

Expand

Duplicate an existing Eye and then move it 6 spaces.

The air crackles as the Eye splits and one half shoots

9/19

Bolt

Move a single Eye 2 spaces and then consume it to Attack 1.

9/20

Control

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

9/21

Ground

Remove all Eyes from your location and all adjacent locations.

9/22

Scorch

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

9/23

Repel

Place a Charge on this spell.

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

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

9/24

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.

9/25

Switch

Place a Charge on this spell.

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

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

9/26

Turbo Ignis

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

9/27