

## Haste

Move 3 along the same elevation.

12/1

## Anchor

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.

12/2

## Dispel

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

OR

Remove all Eyes and Anchors from your location.

12/3

## Extend

Move one of your Eyes 5 spaces.

12/4

## Airwalk

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

12/5

## Shield

Place a Charge on this spell.

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

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

12/6

## Fire Shards

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

12/7

## Duplicate

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

12/8

## Endurance

Place a Charge on this spell.

While charged: Your max movement range is increased by 2 whenever you cast a spell that moves yourself.

12/9