Each Turn:

3AP Actions

Choose 1:

Meld Tapestry Card
Draw and meld immediately
Recover threads that you cover

Cast Spells
As many as you want

Casting Spells:

Reveal spell card from spell book
Add threads to Tapestry to form pattern
Spell is cast when final thread added

Threads may be shared between spells

If a thread placement completes
multiple spells, choose only one

Action costs:

★★ Move self 1
Same elevation

★★★ Move self 1
Change elevation

★ Pick up (w/ eye)

★ Create eye

★★ Move eye 1

★★ Move thread 1

★★★ Cast cantrip

Cantrips:

Split Eyes
Anchor Eye
Dispel
Clone