

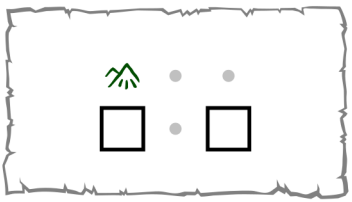


## Switch






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.





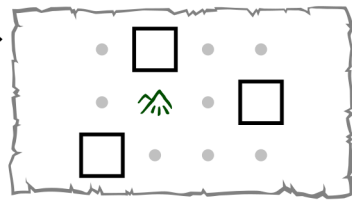
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## Move Anchor









Move one of your Anchors one space.

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





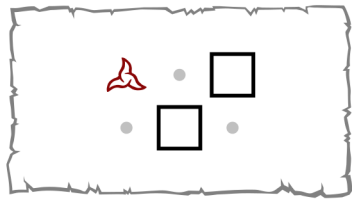
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## Turbo Ignis


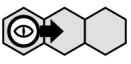






Consume one of your Eyes to Attack 1 at location adjacent to that Eye.





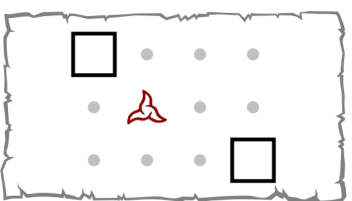
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## Redirect









Attack 1 at one of your Eyes, consuming it.

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





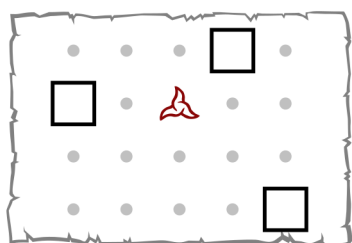
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## Wall of Flame









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.





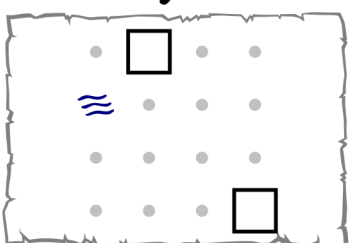
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## Geyser


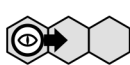






Attack 1 at two of your Eyes, consuming one of them.





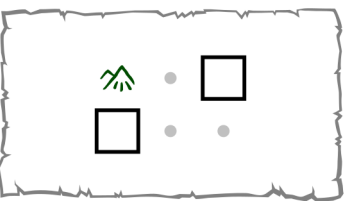
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## Deflect






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.





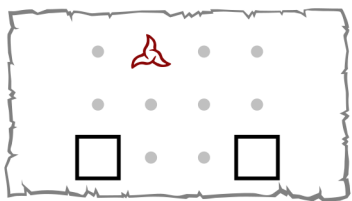
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## Reflect









Reflect an attack of 1 back at the attacker.

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





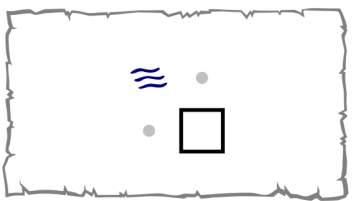
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## Introspect





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



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