



Move 4

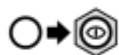


Take another action.

While active: You may ignore the movement penalty for rough terrain or changing elevation.



Consume one of your Eyes to Attack 1 at that location.



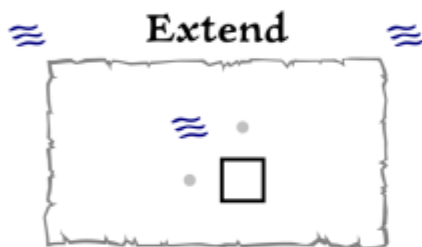
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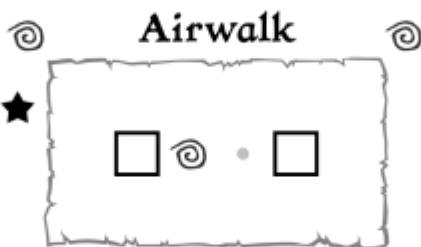
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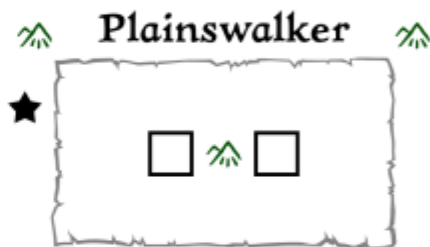
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Move one of your Eyes 2 spaces.



If at mid or high-elevation, move 5 spaces over same of lower elevation. You must end at the same elevation as your start.



If in low-elevation, move 7 spaces through low-elevation, ignoring terrain cost.



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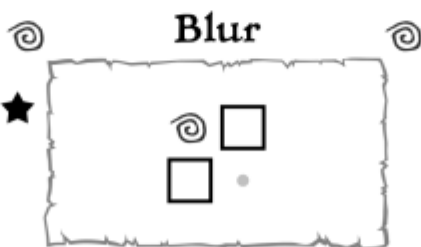
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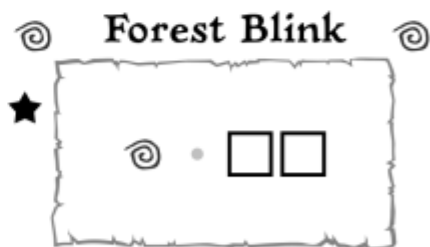
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If adjacent to a river, move 5 spaces along that river, switching sides at will.



Move 8



If you are in a forest location, you may move to any connected forest location, ignoring any terrain costs and crossing rivers.



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Dense Passage



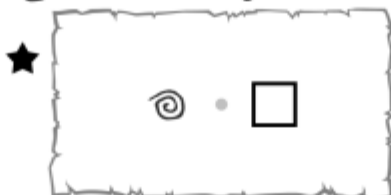
If in a Dense Forest location, jump to another Dense Forest location no more than 5 spaces away.

Reaction: If attacked while in a Dense Forest, jump to the nearest Dense Forest



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Dodge



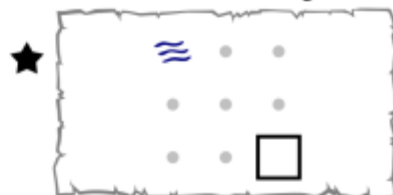
Move 6

Reaction: When attacked, cast to move into any valid adjacent location.



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Water Target



If next to a river, place an Eye in any location along that river within 5 spaces.



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Woodland Target

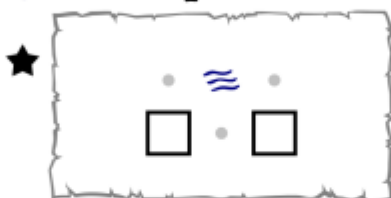


If in a forest, place an Eye in any connected forest location.



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Duplicate

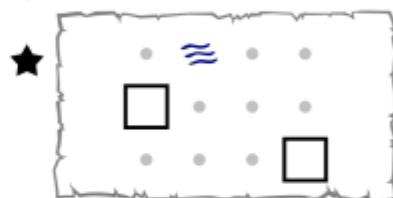


In a location where you have at least one Eye, split each of your Eyes into two separate Eyes.



