

**GROWTH (PICK ONE)**

	+1	+	+	+
Reclaim Cards	Gain Power Card	Add a Presence	Add a Presence and a Beasts	Gain Energy

**PRESENCE**

	0	1	2	3	4	5
Energy/Turn	Card Plays					

**INNATE POWERS**  
THE TEEMING HOST ARRIVES

SPEED	RANGE	TARGET LAND	ANY
	2		

**BESET AND CONFFOUND THE INVADERS**

SPEED	RANGE	TARGET LAND	INVADERS
	2		

**MANY MINDS MOVE AS ONE**

**SPECIAL RULES**

**FLY FAST AS THOUGHT**  
When you Gather or Push, they may come from or go to lands up to 2 distant (rather than adjacent only).

**A JOINING OF SWARMS AND FLOCKS**  
Your may also count as . (Note: You never have more than 1 in a land, no matter how many you have there.)

(If something changes a that is your , it affects 2 of your there - e.g., Push 1 will Push 2 of your together.)