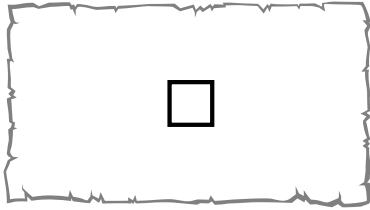


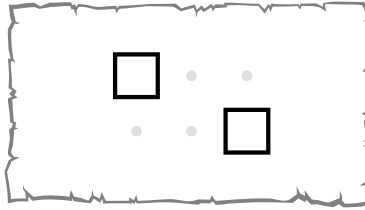
Creep



Move a TENDRIL you control one space in any direction.

STARTER
1

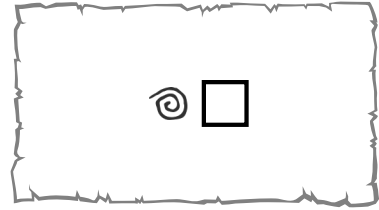
Return



When in the Astral Plane, return to the Physical Realm at a TENDRIL you control or at your home location.

STARTER
2

Haste

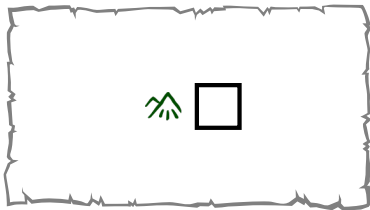


Gain 3 MP to use at any time during this turn:

- * 1MP - Move into Plains
- * 2MP - Move into Forest
- * 3MP - Move into Mountain

STARTER
3

Protection



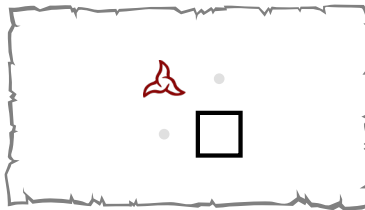
Place a charge on this spell.

This shield absorbs all damage from attacks.

Remove CHARGE when it takes 1 or more damage from a single attack.

STARTER
4

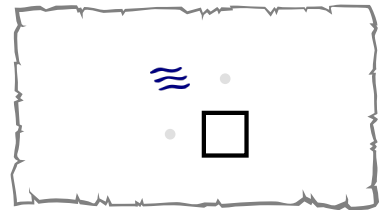
Fire Arrow



Attack for 1 damage at a TENDRIL you control.

STARTER
5

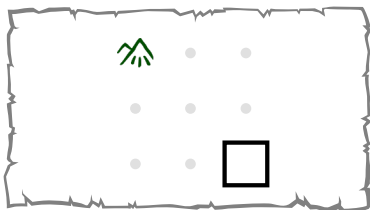
Teleport Away



Move yourself to the Astral Plane.

STARTER
6

Shield Boost

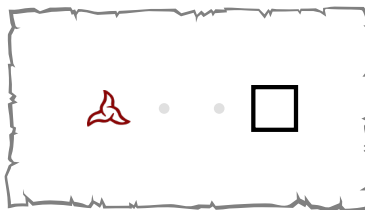


Place a CHARGE on this spell.

Spend this CHARGE to boost the defense power of any spell by 1.

37

Fire Boost

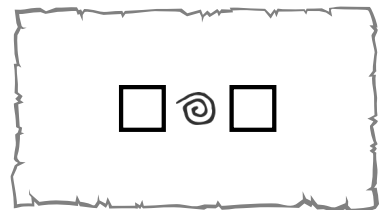


Place a CHARGE on this spell.

Spend this CHARGE to boost the attack power of any spell by 1.

27

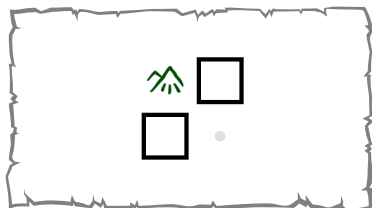
Plains Walker



Move through up to 6 contiguous Plains locations.

7

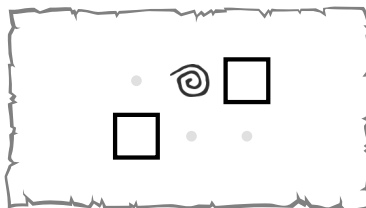
Split



Place a new TENDRIL in the same location where you already control a TENDRIL.