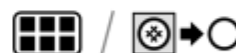
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Traceback



If in a location with another mage's Eye, you may place an Eye at that Mage's location.

Reaction: You may cast this when an opponent's Eye is moved into your location.



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Eyedrop

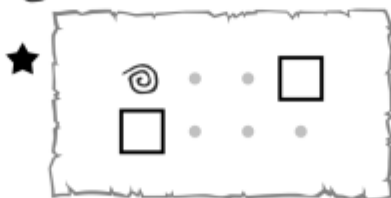


Create an Eye and then move it 4.



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Seek

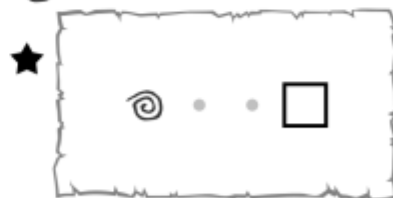


Move one of your Eyes 4 spaces. If it ends in the same location as another Mage's Eye, then move your Eye to that Mage's location.



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Gust

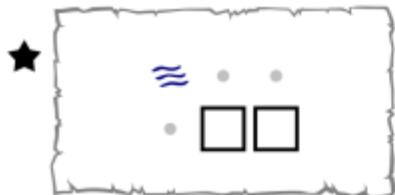


Move your Eyes 6 spaces, split among any number of Eyes.



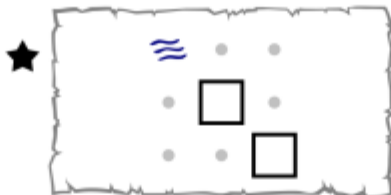
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Spread



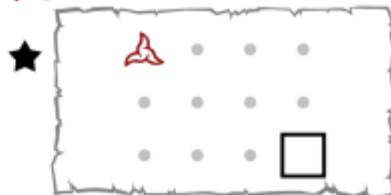
Move all your Eyes 3 spaces.

Expand



Duplicate an existing Eye and then move it 6 spaces.

Bolt



Move a single Eye 8 spaces.



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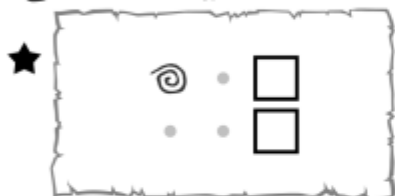
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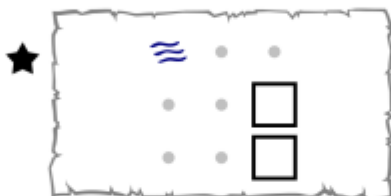
The air crackles as the Eye splits and one half shoots away.

Disperse



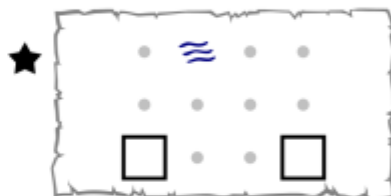
Move one of your Eyes 3 spaces, pushing any existing Eyes into an adjacent space.

Control



If you have an Eye in the same location as another Eye, then you may move that other Eye 4 spaces.

Control Burst



If you have an Eye in the same location as other Eyes, then you may move all other Eyes 2 spaces each.



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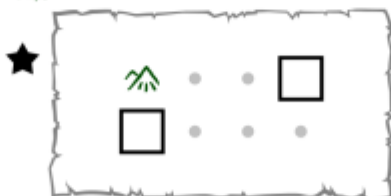
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Anchor



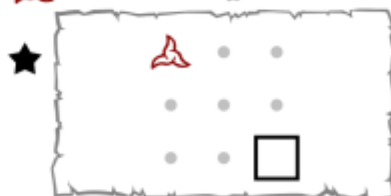
Create a new Eye and then Anchor it.

Remote Anchor



Anchor one of your Eyes.

Dispel



Consume one of your Eyes to remove all Eyes at that location.



