

**Spread**

Move all your Eyes 3 spaces each.

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12/19

**Expand**

Duplicate an existing Eye and then move it 4 spaces.

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

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12/20

**Bolt**

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

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**Disperse**

Move one of your Eyes 3 spaces. When moving this Eye into a space, push any Eyes already in that space into an adjacent space.

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12/22

**Control**

If you have an Eye in the same location as another Eye (yours or someone else's), then you may move that other Eye 4 spaces.

Reaction: When another Eye moves into the same space as one of your Eyes, you may immediately cast this spell.

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12/23

**Ground**

Remove all Eyes from your location and all adjacent locations.

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12/24

**Scorch**

Move one of your Eyes 4 spaces, removing one opponent Eye from each location it moves into this turn. Consume this Eye.

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12/25

**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.

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12/26

**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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