8

Levitate

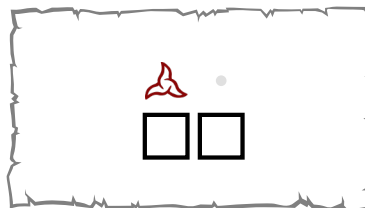


Place a CHARGE on this spell.

Spend CHARGE to ignore terrain cost and effects when you move into (or are forced into) a location.

9

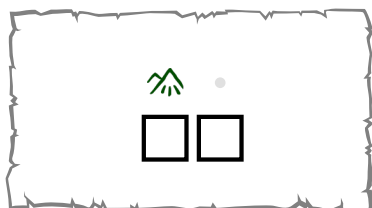
Fire Ball



Attack for 2 damage at a TENDRIL you control.

22

Double Shield



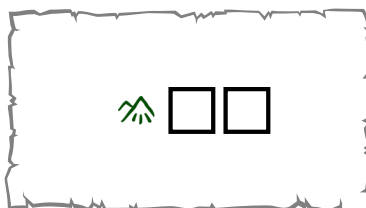
Place a CHARGE on this spell.

When CHARGED, this shield absorbs all damage from attacks.

Remove CHARGE when it takes 2 or more damage from a single attack.

36

Reactive Shield



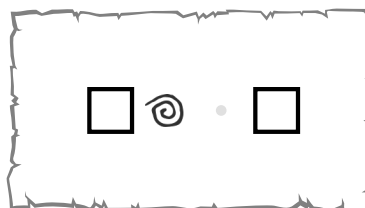
Place a CHARGE on this spell.

When in the same location as a TENDRIL controlled by another mage, this shield absorbs all damage from attacks.

Remove CHARGE when it takes 3 or more damage from a single attack.

38

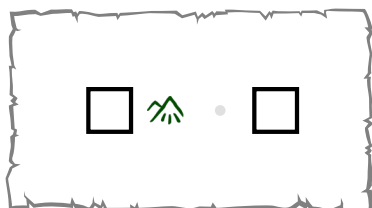
Fly



Ignore terrain cost and effects when moving into 4 locations this turn.

10

Anchor Shield



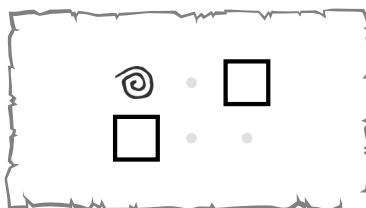
Place a CHARGE on this spell.

When CHARGED, this shield absorbs all damage from attacks and prevents you from being involuntary moved out of your location.

Remove CHARGE when it takes 1 or more damage from a single attack.

39

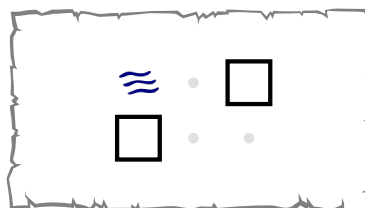
Forest Run



If in or next to a Forest location, pay terrain cost to move into any location within or adjacent to that Forest, bypassing any obstacles.

11

Recovery Shield



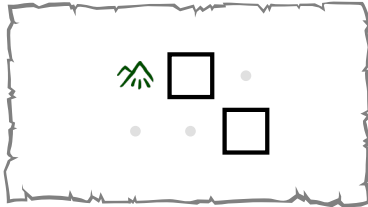
Place a CHARGE on this spell.

When CHARGED, this shield absorbs all damage from attacks.

Remove CHARGE and 2 THREADS from your TAPESTRY when it takes 1 or more damage from a single attack.

57

Resist Shield



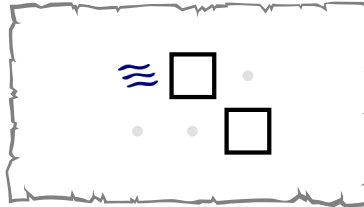
Place a CHARGE on this spell.

When CHARGE_d, this shield absorbs all damage from attacks and prevents others from placing new TENDRILs on your location.

Remove CHARGE when it takes 1 or more damage from a single attack.

40

Water Moccasins

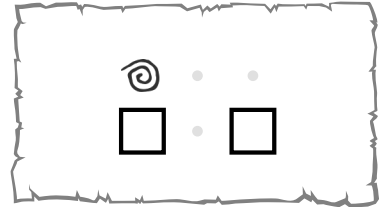


Place a CHARGE on this spell.

