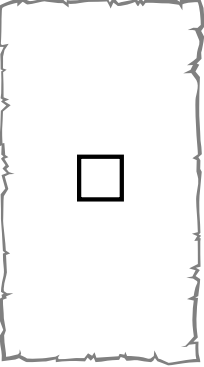


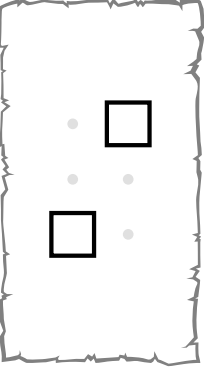
Create Tendril



When cast: Create a tendril in your location.

STARTER - id #89 (r5)

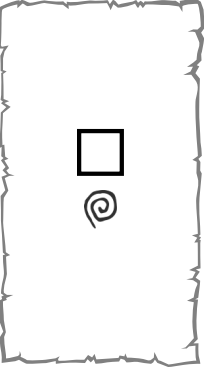
Move Tendril



When cast: Move one of your TENDRILs one space.

STARTER - id #90 (r5)

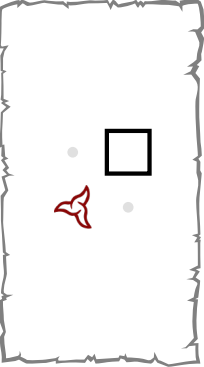
Haste



When cast: Move 5 spaces along a road.

STARTER - id #3 (r5)

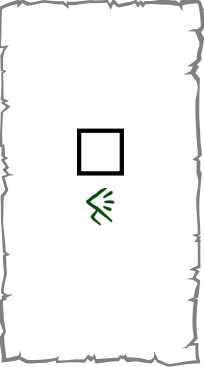
Burn Tendril



When cast: Remove an opponent's TENDRIL at one of your TENDRIL's location. Consume this TENDRIL.

STARTER - id #92 (r5)

Protection

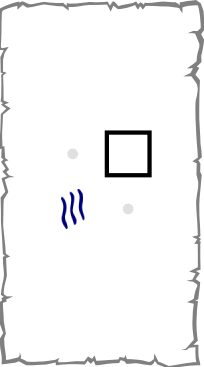


When cast: Place a CHARGE on this spell.

Sacrifice: Sacrifice a charge to prevent one of your TENDRILs from being removed.

STARTER - id #4 (r5)

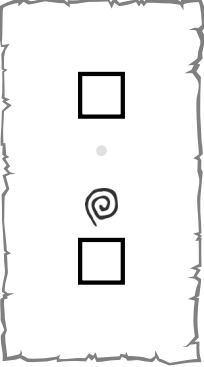
Creep



When cast: Place a TENDRIL. Move one of your TENDRILs 2 spaces.

STARTER - id #73 (r5)

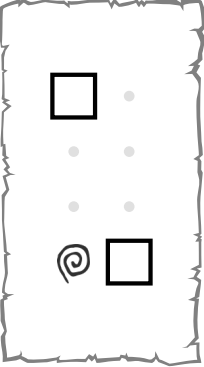
Plains Walker



When cast: Move through 5 contiguous Plains locations.

id #7 (r5)

Forest Run

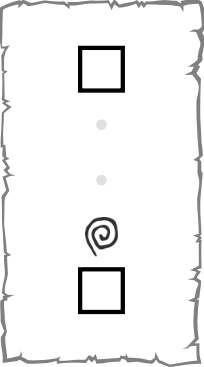


When cast: Place a CHARGE on this spell.

