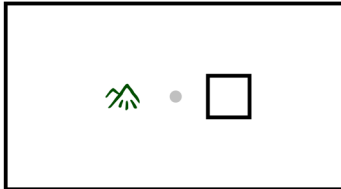




Sylvan Seeker



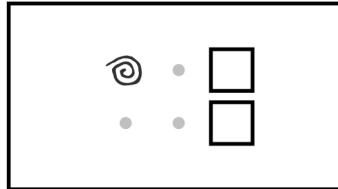
Move one of your Eyes in a Forest location to another Forest space no further than 5 spaces away.

Prereq: Target Eye in Forest
Target: One of your Eyes

14 (28)



Disperse



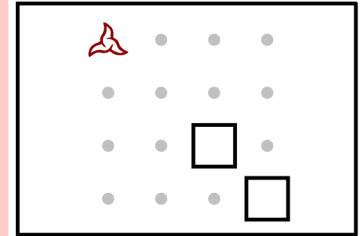
Move one of your Eyes 3 spaces. When moving this Eye into a space, push any Eyes already in that space into an adjacent space.

Target: One of your Eyes

14 (29)



Scorch



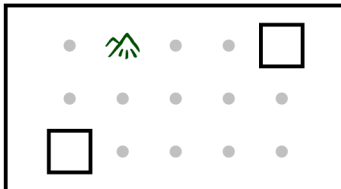
Move one of your Eyes 3 spaces, removing one opponent Eye from each location it moves into this turn.

Target: One of your Eyes
Cost: Target Eye is sacrificed

14 (30)



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.



14 (31)



Sacrificium



Place a Charge on this spell.

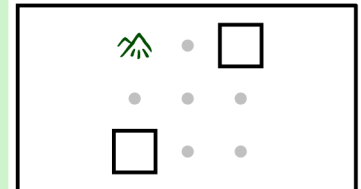
Reaction: You may cast this when one of your Eyes is attacked.

While charged: When you need to remove an Eye, you may instead remove a Charge from this spell.

14 (32)



Ground



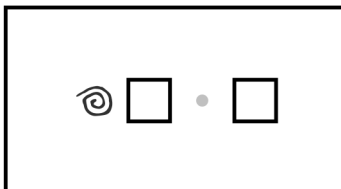
Remove all Eyes from your location and all adjacent spaces.

Target: Your location

14 (33)



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.

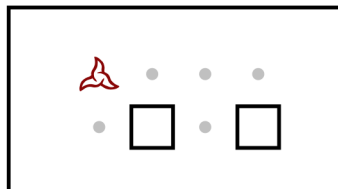


Trigger: An Eye moves into your location

14 (34)



Burn



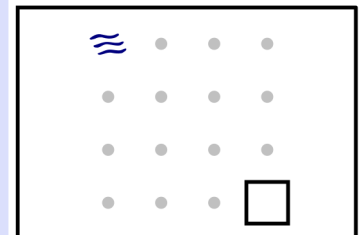
Consume one of your Eyes to remove all Eyes in that space.

Cost: Target Eye is sacrificed

14 (35)



Recover Thread



Recover a Thread from your Tapestry.

14 (36)