This charge can be spent at any time to cross a river or move into a water location.

54

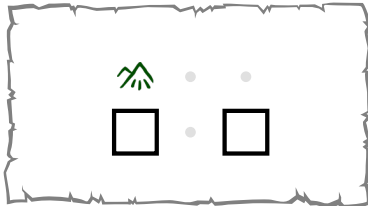
Mountain Climb



If in or next to a Mountain location, pay terrain cost to move into any location within or adjacent to that Mountain Range, bypassing any obstacles.

12

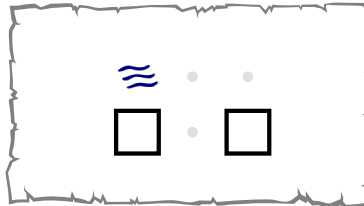
Mountain Ranger



If in a Mountain location, add a TENDRIL to a location in any Mountain range.

44

River Run



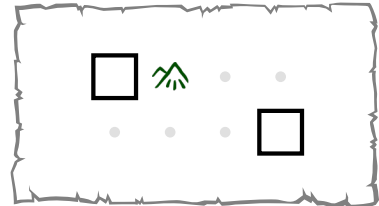
If next to a river or water location, pay terrain cost to move into any other space adjacent to that river or water location.

Restrictions:

- * Rivers: Without passing a bridge
- * Water: Crossing 4 water locations max.

55

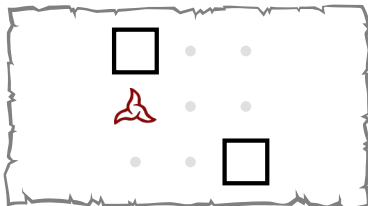
Mountain Reach



If in or adjacent to a Mountain location, add a TENDRIL to any location in a 1- or 2-size Mountain range.

45

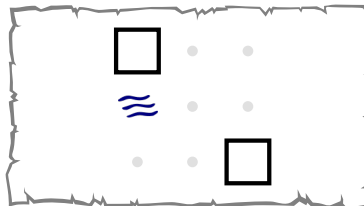
Fire Reign



Attack for 1 damage at every TENDRIL you control.

26

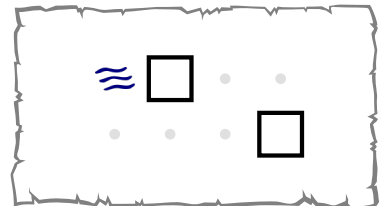
Reverse Tendril



When in the same location as an opponent's TENDRIL, add a TENDRIL at the opponent's location.

52

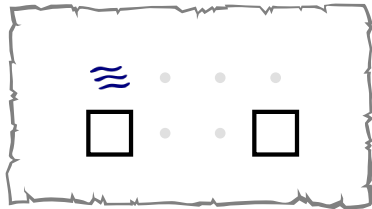
Rest



Move 2 THREADs on your TAPESTRY to empty positions.

58

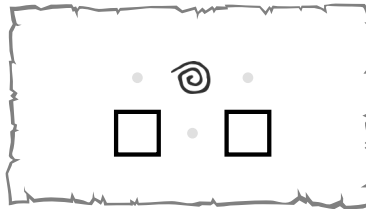
Recover



Remove a THREAD from your TAPESTRY and place it back in your MANA POOL.

59

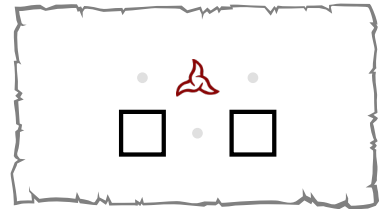
Forest Bind



When in a Forest location, add a TENDRIL to any location in Forest that is smaller in size than the one you occupy.

14

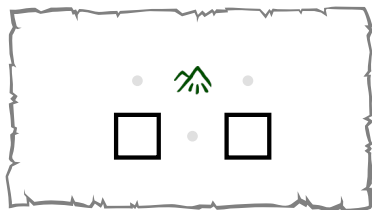
Fire Burst



Attack for 1 damage in all locations adjacent to a TENDRIL you control.

23

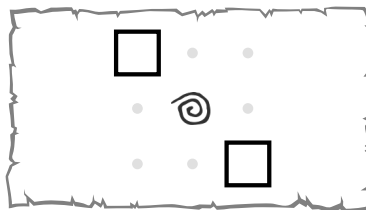
Selective Prune



Remove all TENDRILs (except the one used for this spell) from a location where you control a TENDRIL.

