

## Expand

Duplicate an existing Eye and then move it 6 spaces.

*The air crackles as the Eye splits and one half shoots*

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## Bolt

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

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## Control

If you have an Eye in the same location as another Eye, 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 3 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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## 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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## Turbo Ignis

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

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