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Ground

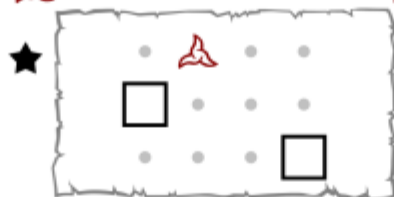


Remove all Eyes from your location and all adjacent locations.



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Scorch

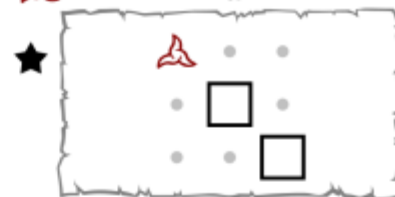


Move one of your Eyes 3 spaces, removing one opponent Eye from each location it moves into this turn. Consume this Eye.



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Repel



Place a Charge on this spell.

Reaction: You may cast this when an Eye move into your location.

Sacrifice charge: When an Eye moves into your location, you may spend a Charge to destroy that Eye.



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Sacrificium



Place a Charge on this spell.

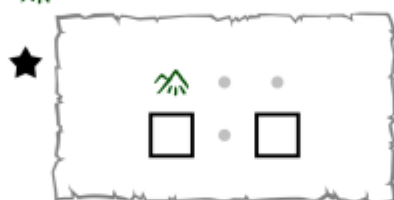
Reaction: You may cast this when one of your Eyes is attacked.

Sacrifice charge: When you need to remove an Eye, you may instead remove a Charge from this spell.



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Switch



Place a Charge on this spell.

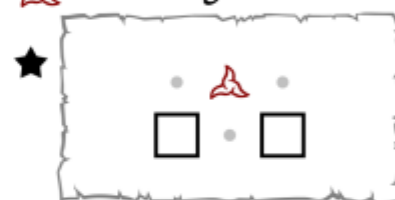
Reaction: You may cast this when one of your Eyes is attacked.

Sacrifice charge: When you need to remove an Eye, you may instead remove one of your other Eyes.



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Ignis

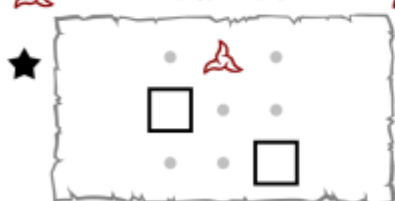


Consume one of your Eyes to Attack 1 at location adjacent to that Eye.



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Redirect



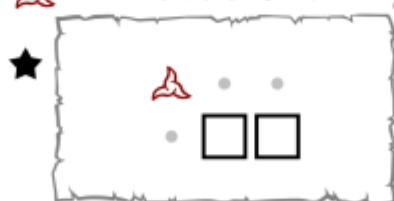
Attack 1 at one of your Eyes.

Reaction: When attacked, cast to redirect the attack to one of your Eyes.



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Lavastone



Attack 2 at one of your Eyes. Attack 3 if targeting rough terrain or high elevation.



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Boost



Place a Charge on this spell.

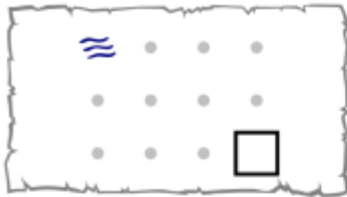
Sacrifice charge: Spend a Charge to increase Attack strength by 1.



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Geyser



Attack 1 at two of your Eyes.



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Shield



Place a Charge on this spell.

Sacrifice charge: Remove a charge to cancel an attack of 1 damage.



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Deflect



Deflect an attack of 1

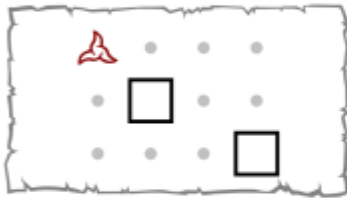
Reaction: When attacked, cast to deflect attack.



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Reflect



Place a Charge on this spell.

Sacrifice charge: Remove a charge to reduce damage to 1/2 (round down) and reflect full damage back at the attacker.



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