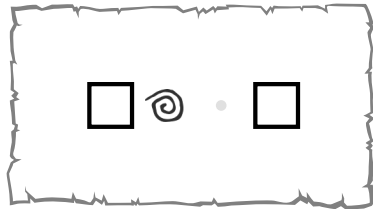


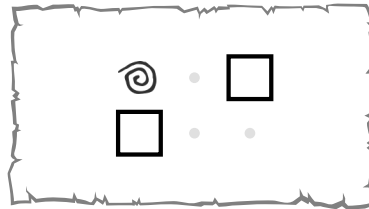
## Plains Walker



When cast: Move through 4 contiguous Plains locations. Take another action.

*id #7 (r4)*

## Water Moccasins

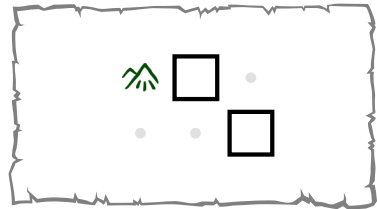


When cast: Place a CHARGE on this spell.

While charged: You may move into Water locations or across Rivers. At the end of this action, if you are adjacent to Water, place a TENDRIL and Take another action.

*id #54 (r4)*

## Nudge

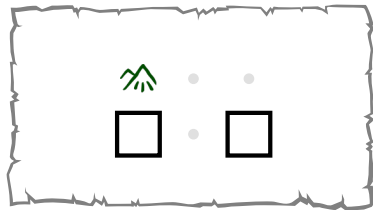


When cast: Place a CHARGE on this spell.

While charged: At the end of your turn, if another mage's TENDRIL is in the same location or adjacent to one of your TENDRILS, you may move their TENDRIL 2 spaces. Choose one for each charge on this spell.

*id #85 (r4)*

## Harden Shell

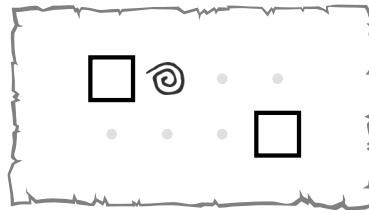


When cast: Place a CHARGE on this spell.

While charged: If the number of TENDRILS you have is less than or equal to the number of CHARGEs on this spell, then they are protected from being removed by another mage (but they can still be consumed).

*id #86 (r4)*

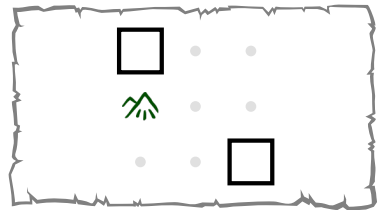
## Quick Drop



When cast: Move 3 spaces, ignoring terrain cost. Place a TENDRIL in your final location. Take another action.

*id #66 (r4)*

## Barrier

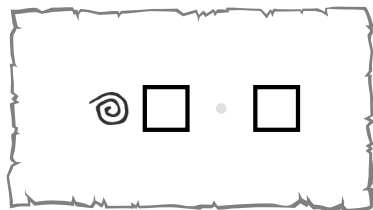


When cast: Place a CHARGE on this spell.

While charged: Defend 1. All locations adjacent to your TENDRILS are obstacles that other mages may not move into.

*id #87 (r4)*

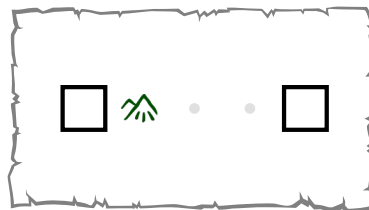
## Shield Pierce



When cast: A mage at one of your TENDRILS must remove 2 of their CHARGEs.

*id #71 (r4)*

## Double Shield

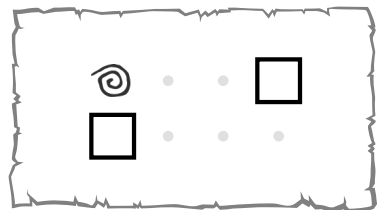


When cast: Place a CHARGE on this spell.

While charged: Defend 2.

*id #36 (r4)*

## Remove Tendril



When cast: If in a location with a TENDRIL controlled by another mage, you may remove 2 of their TENDRILS and place them in their SPENT POOL.

*id #72 (r4)*