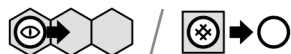
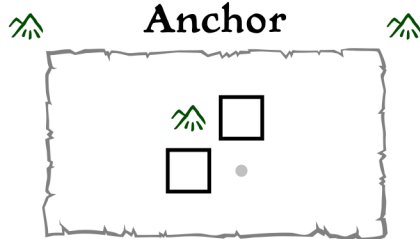




Move 3 along the same elevation.



10/1



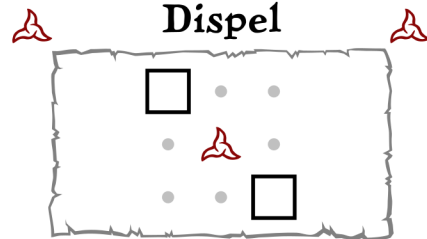
Place a Charge on this spell.

Convert one of your Eyes into an Anchor. Remove all other Eyes from that space and then push away all Eyes in neighboring spaces.

No Eyes may move within 1 space of this Anchor. This Anchor remains in effect as long as this charge remains.



10/2



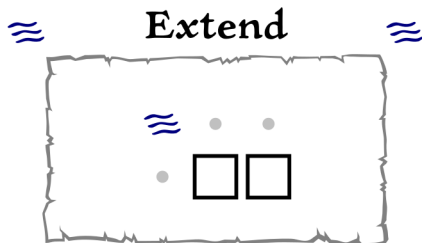
Consume one of your Eyes to remove all Eyes in that space.

OR

Remove all Eyes and Anchors from your location.



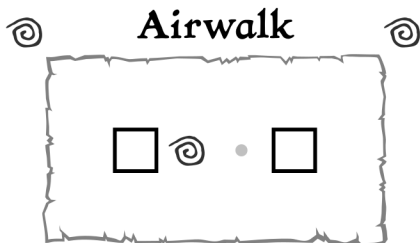
10/3



Move one of your Eyes 5 spaces.



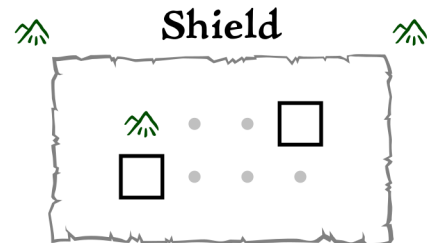
10/4



Move 5 spaces over same or lower elevation, passing over rivers and water. You must end at the same elevation as your start location.



10/5

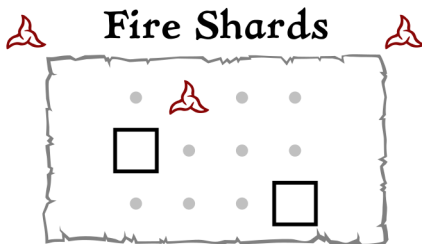


Place a Charge on this spell.

Sacrifice charge: Remove a charge to cancel an attack of 1 damage.



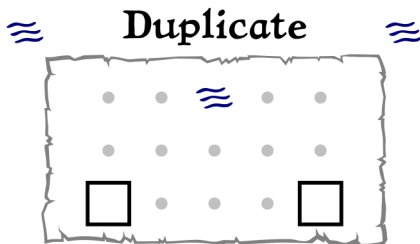
10/6



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



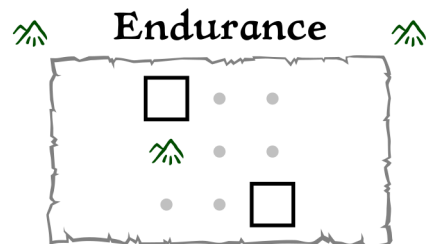
10/7



In a location where you have at least one Eye, split each of your Eyes into two separate Eyes.



10/8



Place a Charge on this spell.

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

While charged: You may move 2 additional spaces whenever you cast a spell that moves yourself.



10/9