While charged: If in or next to a Forest location, pay 2mp to move through any number of connected Forest locations, bypassing any Rivers.

id #11 (r5)

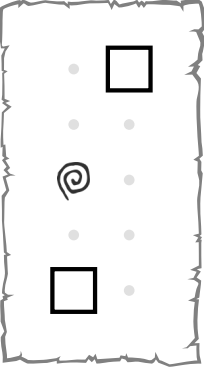
Forest Jump



When cast: If in a Forest location, swap positions with one of your TENDRILs that is in a Forest location no more than 5 spaces away. You may immediately repeat this spell.

id #93 (r5)

Blur

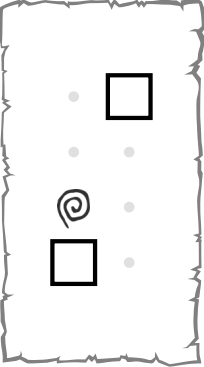


When cast: Place a CHARGE on this spell.

While charged: Once per turn (per charge), you may move into a neighboring location ignoring terrain cost.

id #19 (r5)

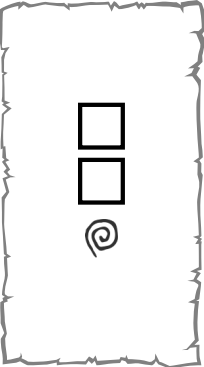
Quick Drop



When cast: Move 5mp. Place a TENDRIL in your final location.

id #66 (r5)

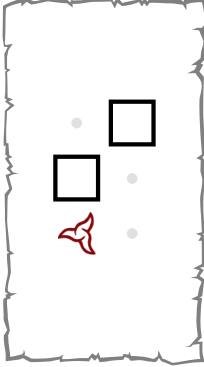
Push



When cast: Push all mages out of an adjacent location and then move into that location. You choose which location each mage moves into.

id #20 (r5)

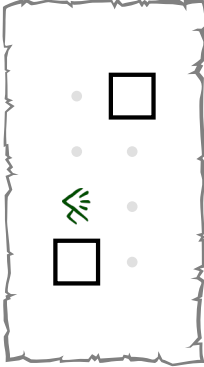
Teleport Random



When cast: Move all mages at one of your TENDRILs to a random star location. Consume that TENDRIL.

id #95 (r5)

Barrier

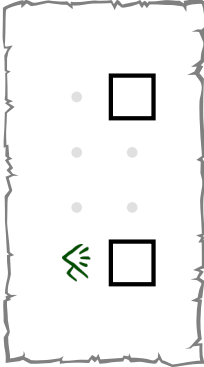


When cast: Place a CHARGE on this spell.

While charged: All locations adjacent to your TENDRILs are obstacles that other mages may not move into.

id #87 (r5)

Anchor

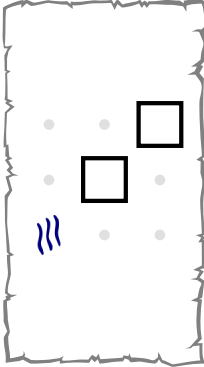


When cast: Place a CHARGE on this spell.

While charged: You may not be involuntarily moved by other mages.

id #39 (r5)

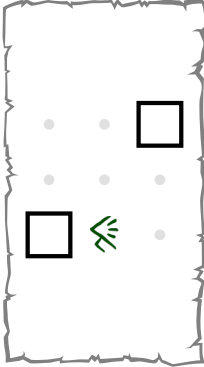
Split



When cast: Place a new TENDRIL in a location where you already have a TENDRIL.

id #8 (r5)

Mountain Tendril

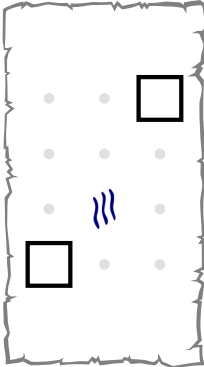


When cast: Place a CHARGE on this spell.

While charged: If in or next to a Mountain location, add a TENDRIL adjacent to any Mountain location connected to that Mountain location.

id #12 (r5)

Snapback




When cast: Place a CHARGE on this spell.

Sacrifice: If at same location as another mage's TENDRIL, you may sacrifice a charge to place a TENDRIL at that mage's location.

id #79 (r5)

**Run and Toss**



When cast: Move 1 space, place a TENDRIL, then move that TENDRIL 2 spaces.

