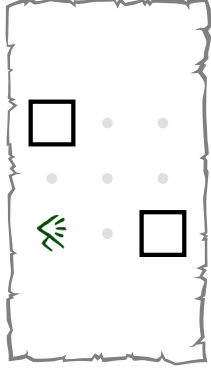
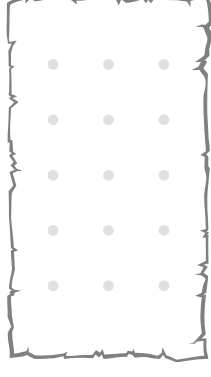
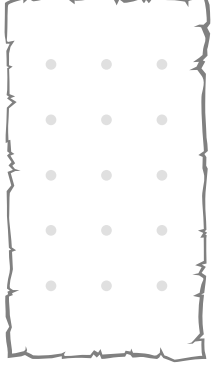


When cast: Place a CHARGE on this spell.

While charged: Rivers cost 0mp to cross. Water locations cost 1mp to enter.

Sacrifice: If you are adjacent to River/Water, sacrifice charge to place a TENDRIL up to 3 spaces away along water.

id #54 (r5)



When cast: Place a CHARGE on this spell.

Sacrifice: During your turn, you may sacrifice a charge to gain an extra action.

id #96 (r5)

