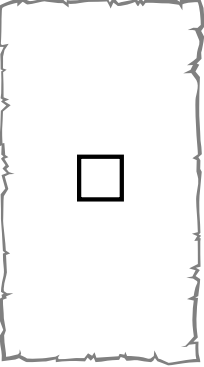


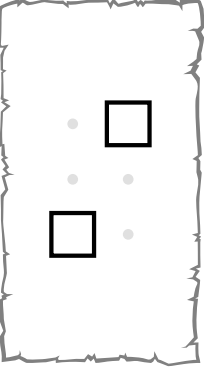
Create Tendril



When cast: Create a tendril in your location.

STARTER - id #89 (r5)

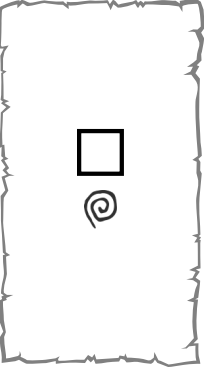
Move Tendril



When cast: Move one of your TENDRILs one space.

STARTER - id #90 (r5)

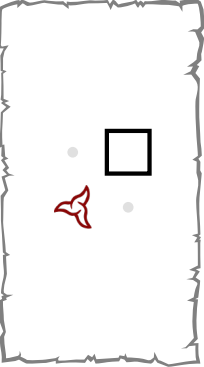
Haste



When cast: Move 5 spaces along a road.

STARTER - id #3 (r5)

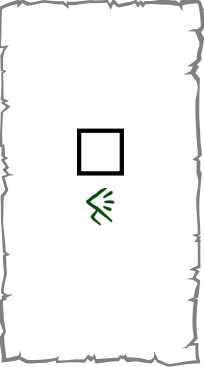
Burn Tendril



When cast: Remove an opponent's TENDRIL at one of your TENDRIL's location. Consume this TENDRIL.

STARTER - id #92 (r5)

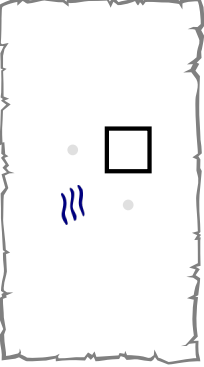
Protection



When cast: Place a CHARGE on this spell.  
  
Sacrifice: Sacrifice a charge to prevent one of your TENDRILs from being removed.

STARTER - id #4 (r5)

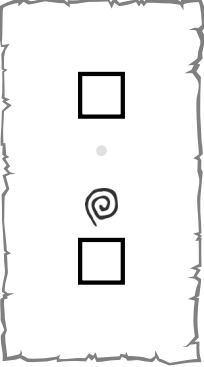
Creep



When cast: Place a TENDRIL. Move one of your TENDRILs 2 spaces.

STARTER - id #73 (r5)

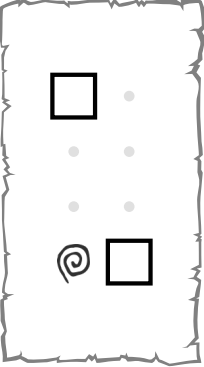
Plains Walker



When cast: Move through 5 contiguous Plains locations.

id #7 (r5)

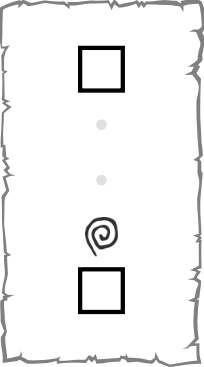
Forest Run



When cast: Place a CHARGE on this spell.  
  
While charged: If in or next to a Forest location, pay 2mp to move through any number of connected Forest locations, bypassing any Rivers.

id #11 (r5)

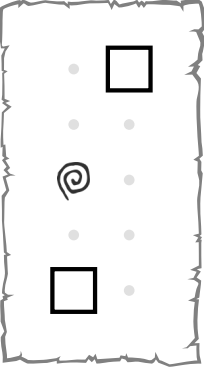
Forest Jump



When cast: If in a Forest location, swap positions with one of your TENDRILs that is in a Forest location no more than 5 spaces away. You may immediately repeat this spell.

id #93 (r5)

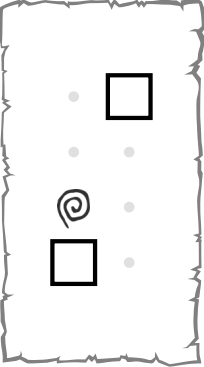
Blur



When cast: Place a CHARGE on this spell.  
  
While charged: Once per turn (per charge), you may move into a neighboring location ignoring terrain cost.

id #19 (r5)

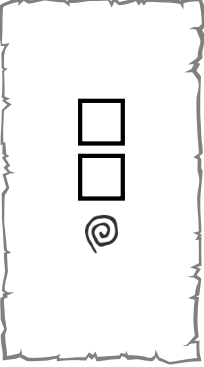
Quick Drop



When cast: Move 5mp. Place a TENDRIL in your final location.

id #66 (r5)

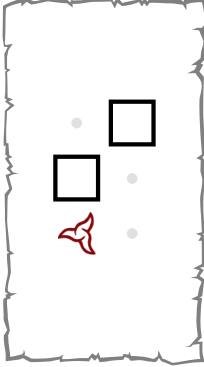
Push



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

id #20 (r5)

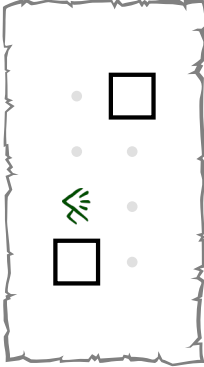
Teleport Random



When cast: Move all mages at one of your TENDRILs to a random star location. Consume that TENDRIL.

id #95 (r5)

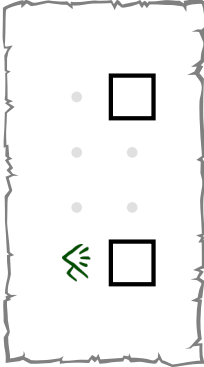
Barrier



When cast: Place a CHARGE on this spell.  
  
While charged: All locations adjacent to your TENDRILs are obstacles that other mages may not move into.

id #87 (r5)

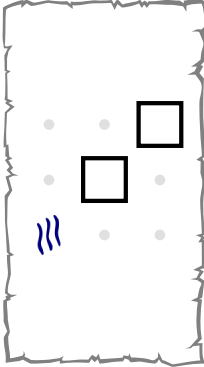
Anchor



When cast: Place a CHARGE on this spell.  
  
While charged: You may not be involuntarily moved by other mages.

id #39 (r5)

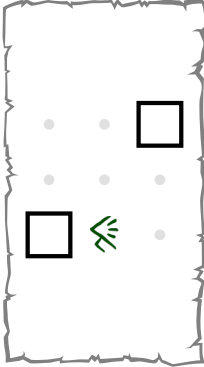
Split



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

id #8 (r5)

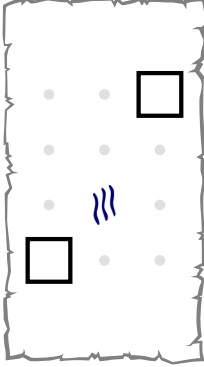
Mountain Tendril



When cast: Place a CHARGE on this spell.  
  
While charged: If in or next to a Mountain location, add a TENDRIL adjacent to any Mountain location connected to that Mountain location.

id #12 (r5)

Snapback



When cast: Place a CHARGE on this spell.  
  
Sacrifice: If at same location as another mage's TENDRIL, you may sacrifice a charge to place a TENDRIL at that mage's location.

id #79 (r5)