*id #67 (r5)*

**Burst**

A 4x4 grid of dots. The top-left dot is empty. The dot at row 2, column 2 is inside a square. The dot at row 3, column 3 is inside a square. The dot at row 4, column 1 is inside a square. There are two wavy lines: one at row 1, column 4 and one at row 3, column 1.

When cast: Place 2 TENDRILS.  
Move 3 of your TENDRILS 2 spaces each.

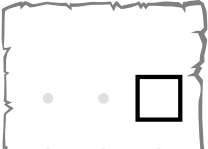
*id #74 (r5)*

The diagram shows a large square with a jagged, torn edge. Inside this square, there are two smaller squares. The top-left square is empty. The bottom-right square is also empty. Between these two squares, there are four small dots arranged in a 2x2 grid. The top-left dot is inside the top-left square, the top-right dot is to the right of the top-left square, the bottom-left dot is to the left of the bottom-right square, and the bottom-right dot is inside the bottom-right square.

A diagram of a TENDRIL card. The card is rectangular with a rough, torn edge. It has two empty square holes, one on the left and one on the right. Between the holes are two small red dots. A red TENDRIL icon is positioned above the left dot, and another red TENDRIL icon is positioned below the right dot. The text 'Remove Tendril' is written in a bold, sans-serif font at the top of the card.

The diagram shows a rectangular card with a rough, torn border. At the top of the card, the word "Prune" is written in a bold, black, sans-serif font. Below the text, there are three small, solid black circles arranged horizontally. To the right of these circles are two empty square boxes, also arranged horizontally. On the left side of the card, there are two red, stylized, three-lobed symbols, one near the top and one near the bottom. The entire card is set against a light gray background.

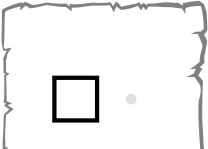
**Prune Neighbor**



When cast: Remove all TENDRILS from a location adjacent to where you control a TENDRIL. Consume this TENDRIL.

*id #42 (r5)*

**Erase**




When cast: Move one of your TENDRILs 3 spaces, removing one opponent TENDRIL from each location it moves into this turn. Consume this TENDRIL.


*id #65 (r5)*

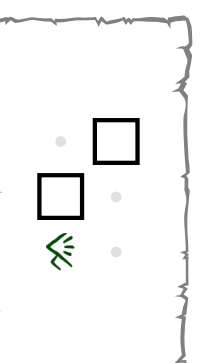
**Fire Burst**

When cast: Remove all TENDRILS in all locations adjacent to one of your TENDRILS. Consume that TENDRIL.



# Nudge



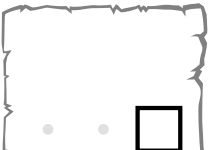


When cast: Place a CHARGE on this spell.

While charged: At the end of your turn, if another mage's TENDRIL is in the same location or adjacent to one of your TENDRILs, you may move their TENDRIL 1 space. Choose one for each charge on this spell.


id #85 (r5)

**Sneak Attack**




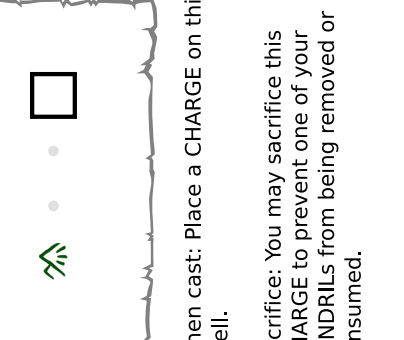
When cast: Remove TENDRILS from a adjacent location and then move into that location.

id #64 (r5)



## Tendrils Shield







**When cast:** Place a CHARGE on this spell.

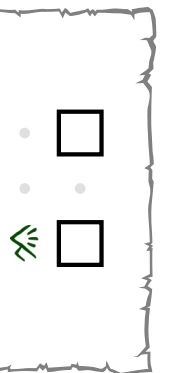
**Sacrifice:** You may sacrifice this CHARGE to prevent one of your TENDRILs from being removed or consumed.