41

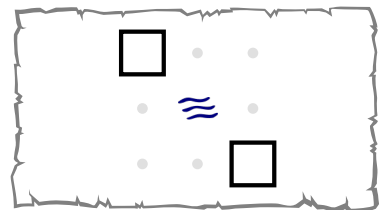
Plains Link



Move a TENDRIL you control that is in a Plains location up to 7 spaces through connecting Plains locations.

15

Water Skip



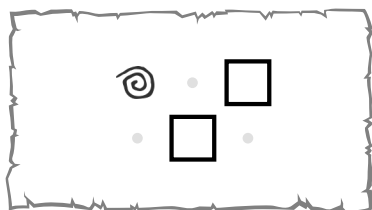
Move a TENDRIL you control that is adjacent to a river or water location into any other space adjacent to that river or water location.

Restrictions:

- * Rivers: Without passing a bridge
- * Water: Crossing 4 water locations max.

60

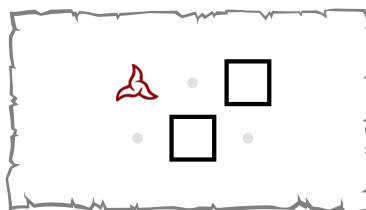
Forest Link Minor



Move a TENDRIL you control that is in a Forest location to another location in any Forest of size 1 or 2.

16

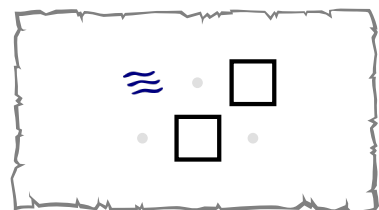
Ricochet Blast



Attack for 2 damage in single location adjacent to a TENDRIL you control.

24

Water Hop



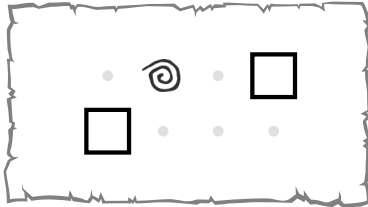
When next to a river or Water location, add a TENDRIL to any location adjacent to that water.

Restrictions:

- * Rivers: Without passing a bridge
- * Water: Crossing 3 water locations max.

61

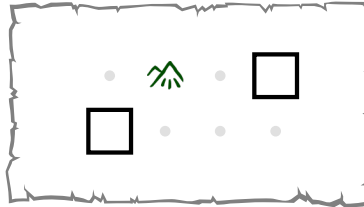
Forest Link



Move a TENDRIL you control that is in a Forest location to another location in any Forest that is smaller than the Forest with the TENDRIL.

17

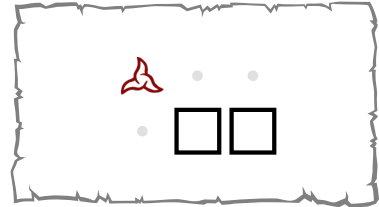
Prune Neighbor



Remove all TENDRILs from a location adjacent to where you control a TENDRIL.

42

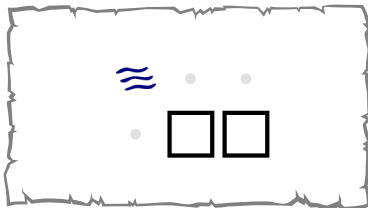
Forest Fire



Attack for 2 all locations in a Forest with a TENDRIL you control.

29

Water Jump



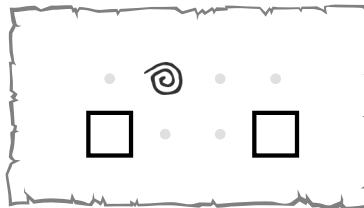
When next to a river or Water location, add a TENDRIL to any location adjacent to that water.

Restrictions:

- * Rivers: Passing at most 1 bridge
- * Water: Crossing 5 water locations max.

62

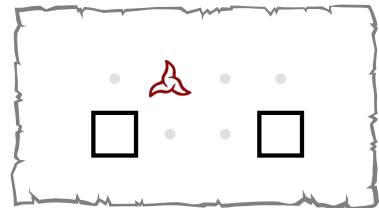
Mountain Link



Move a TENDRIL you control that is in a Mountain location to any other Mountain location.

