4** 13/15

### River Lurker

Select a target location downriver (or upriver) from the target Eye, no more than 9 river segments away.

Tendrils of water reach out and grab all creatures in the target location, dragging them into the water (Attack 1).

Prereq: Target Eye that is adjacent to river  
Target: See description  
Cost: Target Eye is sacrificed

**S4** 13/16

### 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

**S4** 13/17

### 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.

**S4** 13/18