*id #83 (r5)*



## Harden Shell







When cast: Place a CHARGE on this spell.

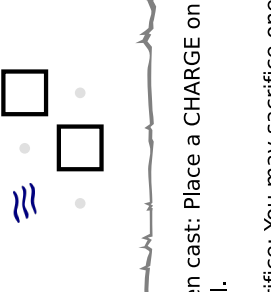
While charged: If the number of TENDRILS you have is less than or equal to the number of CHARGES on this spell, then they are protected from being removed by another mage (but they can still be consumed).

*id #86 (r5)*



# Whiplash






The diagram shows a rectangular board with a rough, torn edge. Inside the board, there are two squares and two dots. One square is at the top left, and the other is at the bottom right. There is a dot to the right of the top square and a dot to the left of the bottom square. A small blue icon with three wavy lines is positioned between the two squares.


**When cast:** Place a CHARGE on this spell.

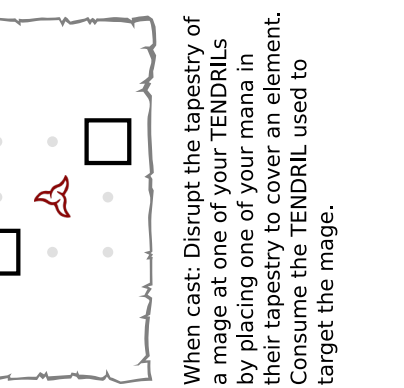
**Sacrifice:** You may sacrifice one of your TENDRILS to prevent another TENDRIL from being removed/consumed.

*id #76 (r5)*



## Burn



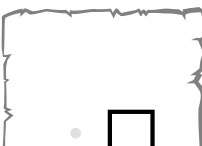


When cast: Disrupt the tapestry of a mage at one of your **TENDRILS** by placing one of your mana in their tapestry to cover an element. Consume the **TENDRIL** used to target the mage.

*id #91 (r5)*

The diagram shows a rectangular scroll with a rough, torn edge. Inside the scroll, there are two square boxes, one on the left and one on the right. Between these two boxes are two small dots. Above each square box is a green icon consisting of three stylized, upward-pointing arrows or flames. The entire scroll is set against a light blue background.