18

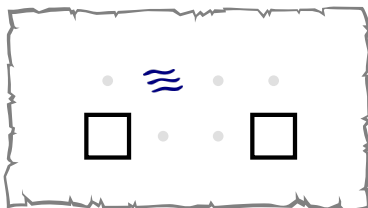
Boulder Tumble



Attack for 3 all neighboring locations to a TENDRIL you control that is in a Mountain location.

28

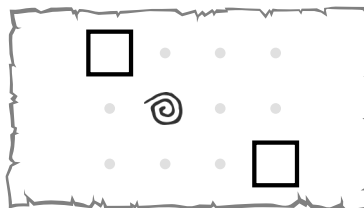
Duplicate



When in the same location as an opponent's TENDRIL, add a TENDRIL at any location where that opponent controls a TENDRIL.

53

Whirlwind

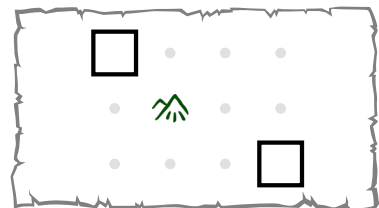


Place CHARGE on this spell.

While CHARGED, all TENDRILs you control are obstacles that other mages may not move into or pass through.

13

Delete All

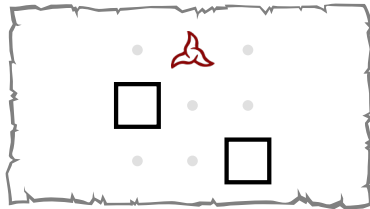


When in a location with a TENDRIL controlled by another mage, remove all of that mage's TENDRILs.

If multiple mages, choose one.

43

Prune

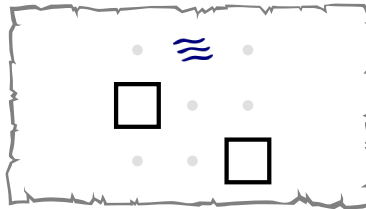


Remove all TENDRILs from a location where you control a TENDRIL.

Yes, that includes the TENDRIL used to cast this spell.

33

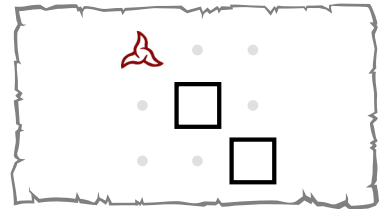
Exchange Tendril



Exchange locations with a TENDRIL you control.

51

Wall of Flame



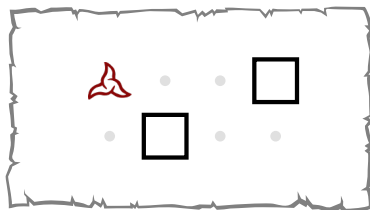
Place CHARGE on this spell.

While CHARGEd, all groups of 3 adjacent TENDRILs you control are on fire and cause 1 damage.

CHARGE is lost immediately when you do not have 3 adjacent TENDRILs.

25

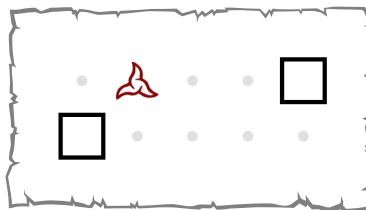
Scatter



Move all TENDRILs you control 1 space.

30

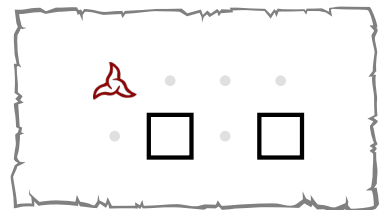
Scatter Far



Move any 2 TENDRILs you control a total of 9 spaces.

32

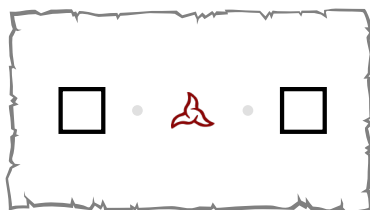
Distraction



When in the same location as a TENDRIL controlled by another mage, remove any one of their TENDRILs.

34

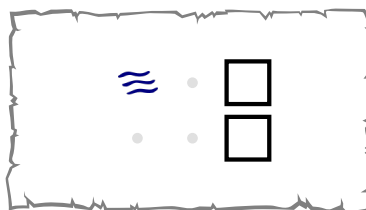
Scatter Wide



Move TENDRILs you control a total of 5 spaces, split amongst any number of TENDRILs.

