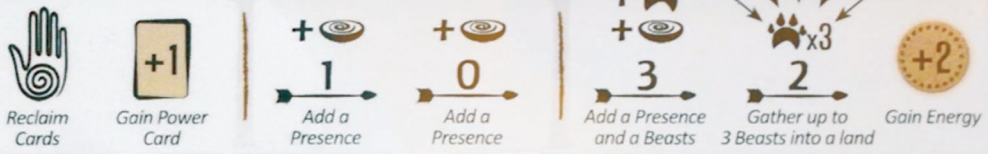
## GROWTH (PICK ONE)

2018-09-16




*Reclaim Cards* | *Gain Power Card* | *Add a Presence* | *Add a Presence* | *Add a Presence and a Beasts* | *Gather up to 3 Beasts into a land* | *Gain Energy*

## PRESENCE




*Energy/Turn* 1 *Animal* *Air* 2 3 4




*Card Plays* 2 2 3 4 *Gain topmost Minor Power granting Animal* 5

# MANY MINDS MOVE AS ONE

## SPECIAL RULES

*FLY FAST AS THOUGHT*

When you Gather or Push , they may come from / go to lands up to 2 distant. *(Rather than adjacent only.)*

*A JOINING OF SWARMS AND FLOCKS*

Your are also considered unless you choose otherwise. *(You may choose separately for each , for each effect.)*

*(If something changes a that is your , it affects 2 of your there - e.g., Push 1 will Push 2 of your . A land can only be your once, no matter how many you have there!)*

## INNATE POWERS

*THE TEEMING HOST ARRIVES*

| SPEED | RANGE | TARGET LAND |
|---|---|---|
| | 1 | ANY |

2 1 Gather up to 1 .

3 1 2 Gather up to 3 .

1 4 2 Push up to 5 .

*BESET AND CONFOUND THE INVADERS*

| SPEED | RANGE | TARGET LAND |
|---|---|---|
| | 2 | INVADERS |

1 2 If there are 2+ , 1 and Defend 2.

2 3 Instead, if there are 3+ , 2 and Defend 4.

3 4 Instead, if there are 4+ , 3 and Defend 6.

4 1 5 Instead, if there are 5+ , 5 and Defend 10.