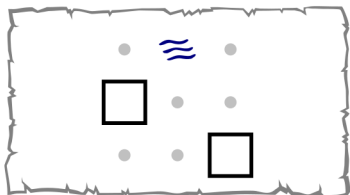


Spread

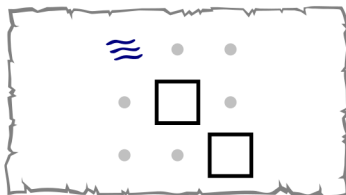


Move all your Eyes 3 spaces each.



11/19

Expand



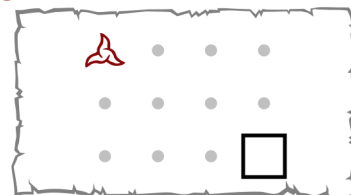
Duplicate an existing Eye and then move it 6 spaces.

The air crackles as the Eye splits in two and one half shoots away.



11/20

Bolt

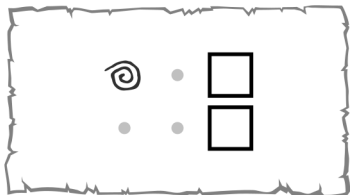


Move a single Eye 2 spaces and then consume it to Attack 1.



11/21

Disperse

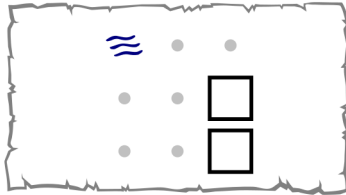


Move one of your Eyes 3 spaces. When moving this Eye into a space, push any Eyes already in that space into an adjacent space.



11/22

Control



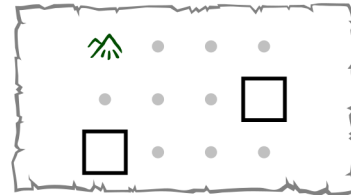
If you have an Eye in the same location as another Eye (yours or someone else's), then you may move that other Eye 4 spaces.

Reaction: When another Eye moves into the same space as one of your Eyes, you may immediately cast this spell.



11/23

Ground

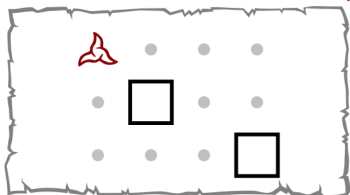


Remove all Eyes from your location and all adjacent locations.



11/24

Scorch

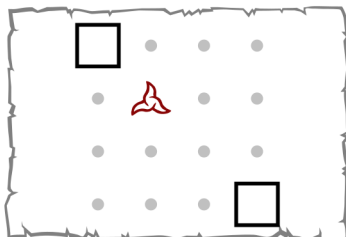


Move one of your Eyes 4 spaces, removing one opponent Eye from each location it moves into this turn. Consume this Eye.



11/25

Repel



Place a Charge on this spell.

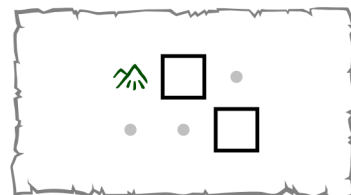
Reaction: You may cast this when an Eye moves into your location.

Sacrifice charge: When an Eye moves into your location, you may spend a Charge to destroy that Eye.



11/26

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.



11/27