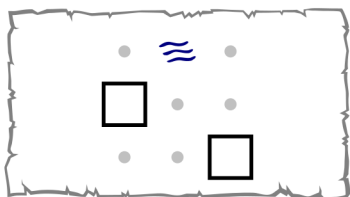


Spread

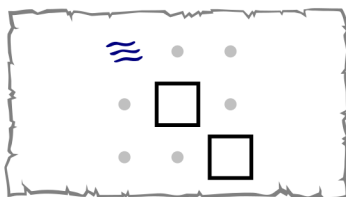


Move all your Eyes 3 spaces.

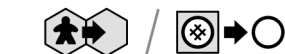


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Expand



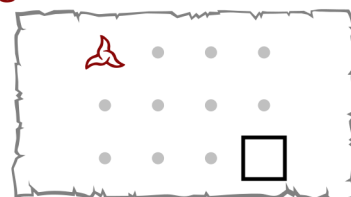
Duplicate an existing Eye and then move it 6 spaces.



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The air crackles as the Eye splits and one half shoots

Bolt

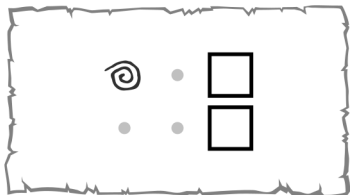


Move a single Eye 2 spaces and then consume it to Attack 1.



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Disperse

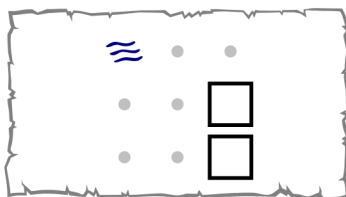


Move one of your Eyes 3 spaces. When moving this Eye into a space, push any Eyes already in that space into an adjacent space.



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Control

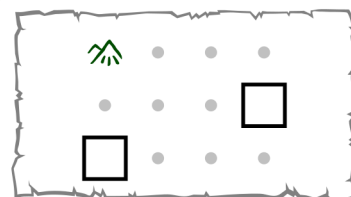


If you have an Eye in the same location as another Eye (yours or someone else's), then you may move that other Eye 4 spaces.



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Ground

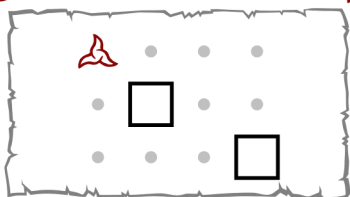


Remove all Eyes from your location and all adjacent locations.

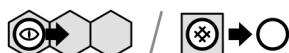


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Scorch

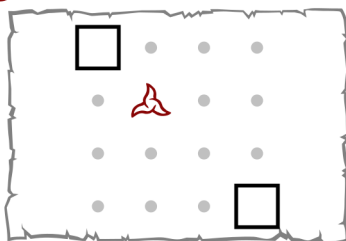


Move one of your Eyes 4 spaces, removing one opponent Eye from each location it moves into this turn. Consume this Eye.



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Repel



Place a Charge on this spell.

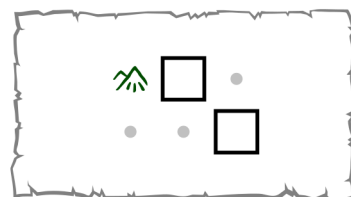
Reaction: You may cast this when an Eye moves into your location.

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



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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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