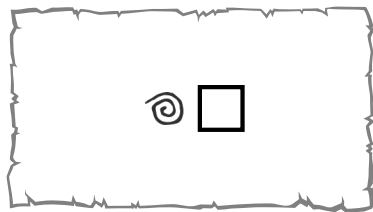




## Haste

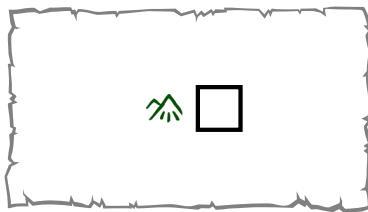


When cast: Move 2 spaces, ignoring terrain cost.

*id #3 (r4)*



## Protection



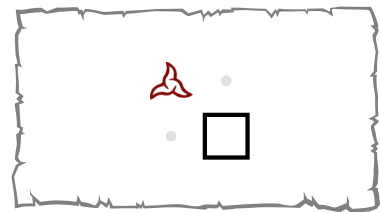
When cast: Place a CHARGE on this spell.

While charged: Defend 1.

*id #4 (r4)*



## Fire Arrow

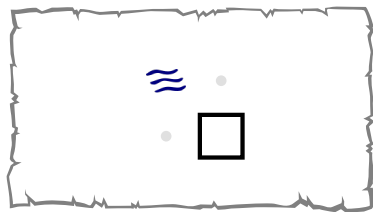


When cast: Attack 1 at one of your TENDRILS. Consume that TENDRIL.

*id #5 (r4)*



## Creep

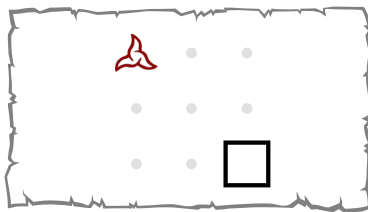


When cast: Place a TENDRIL. Move one of your TENDRILS 2 spaces. Take another action.

*id #73 (r4)*



## Ricochet Blast

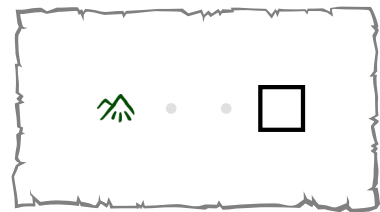


When cast: Attack 1 at location adjacent to one of your TENDRILS. Consume that TENDRIL.

*id #24 (r4)*



## Tendril Shield



When cast: Place a CHARGE on this spell.

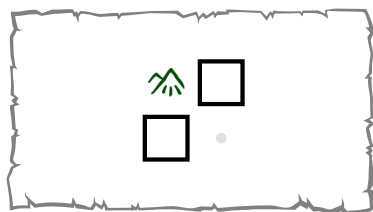
While charged: Defend 1.

You may sacrifice this CHARGE to prevent one of your TENDRILS from being removed or consumed.

*id #83 (r4)*



## Split

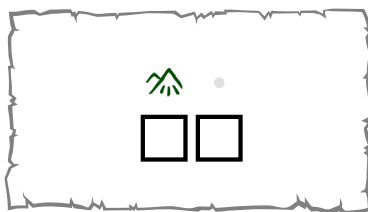


When cast: Place a new TENDRIL in a location where you already have a TENDRIL. Take another action.

*id #8 (r4)*



## Stone Reflection



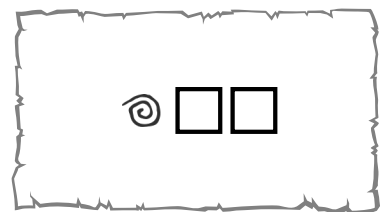
When cast: Place a CHARGE on this spell.

While charged: You take 1/2 damage (rounded down) from attacks. Full attack damage is reflected back at your attacker.

*id #88 (r4)*



## Push



When cast: Push all mages out of an adjacent location and then move into that location. You choose which location each mage moves into. Take another action.

*id #20 (r4)*