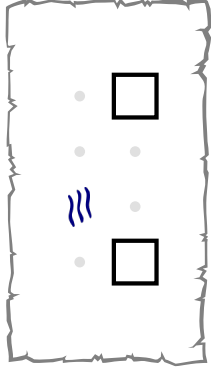
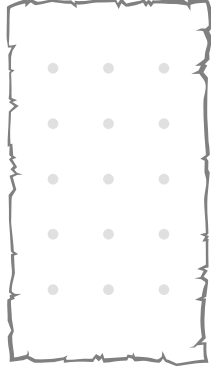
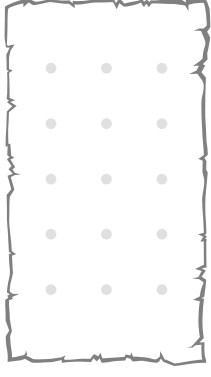
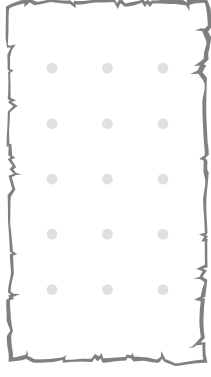
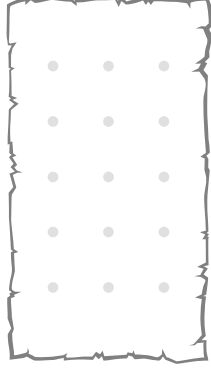
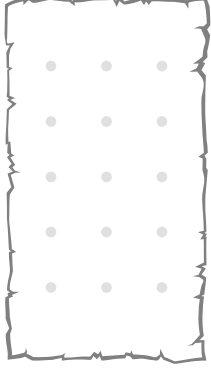
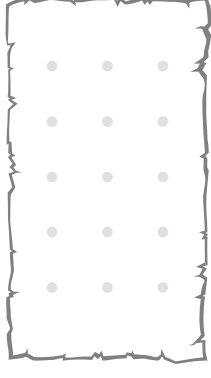
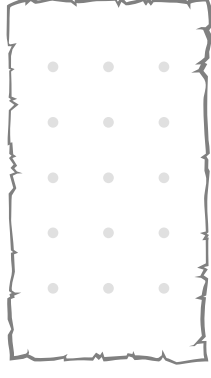
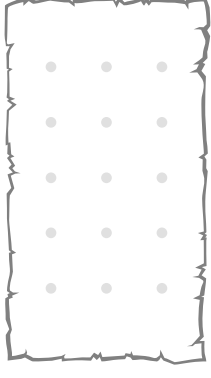
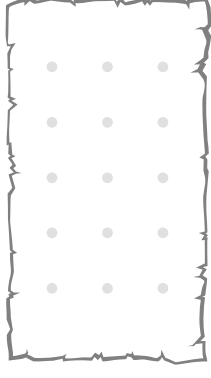
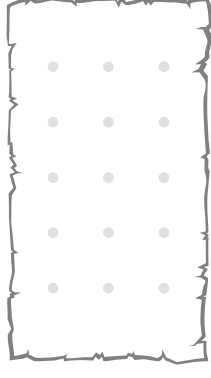
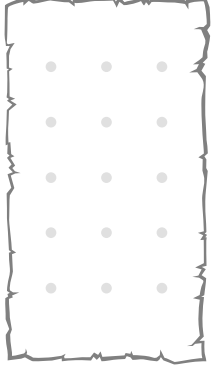
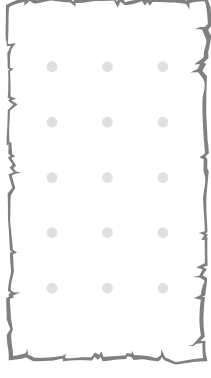
**Rest**



A diagram of a rectangular tapestry rest. It has a rough, hand-drawn border. Inside, there are two small squares, one on the left and one on the right. Between these squares are two small dots. Above the left square is a blue wavy line, and above the right square is another blue wavy line.

When cast: Remove 3 THREADS from your TAPESTRY.

*id #58 (r5)*

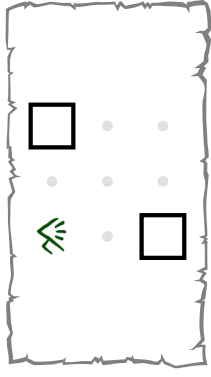
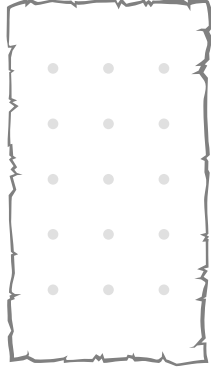
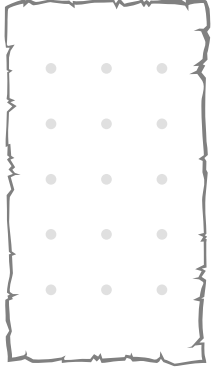


**When cast: Place a CHARGE on this spell.**

While charged: Rivers cost 0mp to cross. Water locations cost 1mp to enter.

**Sacrifice:** If you are adjacent to River/Water, sacrifice charge to place a TENDRIL up to 3 spaces away along water.

id #54 (r5)



**When cast:** Place a CHARGE on this spell.

**Sacrifice:** During your turn, you may sacrifice a charge to gain an extra action.

id #96 (r5)

