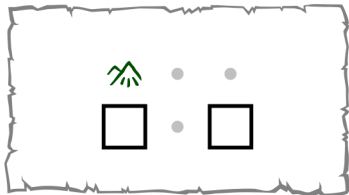




Switch



Place a Charge on this spell.

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

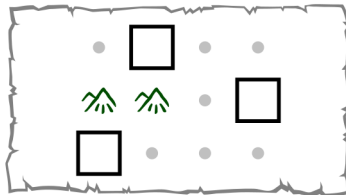
While charged: When you need to remove an Eye, you may instead remove one of your other Eyes.



10/28



Move Anchor



Move one of your Anchors one space.

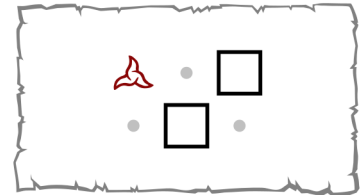
You may not move your Anchor adjacent to any existing Anchor.



10/29



Turbo Ignis



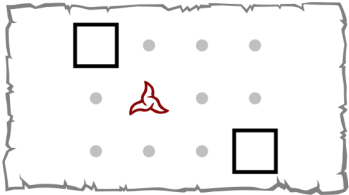
Consume one of your Eyes to Attack 1 at location adjacent to that Eye.



10/30



Redirect



Attack 1 at one of your Eyes, consuming it.

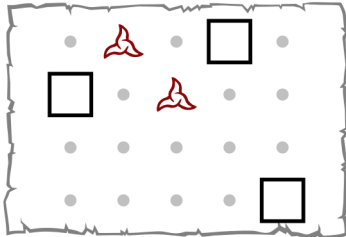
Reaction: When attacked, cast to redirect the attack to one of your Eyes.



10/31



Wall of Flame



Place a Charge on this spell. Choose a single group of 3 connected Eyes that you control.

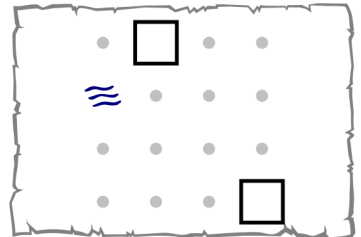
Those Eyes cause 1 Damage to any creature as long as this spell is charged and the Eyes are connected. These Eyes move at half speed (rounded down) while they are aflame.



10/32



Geyser



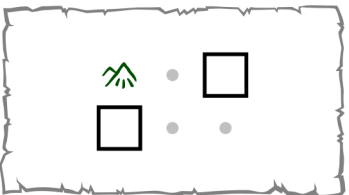
Attack 1 at two of your Eyes, consuming one of them.



10/33



Deflect



Place a Charge on this spell.

Reaction: When attacked, you may immediately cast this spell.

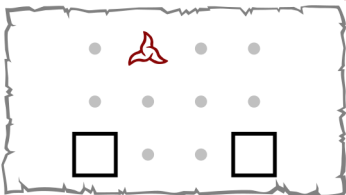
Sacrifice charge: Remove a charge to deflect an attack of 1 into a neighboring space.



10/34



Reflect



Reflect an attack of 1 back at the attacker.

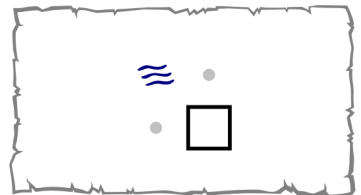
Reaction: When attacked, you may immediately cast this spell.



10/35



Introspect



Move a Thread in your Tapestry to another square. If this completes a spell, you may cast it.



10/36