31

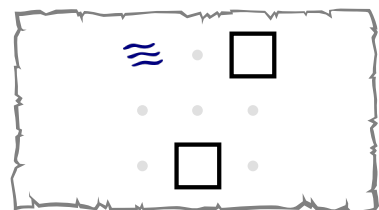
Teleport Other



Move a mage in the same location as a TENDRIL you control to the Astral Plane.

49

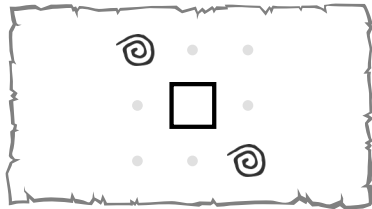
Return Other



Move a mage in the Astral Plane to any TENDRIL you control.

50

Blur

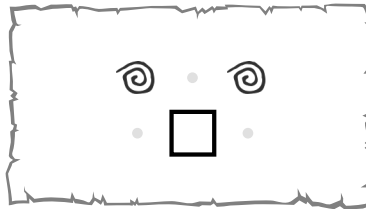


Place a CHARGE on this spell.

Spend a CHARGE at any time to move into a neighboring location ignoring terrain cost.

19

Push

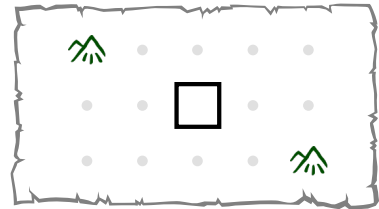


Move into an adjacent location and push out all current occupants of that location into neighboring locations.

Former occupants get to choose where they move.

20

Stone Cage



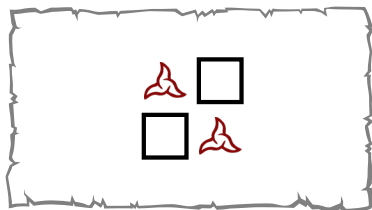
Place a CHARGE on this spell.

While CHARGEd, there is a barrier at a TENDRIL you control that traps the occupants of that location and prevents them from moving out.

CHARGE is lost if the TENDRIL moves or if the barrier takes 1

47

Reflection Shield

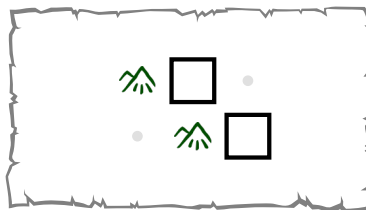


Place 1 charge on this spell.

Spend a charge at any time to protect against 1 or more points of damage and reflect 1 point of damage back at the attacker.

35

Trap

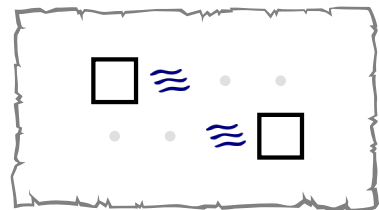


Place 1 charge on this spell.

When an opponent's TENDRIL moves into your location, that opponent takes 1 damage and this CHARGE is removed.

48

Flood



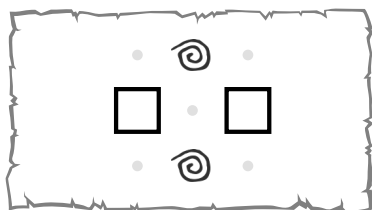
Place CHARGE on this spell.

While CHARGEd, all groups of 2 or more adjacent TENDRILs you control change all Plains locations to Water up to 3 spaces away from the TENDRILs.

CHARGE is lost immediately when you do not have 2

56

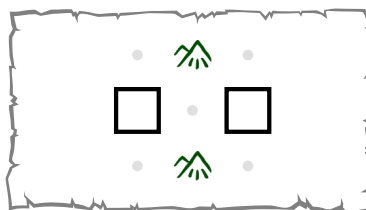
Shield Pierce



Cause 3 points of damage to all shields at a TENDRIL you control.

21

Growth



Place CHARGE on this spell.

While CHARGEd, all groups of 2 or more adjacent TENDRILs you control change all neighboring locations to Forest.

CHARGE is lost immediately when you do not have 2 adjacent TENDRILs.

46