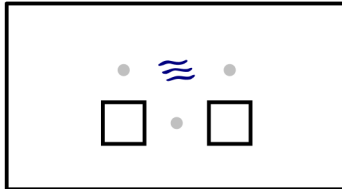




Asunder



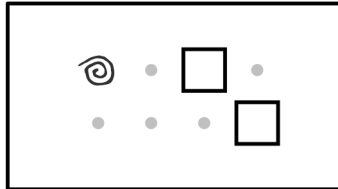
Duplicate one of your Eyes and then move it 2 spaces.

Target: One of your Eyes

14 19



Eyedrop

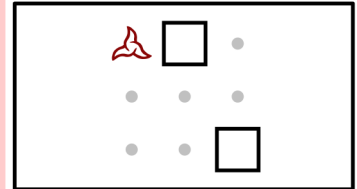


Create an Eye and then move it 4.

14 20



Extend (Land)



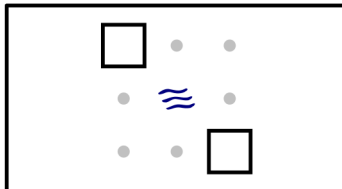
Move one of your Eyes 5 spaces, but it may not cross water.

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.

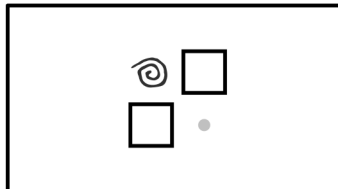
Each Eye moves +1 space if at some point it crosses a river.

Target: One or more of your Eyes

14 22



Extend



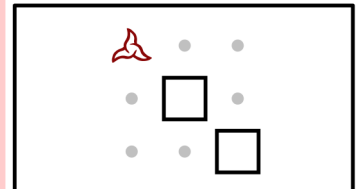
Move one of your Eyes 5 spaces.

Target: One of your Eyes

14 23



Extend (Highland)



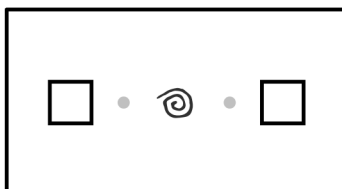
Move one of your Eyes 3 spaces, +1 space if the start location is within 2 spaces of highland.

Target: One of your Eyes

14 24



Gust

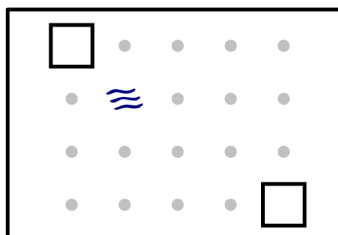


Move your Eyes 6 spaces, split among any number of Eyes.

14 25



Spread

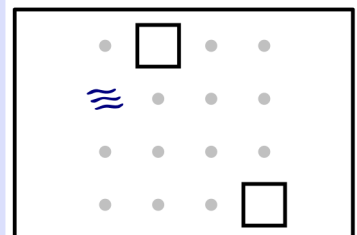


Move all your Eyes 2 spaces each.

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