

Plainswalker

If in low-elevation, move 7 spaces through low-elevation.

Waterwalk

If adjacent to a river, move 5 spaces along that river, switching sides at will.

Forest Passage

If you are in a Forest location, you may move to any connected Forest location up to 6 spaces away, ignoring any terrain costs and crossing rivers.

Forest Home

If in a Forest location, jump to another Forest location no more than 4 spaces away.

Reaction: If attacked while in a Forest, you may cast this to move into a neighboring location within the same Forest.

Dodge

Move 4 through any terrain.

Reaction: When attacked, cast to move into any valid adjacent location.

Water Target

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

Eyedrop

Create an Eye and then move it 4.

Seek

Move one of your Eyes 2 spaces. If it ends in the same location as another Mage's Eye, then move your Eye to that Mage's location.

Gust

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