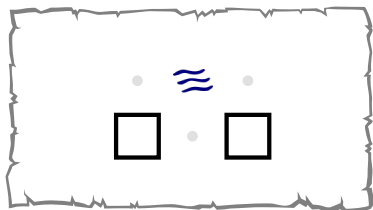


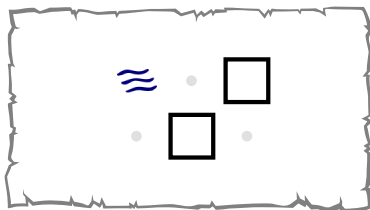
## Spread



When cast: Place a TENDRIL. Move all of your TENDRILS 1 space. Take another action.

*id #75 (r4)*

## Whiplash

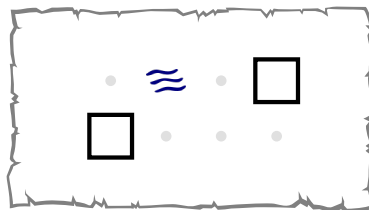


When cast: Place a CHARGE on this spell.

While charged: Defend 1. Or you may sacrifice one of your TENDRILS to prevent another TENDRIL from being removed/consumed.

*id #76 (r4)*

## Tendrill Coil

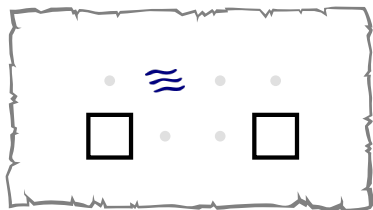


When cast: Place a CHARGE on this spell.

While charged: If you are in the same location as one of your TENDRILS, that TENDRIL acts as a shield to Defend 2.

*id #81 (r4)*

## Snapback

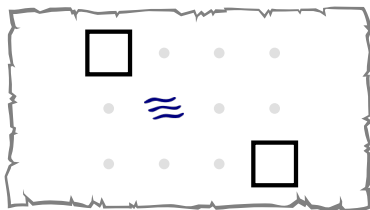


When cast: Place a CHARGE on this spell.

While charged: You may sacrifice one of your TENDRILS to Defend 1. Place sacrificed TENDRIL at the location of the mage who attacked you.

*id #79 (r4)*

## Deflect

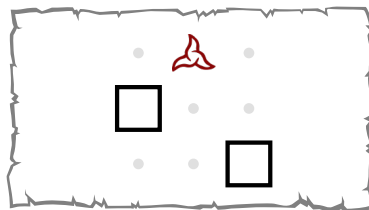


When cast: Place a CHARGE on this spell.

When attacked, you may remove this CHARGE to deflect the attack to an adjacent location. Attack 1 and remove all TENDRILS at that location.

*id #80 (r4)*

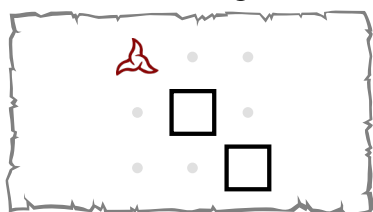
## Fire Ball



When cast: Attack 2 at one of your TENDRILS. Consume that TENDRIL.

*id #22 (r4)*

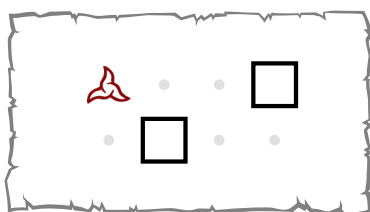
## Fire Reign



When cast: Attack 1 at all of your TENDRILS. Consume all of your TENDRILS except one.

*id #26 (r4)*

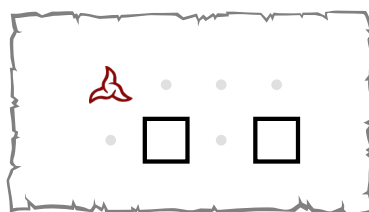
## Erase



When cast: Move one of your TENDRILS 3 spaces, removing all other TENDRILS from all locations it moves into this turn. Consume that TENDRIL.

*id #65 (r4)*

## Fire Burst



When cast: Remove all TENDRILS in all locations adjacent to one of your TENDRILS. Consume that TENDRIL.

*id #23 (r4)*